



The cute & quiet virtual cat



**User manual**



# Presentation



# A quiet virtual cat

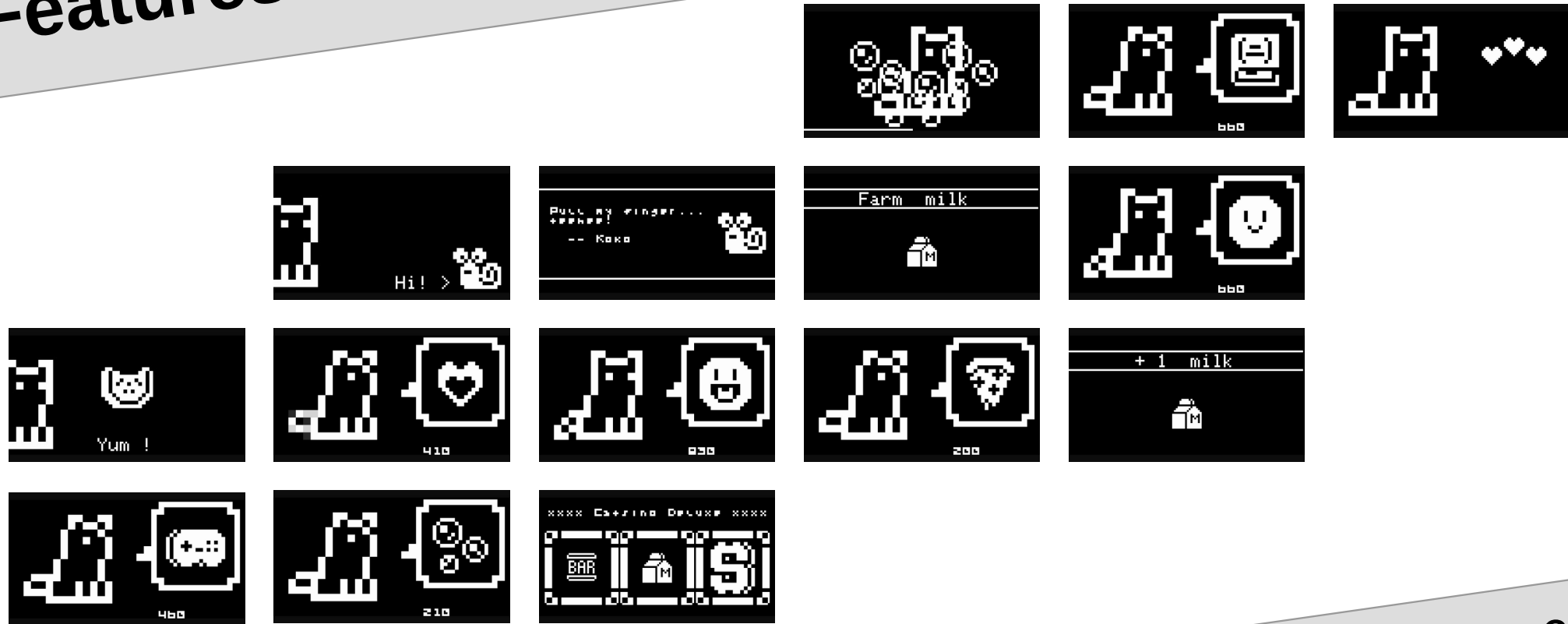
- 2 mini games
- 7 food types
- Friendly visits and presents
- Single-button action, no sound, no death
- Scoring system
- Feed, cuddle, play, wash and educate
- Runs on Arduino Nano
- Available for Arduboy and M5 Stick C+

# A quiet virtual pet

TiMiNoo ("Tee Me Noo") is a virtual cat providing minimal distraction, fully office-compatible, single button action, no sound, no death. The cat is different on each run, his characteristics are randomly picked at startup. It has been created with busy people in mind: The gameplay is simple enough to be enjoyed in a work environment.

TiMiNoo is a feature-rich virtual cat, a companion for busy days: Cuddle, Feed, Educate, Wash and Entertain your very own digital companion.

# Features



# Single button gameplay

A single button is all you need to enjoy TiMiNoo. Click once or click repeatedly depending on the action, that's it.

# No sound

Having a virtual pet on your desk at work is lovely, but you certainly need to preserve your workflow from distractions. That's why TiMiNoo produces no beeping sounds.










## 2 mini games

- *Catsino Deluxe*: Go to the casino with your TiMiNoo and do your best to win some yummy food to bring home. Beware of the ghost though!
- *Catwash Station*: When the fur of your TiMiNoo gets dirty, it's time for a proper toilet. Scrub scrub!

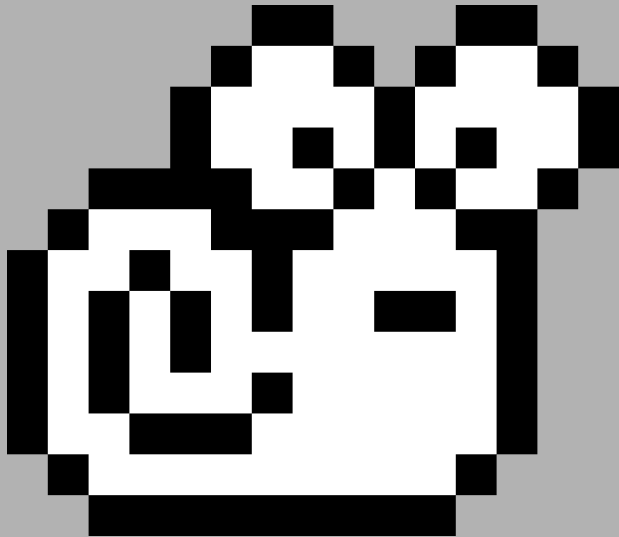
# 7 food items

Feed your TiMiNoo whenever he gets hungry. TiMiNoo doesn't die if you don't feed him, but he will give you that big eyes stare. Feed him a variety of food including:

Icon	Item
	Grape
	Strawberry
	Apple
	Orange
	Milk
	Coco cake (bonus item)
	Matcha tea (bonus item)

# Lessons with Professor Koko

TiMiNoo wants to become a cultured cat. Call Professor Koko Le Snail, a wise teacher that will share his best knowledge with him.



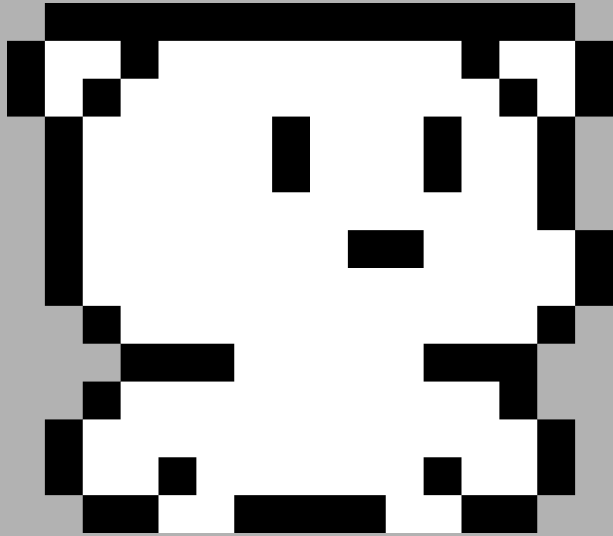
# Cuddle time

TiMiNoo craves attention and love, make sure to give him plenty.



# Visits from a friend

Occasionally, when TiMiNoo gets hungry, his friend Sophie comes home and offer either a cup of hot Matcha tea or a slice of home made Coco cake.



# Gain points: scoring system

Action	Item	Bonus
Feed	Strawberry	+30 points
	Grape, orange, apple	+20 points
	Milk	+10 points
Play Catsino Deluxe	BAR	+500 points
	Strawberry	+300 points
	Grape, orange, apple	+200 points
	Milk	+100 points
Cuddle		+50 points
Educate		+100 points
Play Catwash Station		+200 points
Friend visit		+10000 points
Ghost encounter		-666 points

# How to play

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# Starting the game

Plug your TiMiNoo to a 5V USB-C power supply to start a new game. There is no save feature and no experience, but scoring is available.



# Starting the game

Every run is a fresh beginning with new statistics:

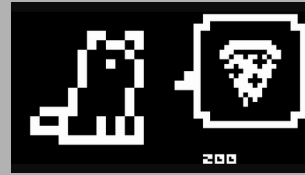
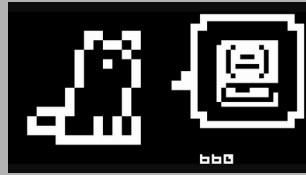
- **Appetite:** How often your TiMiNoo will ask for food,
- **Hygiene:** How quickly your TiMiNoo gets dirty,
- **Morale:** How happy your TiMiNoo feels,
- **Education:** How well trained your TiMiNoo is,
- **Entertainment:** How often your TiMiNoo will want to play.

# Starting the game

TiMiNoo never dies, even if you don't take proper care of him. This is intentional as this game is made to be office-compatible.

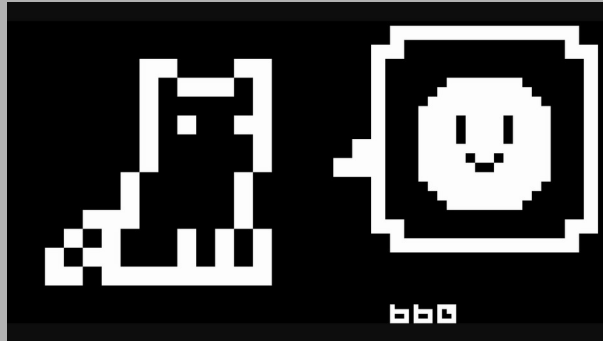
# Understand what TiMiNoo wants

TiMiNoo will show you what he needs by displaying icons in speech bubbles.



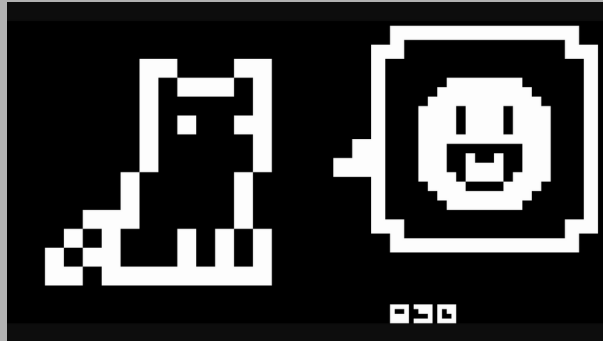
# Home screen

TiMiNoo looks straight at you, waving his tail. He is happy, simply enjoying the moment.



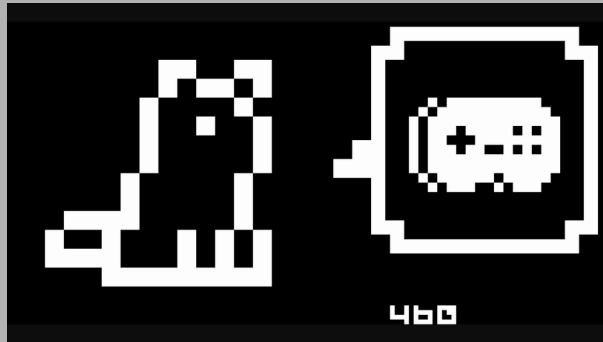
# Home screen

**Super happy:** TiMiNoo will express his joy right after you take action on his needs:



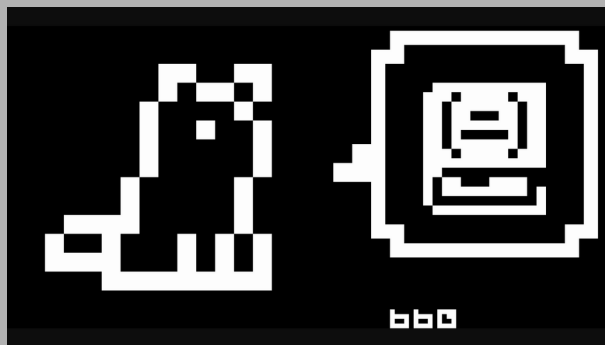
# TiMiNoo wants to play

TiMiNoo looks at a gamepad icon:



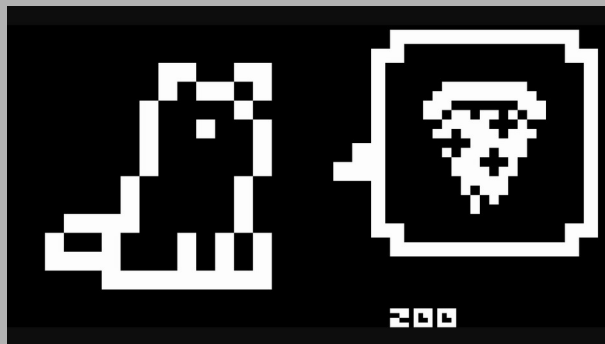
# TiMiNoo wants to learn

TiMiNoo looks at a book icon:



# TiMiNoo is hungry

TiMiNoo looks at a pizza slice icon:





# TiMiNoo wants to cuddle

TiMiNoo looks at a half-empty heart icon:



# TiMiNoo needs a bath

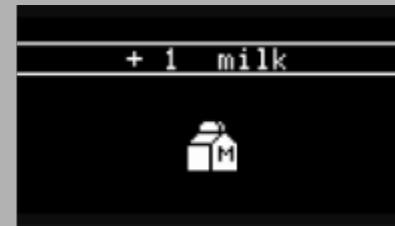
TiMiNoo looks at a bubble icon:



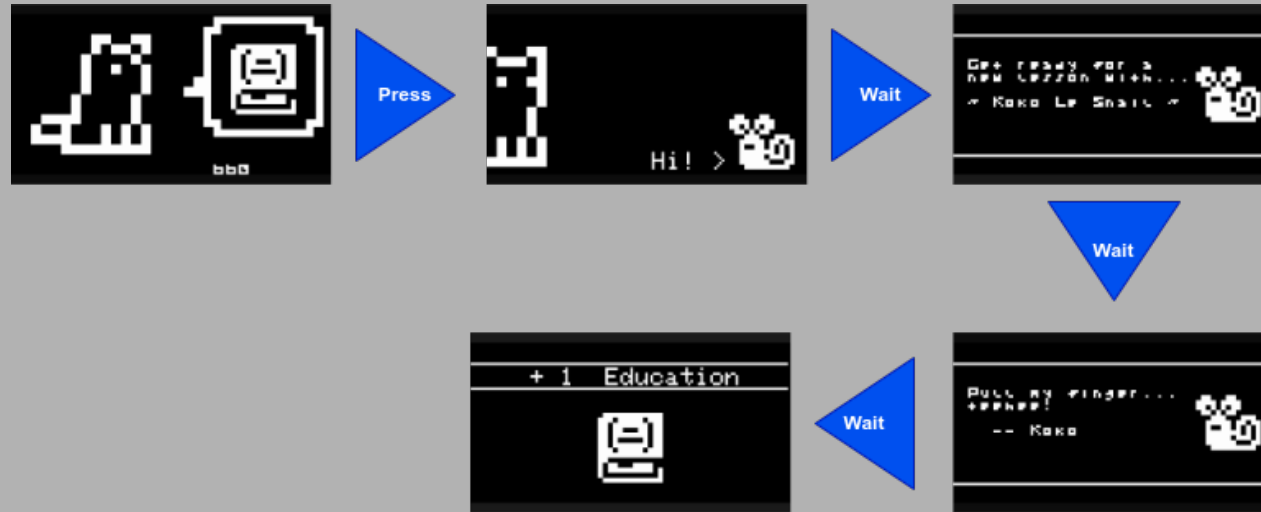
# Play the games, interact

In this section, we will see how to play Catsino Deluxe and Catwash Station, how to cuddle, educate and feed TiMiNoo. Every action raises your score!

# How to play Catsino Deluxe



# How to get a lesson with Koko

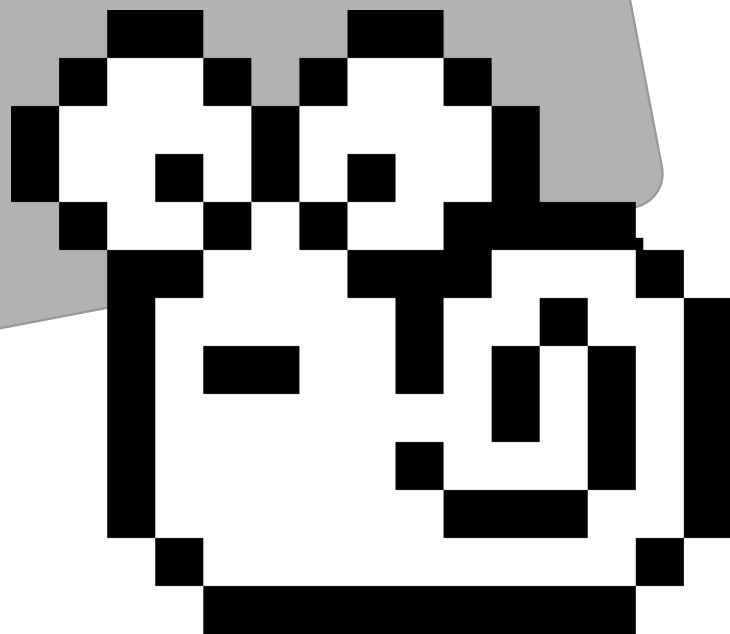




# Koko's words of wisdom

“ Sometimes dogs are grey

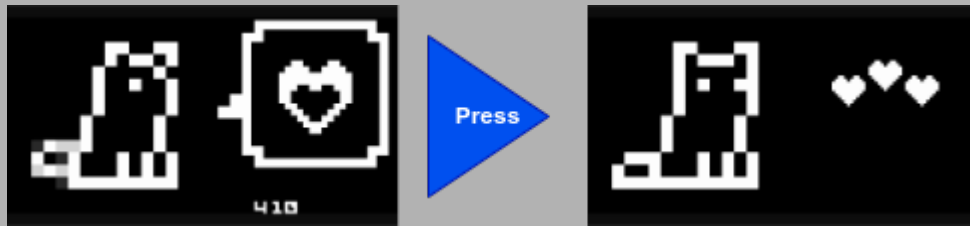
– Koko Le Snail



# How to feed TiMiNoo

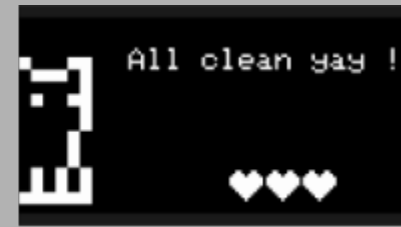


# How to cuddle with TiMiNoo

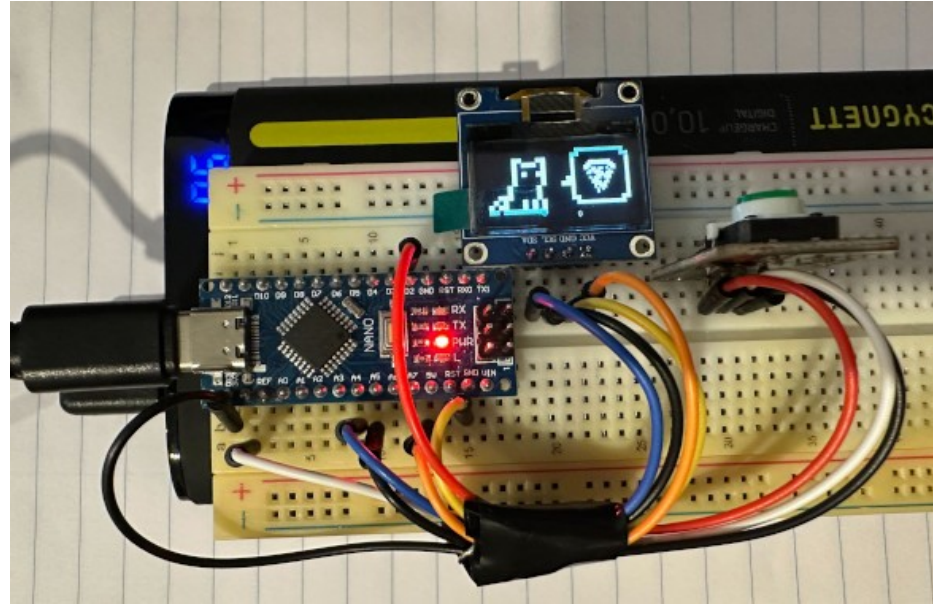




# How to play Catwash Station



# Build your own



# Items

Here is what you need to build your TiMiNoo Nano:

- 1x Arduino Nano,
- 1x Button,
- 1x 128\*64 I2C OLED screen,
- 1x 10k Ohm resistor,
- 1x breadboard or prototyping board,
- Enough jumper cables.

# Screen pinout

- SDA → A4
- SCL → A5
- VCC → 5V
- GND → GND

# Button pinout

- SIG → D2
- VCC → 3V
- GND → GND

# Installation instructions

Use Arduino IDE to upload *timinoo.ino* to your Arduino Nano. Make sure you use a USB-C cable that supports data transfer, as some cables do not have data lines wired and only provide charging capability.