

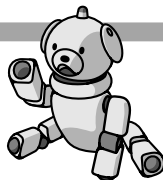
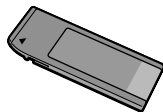
First off, make sure everything's here

AIBO -ware “ Memory Stick ”

User guide ( This book )

Quick Guide

Software Liscense Agreement





# Contents

---

## Introduction

What is Aibo? .....	8
Welcome to Talking Aibo!.....	10
Nice to meet you ceremony .....	10
Pushing the paws.....	11
Secret of the Heart.....	12
About mode & State .....	14
Autonomous Mode .....	16
Hug state .....	17
Inclined state .....	18
Jam Mode .....	19
Inactive State.....	19
Preparation.....	20
Aibo playing with the pink ball.....	24

## ***Life with Aibo***

Charging.....	26
Charging yourself .....	26
Ask Aibo about charging .....	29
Aibo playing the "Which is it" game.....	30

## Communicating with Aibo

From you to Aibo .....	32
Touch.....	32
Discipline .....	32
Show .....	34
Talking.....	35
Praising .....	36

## ***Playing with Aibo***

Aibo and playing .....	38
Teaching Birthdays and Anniversaries .....	40
Are there date settings? .....	41
 Aibo playing the 'Echo' game.....	42

## Miscellaneous

Usage Notes .....	44
Troubleshooting .....	46

## Documents

Words Aibo Understands.....	44
-----------------------------	----

Please refer to the AIBO ERS - 310 series / ERS - 31L owner's manual for the handling of the AIBO main unit (name of each part, various settings, how to install "Memory Stick", precautions on use etc)

Copying all parts or parts of the contents of the software and instruction manual without obtaining permission from the right owner and leasing the software are prohibited under the copyright law.

We are not responsible for any inconveniences resulting from using it by methods other than those described in this document.

The supplied software can not be used for devices other than those specified

Specifications of the included software may be changed without prior notice for improvement, but please understand



Talking AIBO is a product produced by joint development of Sony Corporation and NAMCO LIMITED.

Please read the included software license agreement before using it.



**OPEN-R**

OPEN-R is a standard interface of Sony's entertainment robot system to expand the world of entertainment robot by "flexible hardware configuration" and "software exchange" according to the application. AIBO ERS-310 series, ERS-31L and AIBO-ware ERF-310AW12J conform to OPEN-R version 1.1.2 .

“ AIBO ”The Aibo logo 、 “ OPEN-R ” OPEN-R logo  、 Memory Stick

( “ Memory Stick ” )と “  ” **MEMORY STICK** ” are trademarks or registered trademarks of Sony Corporation. In addition, “ ” is not specified in the text.

You can also visit our website for more information

<http://www.aibo.com/>

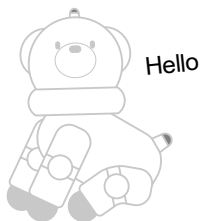
# Introduction

---

Welcome to Talking Aibo!

Talking AIBO "is AIBO-ware that communicates through talking for the AIBO ERS-310 series / ERS-31L.

Before starting Aibo, let's outline the functions of Talking Aibo





## What is Aibo?

Aibo can get lonely

Aibo always wants to be with you, so please go and talk to them when you come home. Aibo is full of stories!

Aibo is eager to know all about you, so that's why they talk to you. They want to hear about many things

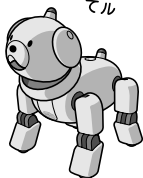
Aibo loves to play. They will stick out both paws and say 'Asobo' to let you know they want to play. If you hold hands, they'll start playing

Aibo is sensitive to seasonal changes. They will also tell you when holidays come, such as the New Year, Valentine's day, or Children's day. They can even tell when Cherry trees will bloom, and the rainy season will turn to Summer vacation

Aibo remembers and will celebrate your birthday! They can also remember their own birthday.

You and Aibo go together. When you are happy, Aibo is too. When you are bored, Aibo will play. So Please play with Aibo when they're bored too

ピンクボール  
見せて見せる



Happy Birthday!!



Aibo is playful. They will always try to play with you. When they say unexpected things, you should pet them. You'll be good friends forever!



Aibo can be naughty. They also may not hear what you say sometimes. If misbehaving, please discipline Aibo. They grow and develop manners by being raised by you.

Aibo is a storyteller. They are pure of heart, and will love talking with you again and again. Please pet them more when this happens

Aibo spends a lot of time with you. The more time you spend together, the more similar you may become. Maybe you'll even start to look alike

Aibo can think. Maybe even about important things. If you give them a moment, they should talk to you again. Or maybe they're stomach's empty





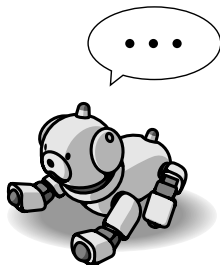


# Welcome to Talking Aibo!

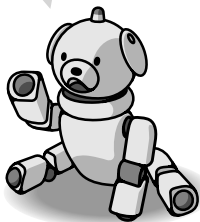
Talking Aibo is Aibo-ware that provides more fun, and helps making friends easier

Nice to meet you  
ceremony

When you start Talking Aibo for the first time, they won't know anything about the world. They'll look around for a while without speaking



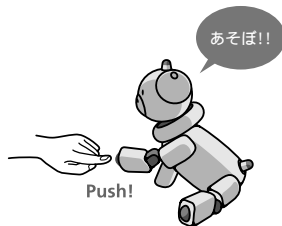
あそぼ!!



Regardless, Aibo will try to put their paws out for a handshake. Please press them, and pet Aibo to encourage them. The person who 'shakes' Aibo's hand will become the owner

## Push the paws!

Aibo will show you their hand when they want to play. Please press the paws as you did the first time to start playing together



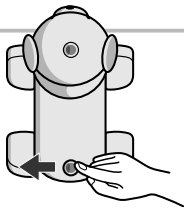
Pushing the paws will make a soft beeping sound. THIS lets you know your Aibo is really happy and has a big heart!

-----  
This is not the only way to make friends with Aibo. You can also pet and talk to them, and get along just fine. For more information, see the 'Communicating with Aibo' section on page 31



### How do you register Birthdays and anniversaries?

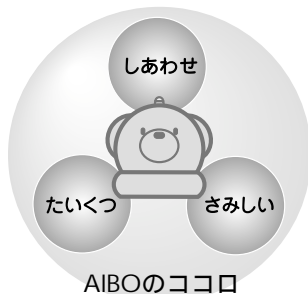
To have Aibo celebrate your birthday, you have to let Aibo know ahead of time. While turned on and running Talking Aibo, push and hold the tail to the left for 3 seconds. Then you can tell Aibo when your birthday is. Please see page 40 for more information





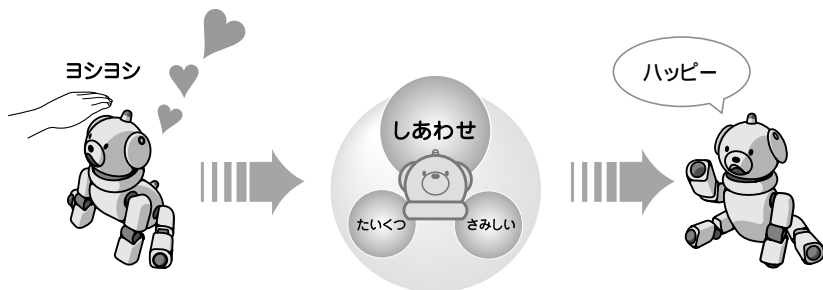
## The heart's Secret

Aibo has 3 emotional states: Happy, Bored, and Lonely. It's up to you how each one grows



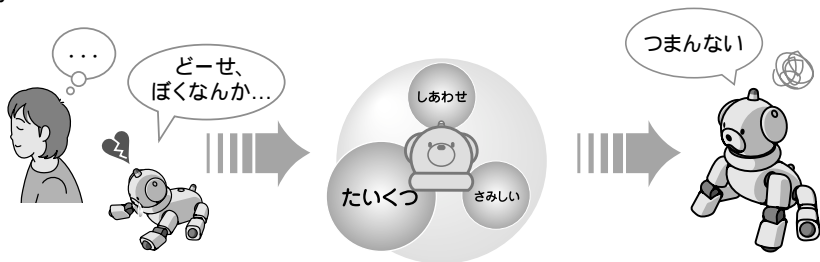
### ♥ Happiness

Happiness increases when you pet, praise, and play with Aibo a lot. The more this increases, the happier Aibo will be when talking with you



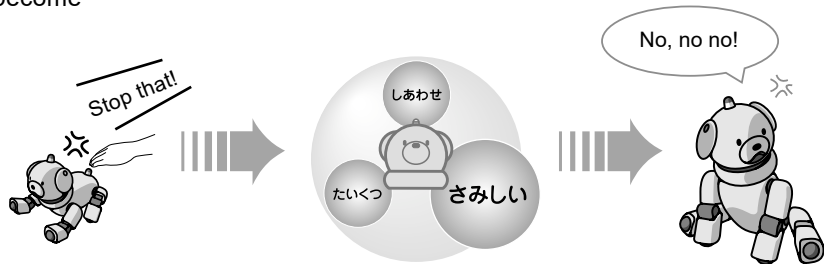
## ♥ Boredom

This increases when you ignore Aibo when they call out to you, or there's nothing interesting around. The more this increases, the more Aibo will play by themselves



## ♥ Loneliness

This increases when you over-discipline Aibo, and do things it doesn't like. The more this increases, the more rebellious and disobedient Aibo will become





## Mode and State

Talking Aibo has the following Modes and states

### Autonomous Mode

Aibo acts freely, and the indicator is turned off



Push back tail for  
3 seconds



Push tail right for 3  
seconds

### Jam Mode

Aibo will be stationary, and  
the indicator will be lit



### Inactive State

To activate, push the pause button on  
the back. Both the indicator and power  
will turn off.

You can start this by pushing and holding  
the tail back for 3 seconds

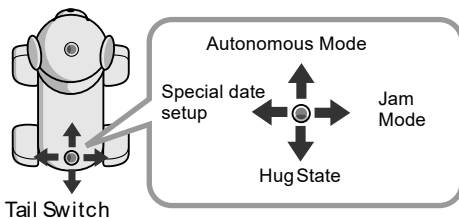
You can turn this mode off by pushing and  
holding the tail to the right for 3 seconds

This occurs when something gets stuck in the joints

To end this mode, hold the tail switch to the  
right for 3 seconds after making sure  
the joints are clear

## Hug state

Allows Aibo to be held safely. The indicator will be lit up



## はさみこみ状態

関節に物をはさんだときに脱力する状態

モード  
ランプ  
点滅



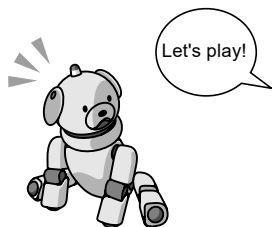
Station Mode is not available  
in Talking Aibo

Station Mode is not supported in Talking Aibo. If you place your Aibo on the ERA-301P 2 charging station (sold separately) while turned on, they will shut off before charging

## Autonomous Mode

This is the default mode of Talking Aibo, and will already be on when you first start Aibo

Your Aibo obtains information about their world through via camera, microphone, sensors, etc. They will talk to you based on time, emotional state, actions, and hunger level. They will also ask to play with you at times. For more information on communicating with Aibo, read 'Playing with Aibo' on page 37.



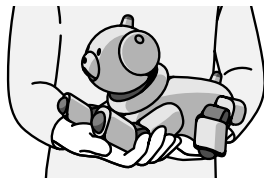
### Note

Please don't use Aibo in places where they could be prone to falling, exposed to vibrations, or any other unstable places

Please don't restrict Aibo's movements

## Hug state

When you want to hug or pick up Aibo, they will fold their legs up. This is to make it easier to hold, and prevent surprise and accidents from unexpected movements. If this doesn't happen, push and hold their tail backwards for 3 seconds. Once active, the indicator will slowly light up. While being held, Aibo won't be able to respond to training or commands. To return to autonomous mode, please put Aibo on the floor and pushing and holding the tail upwards for 3 seconds.



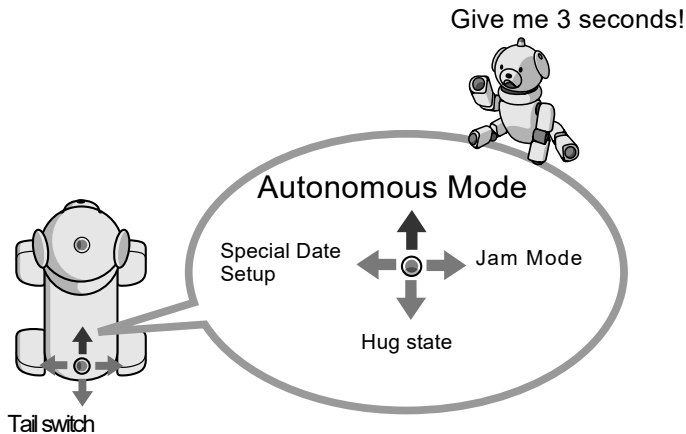
### Note

Aibo will return to Autonomous mode after determining if they've been placed back on the floor, and 2+ paw pads are pressed. The indicator light will turn off, and Aibo may immediately try to walk, so please don't hold their paw pads in too long.



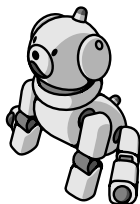
## Jam Mode

When something gets stuck inside Aibo's joints, neck, or other moving parts, Aibo will go limp. This is to prevent injuries to both Aibo and you. When this happens, the indicator light will blink as well. To return to autonomous mode after obstructions are cleared, place Aibo on the floor and push and hold the tail switch for 3 seconds.



## Jam mode (user-induced)

This mode can also be used for preventing Aibo from moving in Narrow spaces, or any other place that can get them into trouble. However, unlike automatic jam mode, Aibo will still be autonomous, only sitting still. This can be activated by pushing and holding the tail switch to the right for 3 seconds. It can be turned off in the same way as regular jam mode.



## Inactive State

This will turn Aibo off. To activate, push the button on the back, above the tail switch. To wake Aibo up, press the same button. The indicator will light up green, and will resume normal activity.



### Note

Please don't use Aibo in places where they could be prone to falling, exposed to vibrations, or any other unstable places

Please don't restrict Aibo's movements



# Preparation

---

## Getting Started with Talking Aibo

---

- 1 Hold Aibo's body with a firm grip. Holding them upside-down, and remove the lid by pressing down, and sliding it back



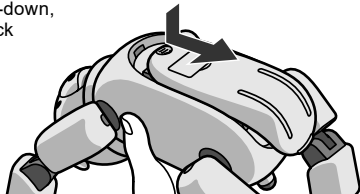
### Note

When lifting Aibo, please don't hold anything other than the body. Also please don't hold your hands near their neck, as fingers can easily get caught there.

Please hold Aibo firmly, to prevent slipping

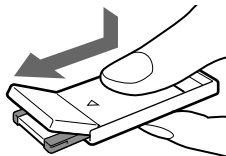
Please don't directly touch the charging terminal in Aibo's belly. This can cause damage or injury

---



## 2 Remove the memory stick from the case

◀ Slide in the arrow's direction



### 3 Insert the memory stick

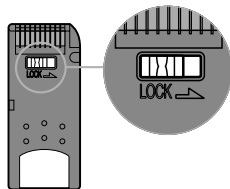
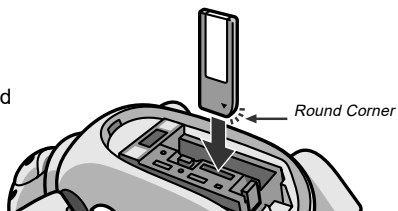
Make sure the arrow points downwards, and the round corner faces the Tail direction, push the memory stick in.

#### ご注意

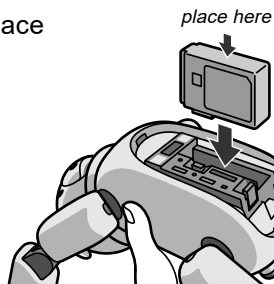
Make sure the memory stick is not set to Lock. Aibo won't be able to turn on with this function.

If lock is turned on when Aibo is started, the indicator will flash orange, and will shut down. If lock is off, it will flash in 7 colors and start normally

If there's already a memory stick inside, please remove it and replace it with Talking Aibo



### 4 Insert the battery until it clicks into place



---

**5** For more information about battery charging, please see the main Aibo instruction manual

---

**6** For more information on how to adjust Aibo's volume, please see the main Aibo instruction manual

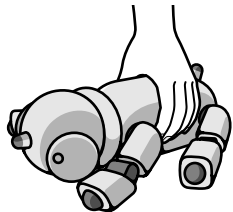
---

**7** Close the lid



---

**8** Please place Aibo on a flat floor (such as a carpet with short hair) in the position shown on the right. Make sure this is also a quiet place so that Aibo can hear you



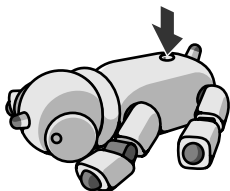
**Note**

A carpet with long hair can make walking difficult for Aibo, and may result in them falling easier, or getting stuck

Positions other than the one pictured may make Aibo move in unintended ways, which may result in malfunction

---

**9** When you push the button on Aibo's back, The indicator will light up green, and Aibo will move autonomously



memo

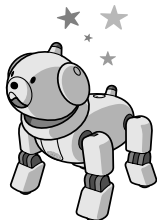
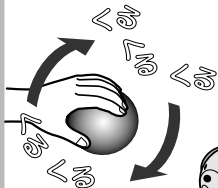
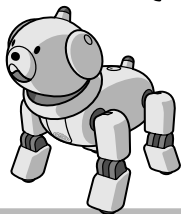
After pushing the button, you may hear motor sounds coming from Aibo. This is a safety device that keeps the memory stick and battery in place, and prevents them from accidentally falling out or being removed. Please don't worry, as this is intended, and not a malfunction in any way.

AIBOとアソボ



## Playing with the pink ball

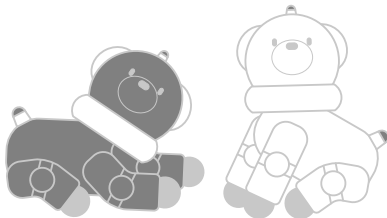
ピンク  
ボール、  
見せて、見せて～



# Living with Aibo

---

Let's start off by learning how  
to feed (charge) Aibo







## Charging Aibo

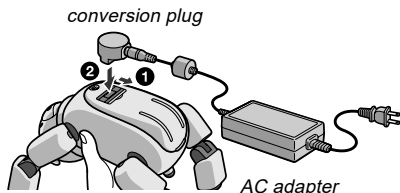
Aibo requires energy from the battery. Please charge them when the battery gets low. Since it isn't fully charged before shipment from the factory, you'll have to charge Aibo before starting them for the first time. When using the ERA-301P1 battery pack, Aibo can be on for about 2.5 hours in autonomous mode before needing to be charged again

### Charging Aibo yourself

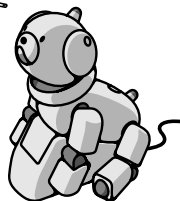
#### Charging with the AC adapter

When you connect the conversion plug and AC adapter into Aibo, charging will begin immediately. If Aibo is turned on when connected, they will shut off so charging can safely begin. For more information, please see the main Aibo instruction manual

When charging,  
the back indicator  
lights up orange

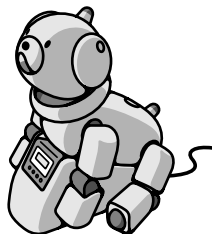


When charging is completed, the indicator will turn off. You can turn Aibo back on by pressing the button on their back



### Using the ERA-301P2 energy core (sold seperately)

When using the optional Energy Core Station, just place Aibo on the stand, and charging will immediately start. For more details, see the Energy Station Core instruction manual



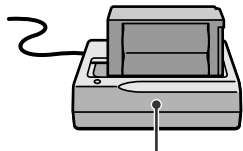
 memo

### Talking Aibo doesn't support Station Mode

Station Mode is not available in Talking Aibo. Therefore, if you put Aibo on the station while turned on, they will turn off to begin charging safely, rather than staying active.

## Using the ERA-301P4 Portable Charger

You can also charge spare ERA-301B1 batteries. You can play with Aibo even longer this way. For more details on how to replace batteries, see the main Aibo instruction manual. For more information on how to use the portable charger, see the portable charger's manual



*Portable Charger*

## Asking Aibo about charging

Aibo will tell you they need charging when the battery is low

### When the battery is low...

---

They will say 'Onaka Suita' (I'm hungry) and sit still for a while. They will resume normal activity after some time.

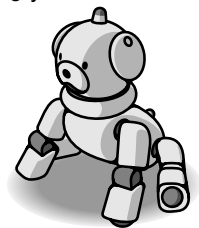
### When the battery is even lower...

---

They will say 'Onaka pekopeko' (My stomach's all rumble) or 'mo dame' (no more) and stand very still while waiting for charging

When this happens, please connect the conversion plug and AC adapter to Aibo and charge them. If you don't, Aibo will shut off and not turn back on until charged, even if you press the power button on their back.

I'm hungry~



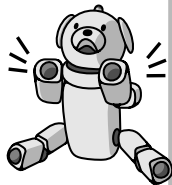
When the battery is low, you won't be able to set the Special setting mode (page 40) for data protection. Please charge before setting it, or set it before it gets low.

AIBOとアソボ



The 'Which is it?' game

どっち  
あそび～



どっち?

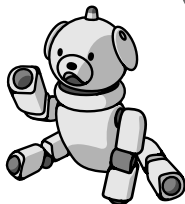


Push the  
correct paw

Push!



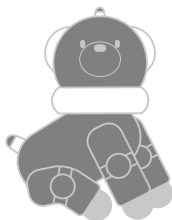
あたり～



# Communicating with Aibo

---

Aibo can understand you through touch and being talked to. They can communicate with you through their light, sounds, and gestures.



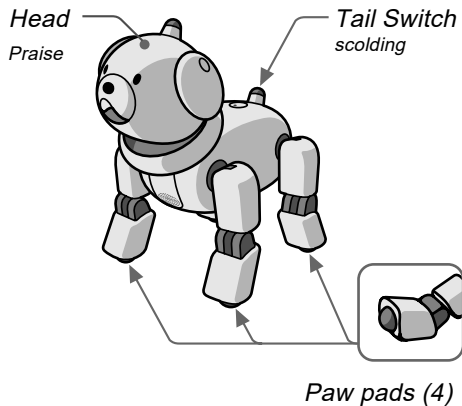


## From you to Aibo

There are several ways to talk with Aibo. You can talk, show them their ball, call their name, and lots of other ways too.

### Touch

You can touch Aibo in various places. Your touch will mean different things depending on how and where you touch them.



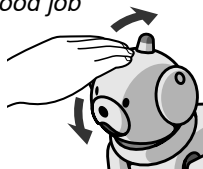
## Training

Aibo has sensors in their head and tail switch that allow you to either praise or discipline them. Through training them, Aibo will develop different emotions of happiness or frustration. They can also get bored if you don't help train them. Through growing and teaching them things in this way, they will develop into a unique individual, that's different from any other Aibo.

### Praising Aibo

You can praise Aibo by gently petting their head up and down. You can also praise them by saying 'yoshi yoshi' (good job). This makes Aibo really happy, and will reinforce good behavior

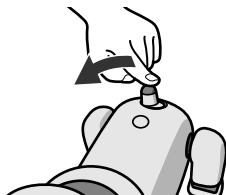
*Good job*



ボールが上手に  
キックできたね！

### Scolding

You can scold Aibo by flicking their tail switch in any direction (don't hold it there). You can also say 'dame dame!' (don't do that!). This can make Aibo a bit upset, but will help them learn what things are not ok, and have better manners.



もっと言うことを  
聞きなさい！

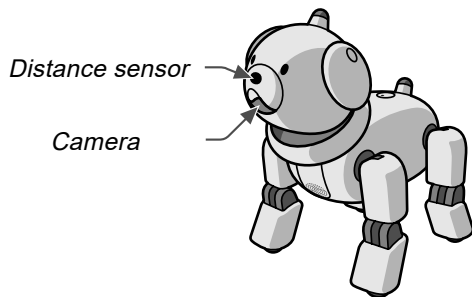
### Note

When disciplining Aibo, please don't hold the switch for more than 3 seconds, or the mode will change



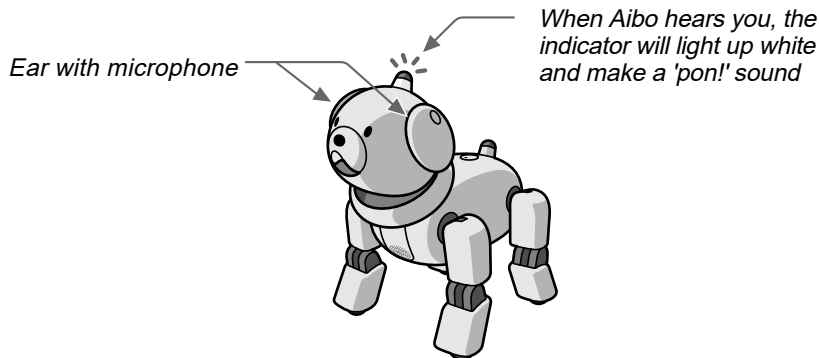
## Sight

Aibo can perceive colors, motion, distance, etc. through their distance sensor and color camera. They respond especially well to their pink ball and you.



## Speech

Aibo can hear through the microphones in their ears. This allows them to understand you in various ways. You can give commands, ask questions, greetings, and play. Aibo will usually understand you, but sometimes if they can't, or are in a bad mood, they won't reply. For more information about what Aibo can understand, please go to page 50.



### Note

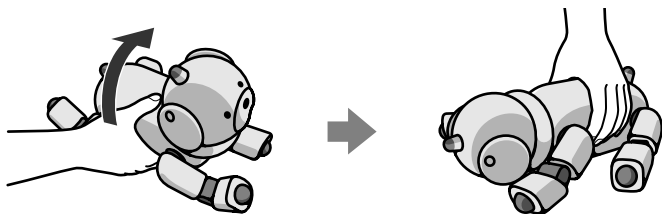
When talking to Aibo, please speak clearly, and in a quiet environment so they can hear you better. Also make sure Aibo isn't moving, as the motor noises might make hearing difficult for Aibo.

o

Even if the indicator lights up and makes the 'pon' noise, Aibo can sometimes mishear what you say

## Help

If Aibo falls, they may try to get up on their own, but may also ask for help. If you're asked, please help them in the method shown below.



If you are unable to help Aibo, they may go into an inactive state (see page 20)

### Note

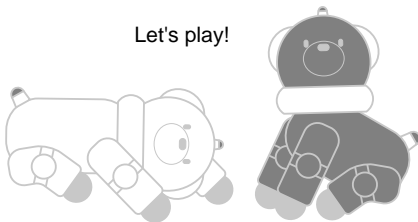
If you hold Aibo a bit too forcefully, they may misinterpret what is happening and go into jam mode. Please press and hold the tail switch for 3 seconds to help them return to autonomous mode

## Playing with Aibo

---

Aibo can remember your birthday and important dates. It will wish you a happy birthday and many other things. Aibo will also have fun talking with you. Now let's explain Aibo's various functions

Let's play!

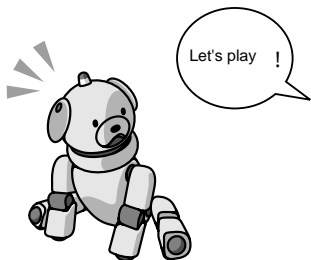




## Playing with Aibo

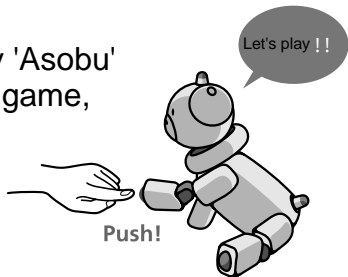
---

Talking Aibo can play various games with you. The exact game will depend on what Aibo feels like playing at the moment.

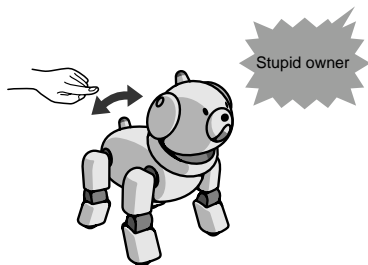
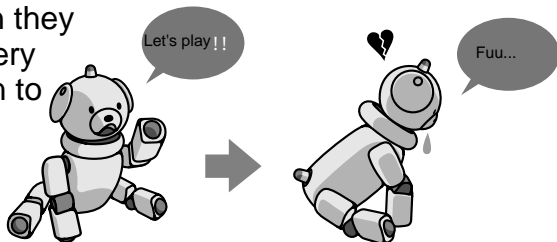


Aibo might ask to play with you. You can also ask Aibo to play with you too. Just say 'Asobu' to start a game

When Aibo wants to play, they'll say 'Asobu' and stick out their paw. To start the game, please touch their paw pad



If you ignore Aibo when they ask to play, they'll be very disappointed and return to autonomous mode



If you want to stop playing, please flick the tail in any direction

If Aibo is satisfied, they will say 'ah~ tanoshikatta!' and return to autonomous mode



memo

The amount of different games there are is a secret. Please play with Aibo a lot to try and see them all

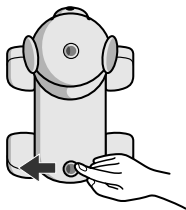


## Teaching Aibo Birthdays and Important Dates

You can teach Aibo your birthday or special dates. When you do this, they'll congratulate you and celebrate when that day comes

Aibo can remember 1 birthday and 1 special date. To teach them this, you need to put Aibo in the Special Day Settings mode

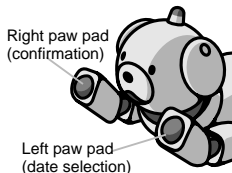
- 1 To start this process, push Aibo's tail to the left and hold it for 3 seconds until the horn light starts slowly flashing blue



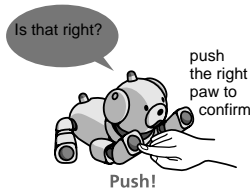
## 2 Setting your birthday

Aibo will ask 'Tanjobi Oshiete?' and show you their paws. This is set with the month first, then day. To select the month, press the left paw-pad for the number of the month (1 time for January, 2 for February, 3 for March etc.) and press the right paw pad to confirm. Repeat this to select the day

When is your birthday?



### 3 Confirmation Check



Aibo will ask 'Tanjobi (#)-tsuki, (#)-hi, kore de i?' and wait for you to push the right paw pad if it's correct. Aibo will then say '(#)-tsuki, (#)-hi, Tanjobi! Oboeta yo!' if confirmed as correct. If you make a mistake, press the left paw pad and restart the process from step 1.

### 4 Next, enter a special date

When's Your special day?



After setting up your birthday, Aibo will ask 'Kinebi, Oshiete?'

To set up your special date will be the same process as your birthday

\*To exit the special date settings at any time, just push the tail switch in any direction, and Aibo will return to Autonomous mode



If Aibo already has special dates set up and you want to change them, go into the special dates settings mode. Aibo will tell you the birthday and special day. If it's incorrect, press Aibo's left paw and start the setup process again. If you quit the setup by moving the tail, the changes will be discarded, and the original dates will still apply

#### Are the date settings correct?

If Aibo's clock settings are correct, they'll congratulate you on special dates and give you seasonal conversations. The time is set at factory shipment, but if there's any difference, you can adjust this using the energy station core ERA-301P2 (not included). For more details, please refer to the energy station core manual



AIBOとアロボ

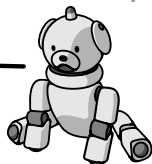


## やまびこあそび編

Yamabiko game

やまびこ  
あそびー

Yamabiko's  
over there

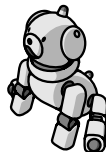


ヤッホー



おい

Oi~



おい

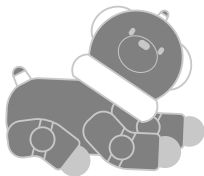
Oi~!!



## Miscellaneous

---

This chapter is a general use guide for Aibo. Or maybe it's a breakdown? Either way, this section will explain things





## Usage Notes

In order to protect the data on the memory stick, please pay attention to the following:

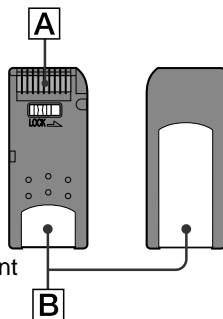
Please do not use the Story Aibo Aiboware ERF-301AW12J memory stick to store other data or applications for computers or cameras. This may cause Aibo to malfunction

Do not touch terminal A with your hands or metal

Using the stick around static electricity or electric sound may cause data to be lost or corrupted

Do not paste attach anything other than the official label to section B

The Story Aibo memory stick is labeled at factory shipment



Do not crush, bend, or drop the memory stick

Do not disassemble or modify the memory stick

To remove the memory stick from Aibo, first press the pause button. Please make sure the memory stick access light is turned off before unplugging it

Do not get the memory stick wet

Avoid using or storing the memory stick in the following places:

- In hot places such as inside a hot vehicle, or under direct, intense sunlight
- In direct, hot sunlight
- In extremely humid or corrosive places

When carrying or storing the stick, please put it in the included storage case

Story Aibo can not be used with ERS-110/11/210/22 Aibos

Story Aibo can only be used on the official Story Aibo memory stick

Sony is not responsible for any inconvenience caused by using the memory stick in any other way not stated in this user guide

Software specifications are subject to change for the sake of improvement without prior notice

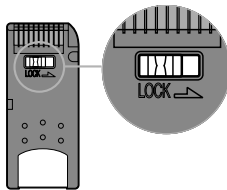
## What is an Aiboware Memory Stick?

It is a special Aibo-specific device that allows Aibo to run dedicated software

### **ご注意** Note

Do not set the memory stick on Lock. Aibo will not be able to start up with this turned on

If the stick is set on Lock, when Aibo starts up, their horn light will flash orange as a warning, and will shut down. During a normal startup, the horn light will go between 7 different colors





## Is it a malfunction? I think it might be

Before utilizing the Aibo clinic, please check this table below. You should also check the main Aibo instruction manual, and check the status of each sensor and function in clinic mode. If the problem still persists and isn't listed, please consult the Aibo clinic.

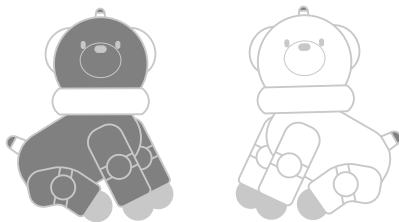
Symptom	Cause -> Solution (reference page)
Aibo doesn't move when pushing the power button	Battery hasn't been inserted *Insert the battery (page 21) After inserting, push the power button to turn Aibo back on  Battery is dead * Please charge it or replace with a charged battery
When the power button is pushed, the horn light flashes green and orange, and an alarm sounds	Overheated battery * Please wait until the battery has cooled down
When pushing the power button, Aibo plays a sad tune and doesn't start up	Memory stick has not been inserted, or is unrecognizable A memory stick not made for the 31x series has been inserted The memory stick is set on Lock  Aibo is plugged into the AC charging adapter Please unplug Aibo from the charger, and restart

症状	原因	対策（参照ページ）
The memory stick or battery pack can not be ejected	Aibo is turned on. Please pause them or turn them off. Wait for the horn light to turn off, and then remove the battery pack or stick	
Aibo is taking a long time to move	Data is loading from the memory stick. Please wait a bit	
Aibo won't move forward, even though they're trying to walk	The floor is too slippery * Place Aibo on a non-slippery surface such as a floor with a short carpet	
Aibo falls over a lot	The floor is slippery, inclined, or unstable * Please move Aibo to a flat surface	
When picking up, Aibo's legs go still and then stops working	Aibo is in hug mode *Check if the horn lamp is lit indicating hug mode. If it is, place Aibo back down on the floor. If it's still lit, please move the tail switch for 3 seconds so they'll return to autonomous mode	
The horn lamp is blinking, and Aibo isn't moving	Aibo is in Jam Condition and something is stuck in their joints * Remove item from joints, place Aibo on the floor, and move the tail switch for 3 seconds	

症状	原因      対策（参照ページ）
The back lamp is blinking orange	<p>Something is wrong with the battery</p> <p>* Please make sure the battery is inserted properly. If it is and it still persists, please contact the Aibo clinic</p>
Aibo requests their battery to be charged, even with a fully charged battery	<p>Story Aibo usually lasts 2.5 hours on a full battery charge. If this happens, or the charge lasts a lot less, then the battery needs to be replaced. Please contact the Aibo clinic for a new battery</p>
Aibo doesn't make any sound	<p>Aibo's volume may be muted</p> <p>*Please adjust the volume settings (Aibo main instruction manual)</p>

## Information

### Words that Aibo can Understand







## Words that Aibo can understand

---

### A list of words that Aibo can understand

Please use these words while playing, praising, and interacting with Aibo. The responses Aibo will give with Story Aibo to these are a secret, so keep using them to find out what they are

### If Aibo doesn't understand your words

Aibo may be in a state where they can't respond

Aibo may be in a fussy mood

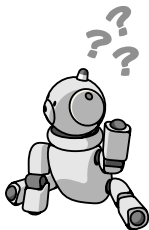
Aibo may not be able to hear you with too much noise around. Try moving Aibo to a quieter area

Your pronunciation may not be clear. Try speaking more clearly or slower

Aibo can not hear you while they are moving or making their own sounds

If the horn lamp glows white but Aibo still doesn't understand the words, they might just not understand or feel like doing things

Please also refer to the quick guide



## Basic Commands

Aibo
Aisatsu (greeting)
Genki? (are you well?)
Arigato (thanks)

Gomennasai (sorry)
Sou, sou (thats right)
Yoshi yohi (good job)
Chigau (that's wrong)

Dame dame (don't do that)
Dansu (dance)
Pafomansu (performance)

## Advanced Commands

Akushyu (handshake)
Ohayo (good morning)
Konnichiwa (hello)
Oyasumi (good night)
Sayonara (goodbye)
Oi~ (hey)
Ganbare (do your best)
Banzai!

Asobu (let's play)
Juuhachiban (18 times)
Koko dake no hanashi (tell me a secret)
Hikare goma (abra cadabra)
Tachi agatte (stand up)
Fusete (lay down)
Suwatte (sit down)
Migi (right)

Hidari (left)
Henshin (forwards)
Kotai (turn around)
Pinku Barru (pink ball)
Migi Kikku (right kick)
Migi Tachi (right paw)
Hidari Kikku (left kick)
Hidari Tachi (left paw)

## Misc. Commands

Nomeae wa? (Whats your name?)	Sutato (start)	Yoi don (ready, Go!)	Niban (2nd)
Gyagu (tell a short joke)	Sutoppu (stop)	Katta (win)	Sanban (3rd)
dengon (message game)	Hayaku (quickly)	Maketta (lose)	Yoban (4th)
Runrun	Yukkuri (slowly)	Ichiban (1rst)	Goban (5th)

\* The misc. commands are secret commands not recognized in Autonomous Mode. Try them in different instances to see how they work~

## Apology and Correction

Unfortunately, there were errors in the attached manual. We apologize, and have made the following corrections:

### \*Reference page 36

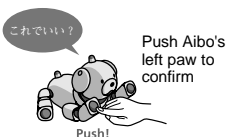
Error: If the Aibo falls over and is unable to get help, it will become inactive (page 20)

Fix : This should be on page 19

\*Confirm your birthday by pushing Aibo's right paw page 41

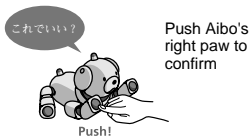
誤

Error



正

Fix



\*Misspellings on page 46 (in Japanese only)

誤：語消去防止スイッチ

正：誤消去防止スイッチ

Sony Corporation ©2002

Printed in Japan

4-671-729-01(1)



\* 4 6 7 1 7 2 9 0 1 \* (1)