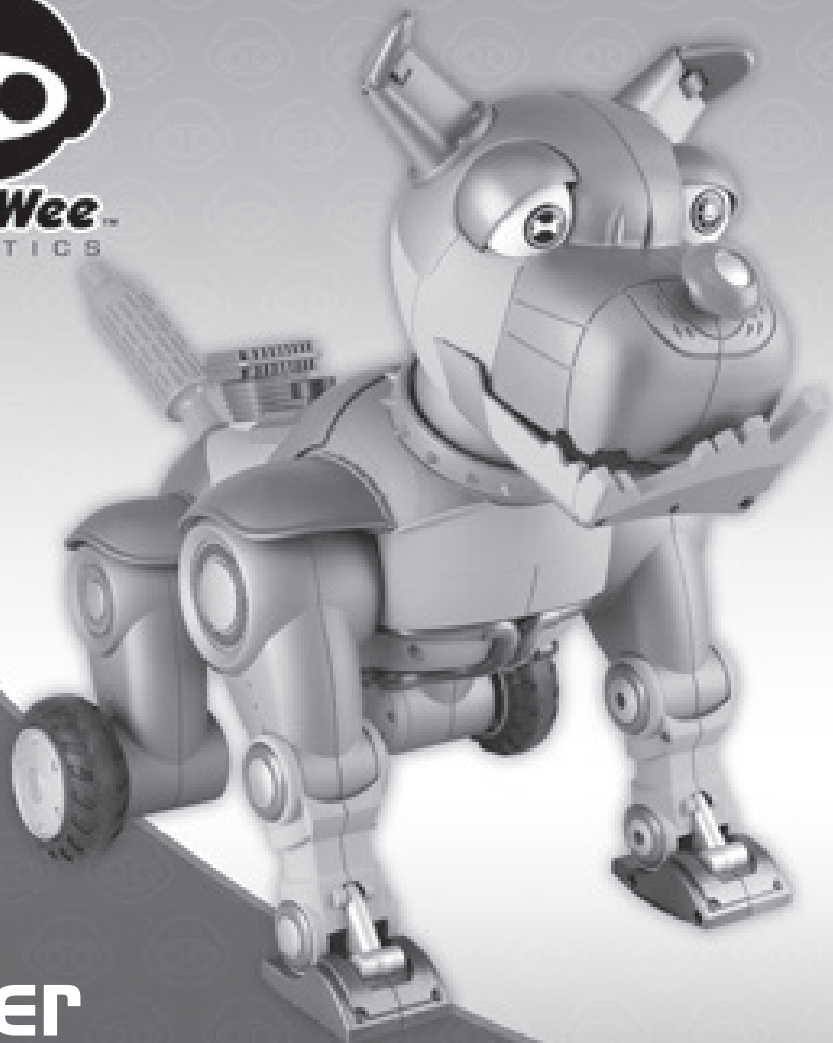




WowWee™
ROBOTICS



User manual

Ages 8+
Item No. 1045

RS WREX THE DAWG
A FUSION OF TECHNOLOGY AND PERSONALITY

www.podarkin.com

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Thank you for purchasing Wrex the Dawg™ from WowWee™!

The RS symbol identifies WowWee's exclusive Robosapien™ products, which feature a unique fusion of technology and personality. Each RS product incorporates the latest in robot technology, skillfully mixed with a dynamic and entertaining personality. The WowWee Robotics [RS] symbol is a sign of quality, ensuring each customer of a unique and emotive robotic experience.

Wrex the Dawg is no ordinary robot dog! Built from discarded mechanical and electrical parts, he is the ultimate, loveable "cross-wired" junkyard mutt, despite a few loose nuts and bolts! He's a real character and isn't afraid to show it -- but when this loveable Frankenstein pooch "malfunctions" you'll have to reset his circuits straight.

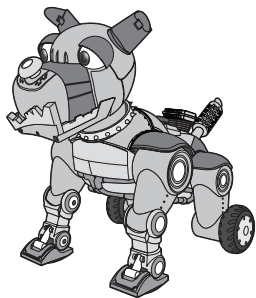
Adopt this incorrigible creation and have fun training this crazy canine. With stylized locomotion, Wrex the Dawg can scoot around, play and obey your commands or just roam freely like a real dog. Spend hours playing together -- with any luck you just might end up with a great robotic pal that listens... until he "malfunctions"!

Take a few minutes to look through this user manual to get Wrex the Dawg up and going!

NOTE: When using Wrex the Dawg, adult supervision is required, especially when changing the batteries.

Package contents:

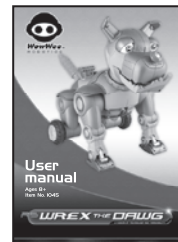
1 x Wrex the Dawg



1 x Remote controller



1 x User manual

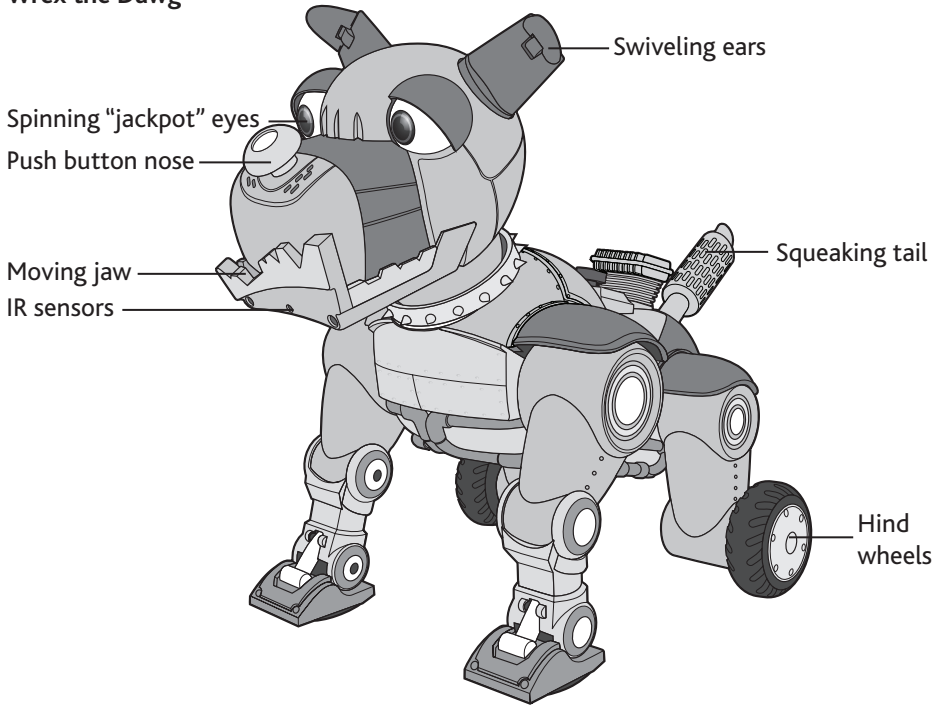


Important safety information

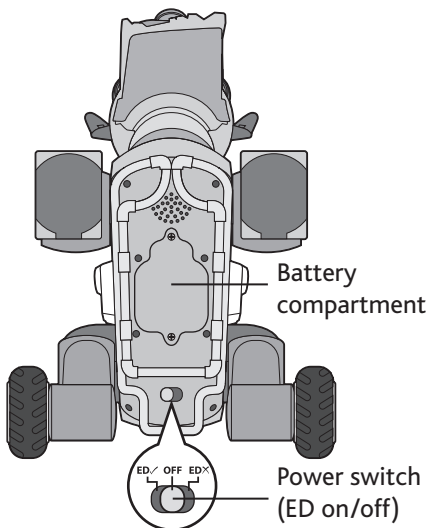
Do not immerse Wrex the Dawg or any parts of him in water or any other form of liquid.
Do not drop, throw, or kick Wrex the Dawg as this might damage his mechanical functions.
Do not shake or abuse Wrex the Dawg this might cause permanent damage which is not covered under warranty.

Quick overview

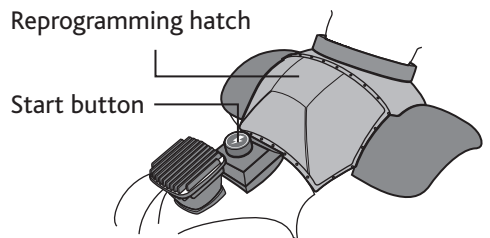
Wrex the Dawg



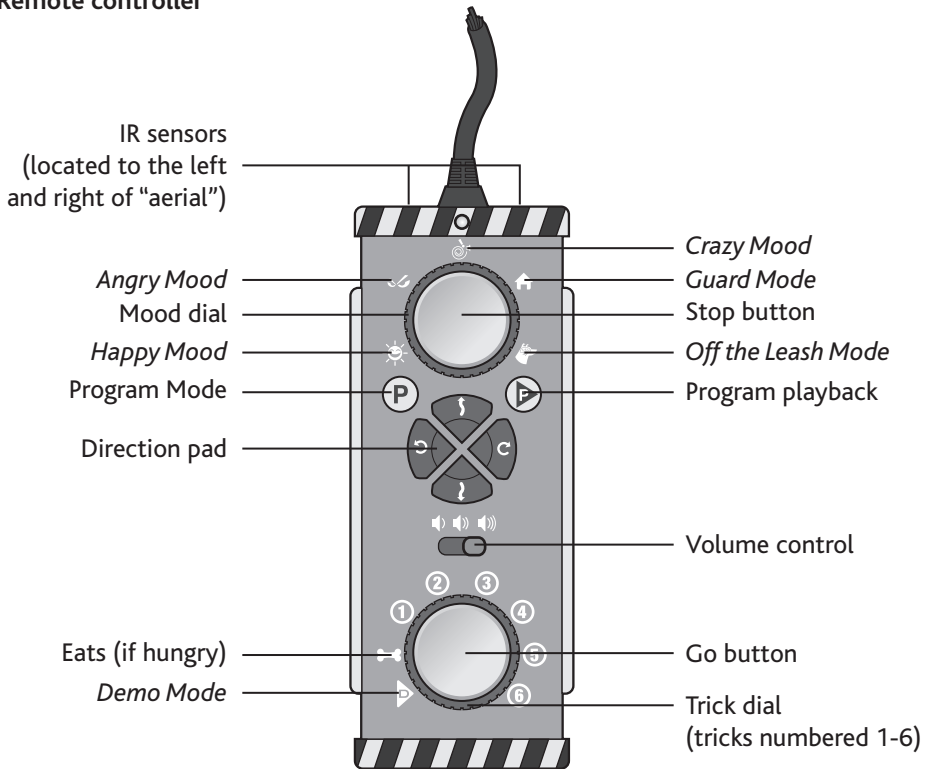
Underside of Wrex the Dawg



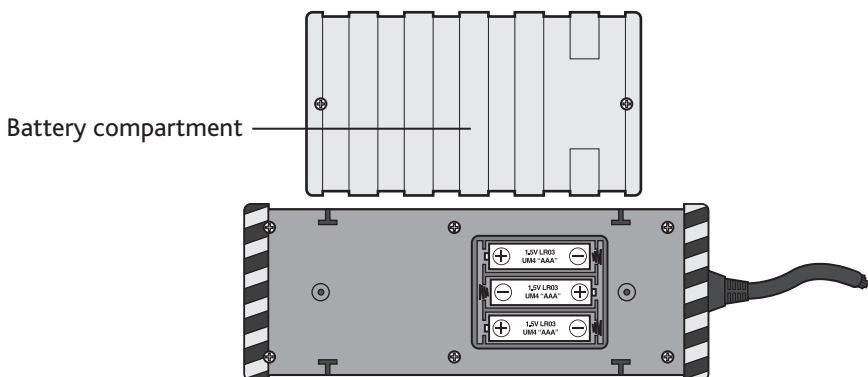
Back of Wrex the Dawg



Remote controller



Underside of remote controller



Battery details

Battery requirements

Wrex the Dawg requires 4 x "C" size batteries and 2 x "AA" size batteries (not included). The remote controller requires 3 x "AAA" size batteries (not included).

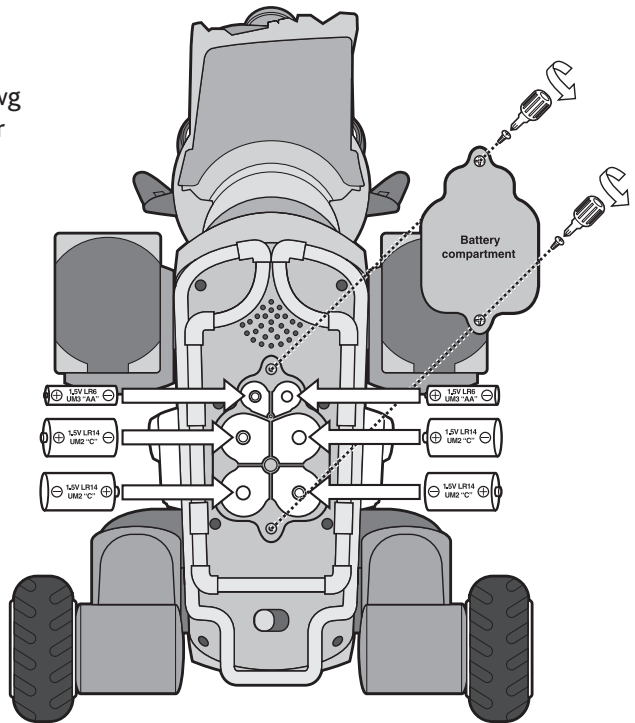
Installing or changing the batteries in Wrex the Dawg

To change the batteries in Wrex the Dawg, first carefully lay him on his back. Do not balance him or place him near a table edge. Install the batteries as follows:

1. Open the battery compartment on the underside of Wrex the Dawg using a Phillips screwdriver (not included) to remove the screws on the battery compartment cover.

2. Insert the batteries according to the diagram. Ensure that the positive and negative polarities match the illustrations inside the battery compartment.

3. Replace the battery compartment cover and replace the screws using the screwdriver. Do not over-tighten.



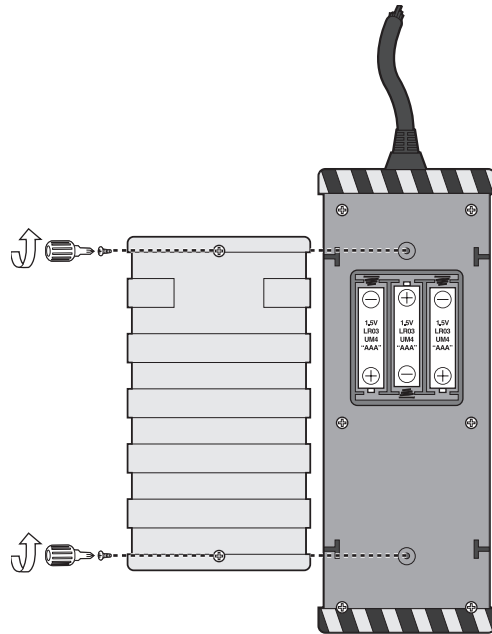
Underside of Wrex the Dawg

NOTE: You will know when Wrex the Dawg's batteries are nearly depleted when he moves very slowly, or becomes less responsive to user interaction and/or commands from the remote controller.

Installing or changing the batteries in the remote controller

Install the batteries as follows:

1. Open the battery compartment on the remote controller using a Phillips screwdriver (not included) to remove the screws on the battery compartment cover.
2. Insert the batteries according to the diagram. Ensure that the positive and negative polarities match the illustrations inside the battery compartment.
3. Replace the battery compartment cover and replace the screws using the screwdriver. Do not over-tighten.



Underside of remote controller

NOTE: You will know when the batteries in the remote controller are nearly depleted when Wrex the Dawg becomes less responsive to commands.

Important battery information

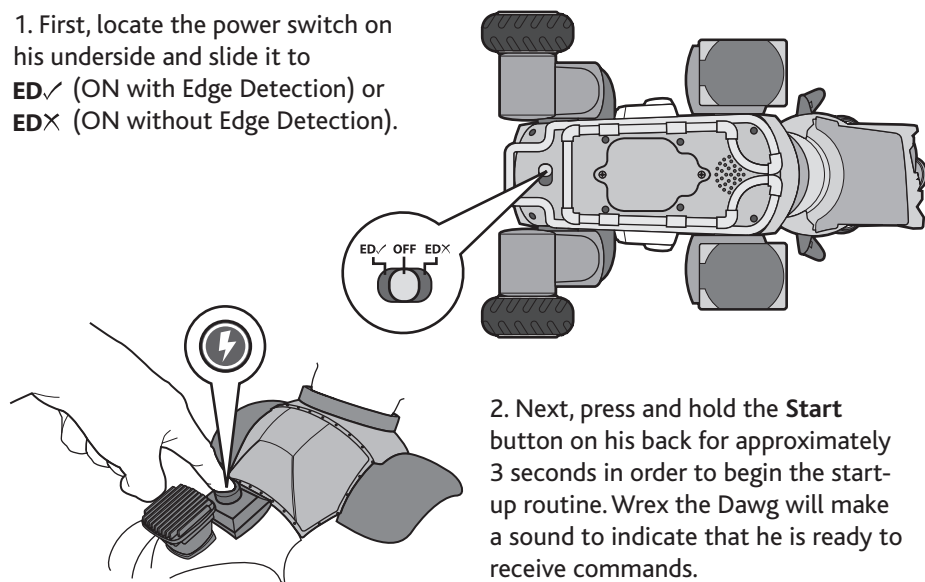
- Use only fresh batteries of the required size and recommended type
- Do not mix old and new batteries, different types of batteries [standard (Carbon-Zinc), Alkaline or rechargeable] or rechargeable batteries of different capacities
- Remove rechargeable batteries from the toy before recharging them
- Rechargeable batteries are only to be charged under adult supervision
- Please respect the correct polarity, (+) and (-)
- Do not try to recharge non-rechargeable batteries
- Do not throw batteries into the fire
- Replace all batteries of the same type/brand at the same time
- The supply terminals are not to be short-circuited
- Remove exhausted batteries from the toy
- Batteries should be replaced by adults
- Remove batteries if the toy is not going to be played with for some time
- This user manual should be kept because it contains important information

Getting started

After you have inserted batteries in Wrex the Dawg and the remote controller, you are ready to meet your new pooch!

Wrex the Dawg has two power settings: one with Edge Detection and the other without. In normal operation Edge Detection can be used, however some surfaces may cause him to detect “false” edges and refuse to walk. In this case disabling the Edge Detection feature is useful.

1. First, locate the power switch on his underside and slide it to **ED✓** (ON with Edge Detection) or **ED×** (ON without Edge Detection).



2. Next, press and hold the **Start** button on his back for approximately 3 seconds in order to begin the start-up routine. Wrex the Dawg will make a sound to indicate that he is ready to receive commands.



You can bypass the start-up routine by pressing the red **Stop** button at the center of the **Mood dial** on the remote controller.


NOTE: If you do not press the **Start** button within 30 seconds, Wrex the Dawg will automatically begin his start-up routine.

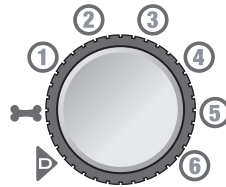
NOTE: If, after the third attempt you cannot start Wrex the Dawg, he will automatically begin the start-up routine.

3. Next, place him upright, on a large smooth, flat surface, away from edges and obstacles. Verify whether Edge Detection is enabled or disabled.

Demo Mode

Wrex the Dawg has a demo routine to show you his movements, animations and personality!

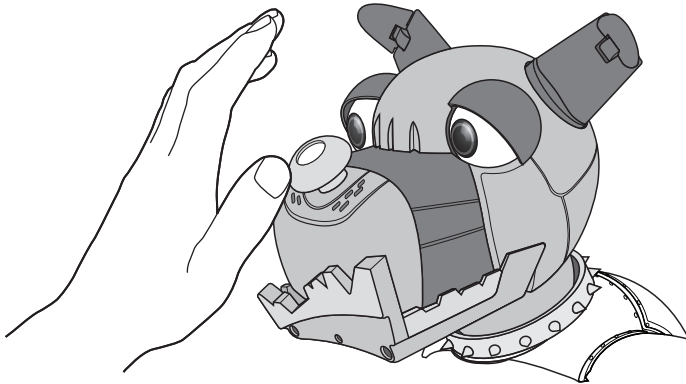
To access *Demo Mode*, point the remote controller at Wrex the Dawg and turn the **Trick dial** (the bottom dial on the remote controller) to the **Demo** button  and press the green **Go** button located at the center of the **Trick dial**.



NOTE: Wrex the Dawg moves around during his demo routine. Ensure his surrounding area is free from obstacles and edges.

Sight

Wrex the Dawg can “see” in front of him. This allows him to detect edges, obstacles, and you! His IR sensors are based reflection. He can see highly reflective surfaces, such as white walls or mirrors more easily and from greater distances than matte or black surfaces.



Wrex the Dawg reacts to movement in front of him when he is stationary -- but his reaction depends on his mood!

He can track a moving item to the left or right of him, or respond to objects in front of him. If you place an object directly in front of him he will back up. You can make him sit down by holding the object in place as he moves back. If you place an object in front of him to one side, he will turn his head to look at it. If the object remains, he will perform a mood-based animation!

If Edge Detection is turned on, he can also detect when he is being picked up if he is standing still, on all fours.

Edge Detection / Reprogramming hatch / Turning off the IR sensors

Edge Detection

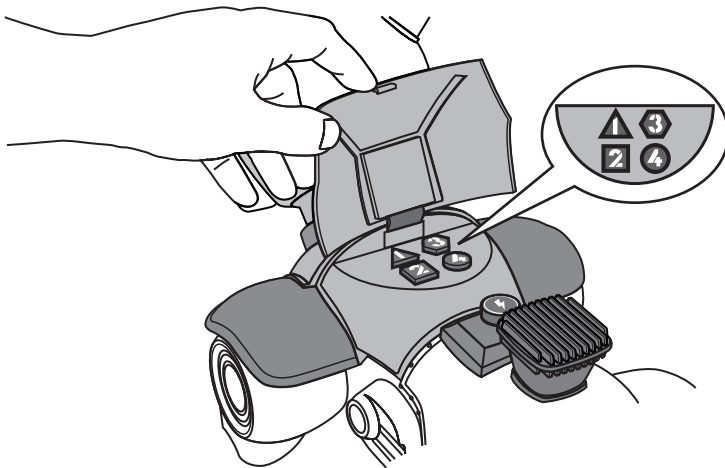
Wrex the Dawg is equipped with Edge Detection; this feature is only enabled when the power switch is set to the correct position **ED✓** (refer to page 7) and when Wrex the Dawg is moving straight forward. He cannot use Edge Detection when he is turning or moving backward. If he approaches an edge from an angle, he might not detect it.

NOTE: Wrex the Dawg might not be able to detect an edge near a reflective surface, or false surface such as an open drawer or a chair pushed up against a table.

NOTE: You can also disable Edge Detection manually by setting the power switch to **ED✗**

Reprogramming hatch

Wrex the Dawg has a "secret" reprogramming hatch on his back, which you can use to enter special codes that change his behavior (refer to page 14).



Turning off the IR sensors

If you want to prevent Wrex the Dawg from detecting obstacles you can turn off his IR sensors. To do so, simply type the code **1111** using the buttons in his reprogramming hatch. Note that this will also turn off his Edge Detection if it is currently enabled. The same code can also turn the IR sensors back on, however Edge Detection can only be re-enabled if the power switch is set to **ED✓** (refer to page 7).

Giving Wrex the Dawg commands

This section outlines how to control Wrex the Dawg, and how to understand his moods and desires!

Volume control

Wrex the Dawg has three volume levels:

- Low
- Medium
- High



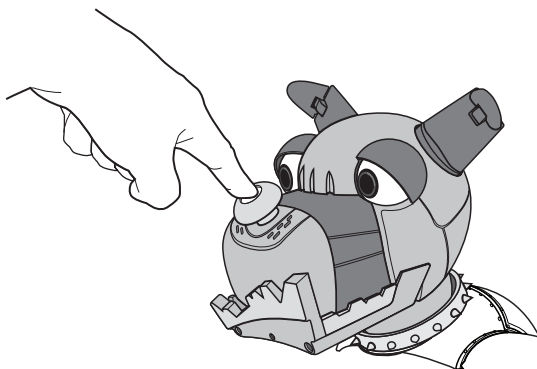
To change the volume level, point the remote controller at Wrex the Dawg and slide the volume switch to the desired position.

Bump button nose

Wrex the Dawg's bump button nose acts as a fun "stop" button for him.

Press his nose when he is moving and he will stop what he is doing.

If you press his bump button nose when he is not moving, his eyes will spin and he will change his desire.



Eye icons

Wrex the Dawg has four icons on each spinning "jackpot" eye, with a total of ten combinations that reflect his current moods and desires! His left eye displays his moods and his right eye displays his desires.

You can change his mood using the **Mood dial** on the remote controller (refer to page 4), and change his desire by pressing his bump button nose -- the outcome is random! Wrex the Dawg can also change his moods autonomously when he is in *Guard* and *Off the Leash Mode*.



Sleep Mode

If you want to send Wrex the Dawg to bed, hold the **Start** button on his back for a few seconds and he will enter *Sleep Mode*. He will also enter *Sleep Mode* if you do not give him a command for approximately 8 minutes.

To wake him up, do one of the following:

- Press the **Start** button again, or;
- Turn him off and then on again using the power switch located on his underside.

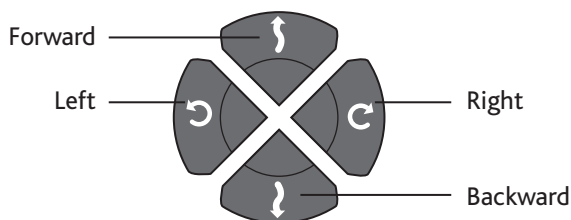
NOTE: To prevent battery depletion you should not leave Wrex the Dawg in *Sleep Mode* for long periods of time. When you have finished playing with him, turn him off using the power switch located on his underside.

Driving control

Wrex the Dawg has two hind wheels and two jointed front legs -- because he is built from scrap pieces he does not always move in a straight line! He can move forward and backward in varying styles depending on his mood and even sit or lie down.

To control Wrex the Dawg's movements, use the direction pad on the remote controller. For example, press the left direction button, to make Wrex the Dawg spin to his left.

Remember to point the remote controller directly at him when you give him a command or he might not receive the command.



As he moves around, Wrex the Dawg can detect obstacles within range. He will make mood-based comments as he goes!

NOTE: If Wrex the Dawg's Edge Detection is turned off, he can still detect obstacles.

To stop Wrex the Dawg, press the **Stop** button in the center of the **Mood dial** at the top of the remote controller. Alternatively you can press his bump button nose.

Mood control

Wrex the Dawg has three moods:

- *Happy Mood* 
- *Angry Mood* 
- *Crazy Mood* 

You can change his moods by turning the **Mood dial** located at the top of the remote controller to the desired icon. Be sure to point the remote controller at Wrex the Dawg while you are turning the dial or he might not change his mood accordingly.

Wrex the Dawg can also autonomously change his moods in *Guard Mode* and *Off the Leash Mode* (refer to page 15).

Tricks

Wrex the Dawg can perform a number of tricks - depending on his mood! To make him perform a trick turn the **Trick dial** to the number correlating to the trick you want him to perform, point the remote controller at him and then press the green **Go** button on the remote controller.

NOTE: Make sure the **Mood dial** on the remote controller is set to the mood corresponding to the trick you want him to perform.

The table below outlines the tricks that Wrex the Dawg can perform:

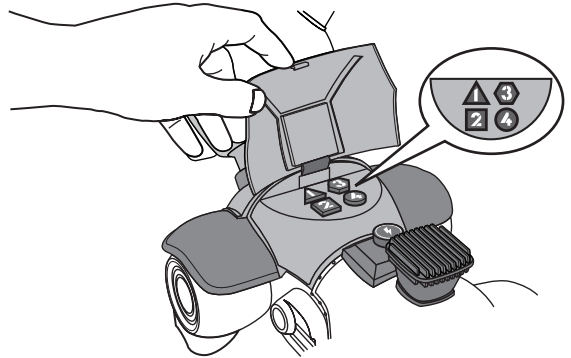
Table 1

Trick dial number	<i>Happy Mood</i>	<i>Angry Mood</i>	<i>Crazy Mood</i>
1	Shakes a paw	Growls	Takes a wiz
2	Plays dead	Bites	Breaks wind
3	Goes dizzy	Burns out	Slides
4	Begs	Charges	Sneezes
5	Wolf whistles	Howls	Gets excited
6	Dances	"What's that?"	Chases flies
	Eats (if hungry)	Eats (if hungry)	Eats (if hungry)

Malfunction feature

Being a cross-wired junkyard dog made of scrap pieces, Wrex the Dawg will sometimes "malfunction" -- you will have to help him by entering a reset code using the buttons in his reprogramming hatch!

You will know when he is beginning to "malfunction" because he will perform a "malfunction" animation. He will then intermittently twitch and squeak when he walks and make comments to tell you that he is not behaving normally. He will continue to respond to remote controller commands.



Breakdown feature

If you do not reset him while he is "malfunctioning" Wrex the Dawg will eventually "breakdown", and will not be able to do anything until you enter a reset code.

NOTE: If you want to make him "malfunction" enter the code **4444** using the buttons in his reprogramming hatch. If you want to make him "breakdown" enter the code **4321**. You can then enter any reset code. To return Wrex the Dawg to his normal behavior, enter **1234**.

NOTE: Wrex the Dawg might enter *Sleep Mode* during which you cannot enter a reset code. To wake him up, press the **Start** button on his back or turn him off and then on again.

Reset codes

Wrex the Dawg responds to a number of different reset codes:

- Animation Codes (he will perform an animation but will not be reset)
- Mode Codes (he will be reset and then enter a strange mode)
- Malfunction Codes (he will "malfunction")
- Repair codes (he will return to his normal character)

You can enter any reset code at any time, except when Wrex the Dawg is in *Guard Mode* or *Off the Leash Mode*.

Table 2 outlines some of the reset codes and their descriptions.

Table 2

Code type	Reset code	Description
Repair code	1234	Normal reset
	1432	Full reset
Malfunction code	4444	Triggers a "malfunction"
	4321	Triggers full "Breakdown"
Mode code	1122	Cat mode
	2112	Robosapien™ mode
	4411	Fast mode
	1144	Slow mode
	2233	Wind mode
	4242	Bad dawg mode
Animation code	3311	Shakes his paw
	3312	Plays dead
	3313	Goes dizzy
	3314	Begs
	3321	Wolf whistles
	3322	Dances
	3323	Growls
	3324	Bites
	3331	Burns out
	3332	Charges
	3333	Howls
	3334	Slides
	3341	Takes a wiz
	3342	Breaks wind
	3343	Chases his tail
	3344	Sneezes
3411	Gets excited!	
3412	Chases flies	


You might also discover some codes that are not listed here, or Wrex the Dawg might suggest some for you to try!

NOTE: To repeat the last code entered, push and hold Wrex the Dawg's bump button nose for approximately 3 seconds. If you have not previously entered a code, this action will have no effect on his behavior.

Off the Leash Mode



Wrex the Dawg can roam freely, just like any dog wants to!

Point the remote controller at Wrex the Dawg and turn the **Mood dial** to the **Off the Leash** icon . He will wander freely. If you enter a command, Wrex the Dawg will obey the command and then return to roaming freely.

After approximately 5 minutes he will enter *Sleep Mode* (refer to page 11); to exit the mode before this, point the remote controller at him and turn the **Mood dial** to a different mood.


NOTE: If his Edge Detection is disabled, make sure that his surrounding area is free from edges.

NOTE: If you press stop and then enter a reset code he will exit *Off the Leash Mode*.

Guard Mode



Like any protective, loving mutt, Wrex the Dawg will warn you as strangers approach (to learn more about his "sight" refer to page 8)!

To enter *Guard Mode*, point the remote controller at Wrex the Dawg and turn the **Mood dial** to the Guard icon . He will stand guard, and occasionally turn around to see what's behind him. If he detects movement, he will stand up and bark to warn you. He will also bark if you press any of his buttons.


If you give him a remote controller command in *Guard Mode* he will stand up and wait for a few seconds, but not perform the command, before resuming *Guard Mode*.


He will exit *Guard Mode* after approximately 30 minutes; to exit the mode before this, point the remote controller at him and turn the **Mood dial** to a different mood.

Program Mode

You can program Wrex the Dawg to perform a sequence of actions up to 80 steps. The sequence can include movements, tricks and reset codes that will make him perform animations (but not change his mode) as part of the sequence.

To program Wrex the Dawg, do the following:


1. Point the remote controller at Wrex the Dawg and press the **Program** button .
2. Enter commands using the remote controller. He will perform a few seconds of the command and then store it as a program step.
3. If you do not enter a program step for approximately 30 seconds, he will store the program and play it back. He will then exit *Program Mode*.

Alternatively, to store the program, press the **Playback** button . Wrex the Dawg will play back the program and then exit *Program Mode*.

NOTE: If you enter new program steps when a program is already stored, the new program steps will be added to the previously stored program, up to 80 steps.

Wrex the Dawg will store the program, including when he is in *Sleep Mode*, until he is turned off, unless you enter a new program.


To have Wrex the Dawg play back the stored program:

- Point the remote controller at him and press the **Playback** button .

NOTE: Wrex the Dawg does not use Edge Detection or obstacle avoidance during playback; ensure his surrounding area is free from obstacles and edges.

NOTE: He will not play back the routine when he is in *Guard Mode*.

To delete the program:

- Enter *Program Mode* and then press the **Program** button  twice quickly.

FAQs

This section addresses frequently asked questions about Wrex the Dawg.

Q. Wrex the Dawg keeps saying, "Engines not working!" regardless of what button I press on the remote controller...

A. You need to start him by holding down the start button, located on his back, for approximately 3 seconds (refer to page 7).

Q. Wrex the Dawg bumps into obstacles...

A. At the beginning of the "malfunction" routine his obstacle avoidance is disabled. When he has stopped twitching and squeaking his obstacle avoidance will be reactivated.

Alternatively, you might have turned off his IR sensors. To reactivate them, enter code 1111 using the buttons in his reprogramming hatch (refer to page 9). If this does not work try resetting him by turning him off and then on again, using the power switch located on his underside (refer to page 7).

Q. Wrex the Dawg has suddenly stopped moving...

A. He is equipped with a safety device to protect you from trapping your fingers in his back legs. If he detects your hands or fingers on his back legs while he is moving, he might stop moving in order to protect you. To reset him, turn him off and then on.

Q. Wrex the Dawg stops moving and sits down whenever I send a command to make him move forward...

A. His Edge Detection is being triggered. Some surfaces such as highly reflective surfaces can cause this to happen. You can disable Edge Detection (refer to page 9) to stop this from happening.

Q. Wrex the Dawg does not obey his commands correctly...

A. You may have put him in Bad dawg mode. Refer to the section "Reset codes" on page 14.

Q. Wrex the Dawg does not always "see" things around him...

A. His IR sensors are based on reflection. He can see highly reflective surfaces, such as white walls or mirrors more easily and from greater distances than matte or black surfaces.

Q. Wrex the Dawg does not always perform the actions I command in Program Mode...

A. Wrex the Dawg is built from scrap pieces! Like any dog, he is sometimes badly behaved and ignores your commands.

Q. *Wrex the Dawg's ear does not swivel around any more...*

A. Wrex the Dawg is able to turn his ears 360°. If his ears are knocked accidentally or turned manually they might become unsynchronized and he will no longer be able to move them autonomously. To reset the ear, twist it to the forward position until it clicks. Be gentle but firm; do not use force.

Limited warranty

WowWee Group Limited warrants to the original consumer purchasers that Wrex the Dawg ("Product") will be free from defects in material and/or workmanship under normal use for a period of 90 days from the date of purchase.

This Warranty is in lieu of all other express or implied warranties which might arise with respect to this Product, including the warranties of merchantability or fitness for a particular purpose. IN ADDITION, INCIDENTAL AND CONSEQUENTIAL DAMAGES ARE HEREBY EXCLUDED BOTH FOR PROPERTY AND TO THE EXTENT PERMITTED BY LAW, FOR PERSONAL INJURY DAMAGE. Some states do not allow the exclusion of limitation of incidental and consequential damages.

Should you experience any difficulty with your Product, please return it to the place of purchase, along with an original proof of purchase, and either the original box or the UPC Code label from the box. You will receive a replacement for the Product, or be issued a refund for the purchase of the Product in the event a replacement is not available at the place of purchase. Note that this warranty is automatically void for any hardware modifications (including tampering or disassembly), accidental damage, damage outside what is considered normal use, or abuse.

This warranty does not cover any hardware, software or other add-on components installed by the end-user.

Valid only in U.S.A.



CAUTION

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

NOTE

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

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

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

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