

Segatoys iDog Instruction (Japanese Version)

Translated by Audio Cubes (www.audiocubes.com)

PLAY IN EVENT MODE

To activate event mode, push and hold iDog's nose for 7 seconds.
iDog will return to normal Pet Mode if there is no interaction.
Touch the tail to quit an event, and iDog will return to Pet Mode.

COMPOSING MUSIC EVENT

iDog's face will blink in various colors to show the event.
In this mode, iDog will play an original music that reflects it's feeling at the moment.
If you have been playing with it for a long time, it'll play longer music.

PLAYING MUSIC EVENT

iDog's face will blink in orange light and play "Beautiful Dreamer" to show the event.
During this event, it'll play famous tunes randomly. One song per event.
iDog will return to Sleep Mode afterwards.

How to participate more:

While iDog is in Music Event mode, wave at the head and the music will change. It responds differently by the direction of the hand wave.

Note: The light sensor on the face reacts to the brightness and darkness of the light.

Note: Depending on how dark the room is, it might not react very well.

How to replay a song from the Playing Music Event:

iDog will remember the songs that have been played before in the Playing Music Event mode.

Follow these steps:

1. During Pet Mode, push both head buttons (A and B) at the same time for 2 - 3 seconds.
2. iDog will chime 3 times to show it is ready to play the music.
3. At first it will play "Toy Soldiers"
4. Head button A skips to the next song and B for replay.

Note: When switch to this mode without playing any "playing music mode" prior, it will just play "Toy Soldiers"

Note: If there is no interaction, after playing 3 songs it'll get back to Pet Mode automatically.

Note: Change tones by waving.

Note: During this event, iDog doesn't move its ears or head with the music.

Note: Changing the battery will erase the songs in the memory.

PLAYING MODE WITH MUSIC FROM OUTSIDE SOURCE

Use a stereo mini-plug cable (see illustration) to connect iDog with a CD player or other audio players. iDog will move with its rhythm.

Note: Depending on the music source, sometimes it will not be in sync or it will not move.

Note: Plug in or out after setting the volume down.

Note: It'll automatically get into the "Outside Source Input Mode".

Note: If plug it in during the event mode, it'll just play the music but will not move with the music.

VOLUME CONTROL

A button turns up the volume. B button lowers the volume (While pressing the nose button)

Note: Sound cannot be turned off

AUTO SLEEP MODE

If iDog is left alone, it'll automatically turn to Sleep Mode.

(3 minutes for Pet Mode, 5 minutes for Outside Source Playing Music Mode)

You can force it to go to sleep mode by pressing the nose for 3 - 4 seconds.

PLAY IN PET MODE

iDog expresses its feelings by indicating how fast the light goes around.

Explanation on how the emotions change:

iDog changes its emotions with different buttons.

Here are the tendencies:

- Nose switch: Becomes happy (light: orange)
- Head (A/B) switch: Becomes calm, friendly (light: green)
- Tail switch: Becomes happy (light: red)

Example 1: Red light goes around fast: Very happy

example 2: Orange light goes around slowly: A little happy

How to read the speed of light:

After resetting it, the green light goes around when it starts up: That's "slow".

HUNGRY!

How to tell when iDog hungry:

When idog plays the "hungry" sound (Ramen stand guy who goes around town), talk or play music for him, his hunger will be satisfied and he will play the "thank you" music (A little brown bottle)

Note: iDog will continuously play the "hungry" sound if there is no interaction.

IMITATION

How to use the microphone:

During the pet mode (waiting period), talk to iDog to switch to Imitation Mode. It will listen to your voice and replay it according to how he heard it. 4 seconds max.

How the Imitation Mode works:

1. Talk to iDog while it's waiting
2. iDog's middle lamp goes on and off in green
3. Record a sound, the light changes to red
4. Record while the light is red (4 seconds)
5. When it finished recording, the lamp will turn green and it'll start playing

Note: Depending on the surrounding, it might record noise.

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