



Giga Pets™

INSTRUCTIONS

CONGRATULATIONS!

YOU ARE THE PROUD NEW OWNER OF A **GIGA PET**, THE TAKE-IT-ANYWHERE INTERACTIVE PET! YOUR NEW GIGA PET IS GOING TO NEED LOTS OF ATTENTION TO GROW UP HEALTHY AND HAPPY. THE HEALTHIER AND HAPPIER YOUR PET IS, THE HIGHER YOUR SCORE WILL BE! THESE INSTRUCTIONS WILL HELP YOU ALONG YOUR WAY.

HAPPY BIRTHDAY!

WHEN YOU TURN THE GAME ON, THE FIRST THING YOU SHOULD DO IS TO SET THE CLOCK ON YOUR GIGA PET TO MARK THIS JOYOUS OCCASION!

SETTING THE CLOCK

- 1) WHEN YOU FIRST TURN THE GAME ON, YOU WILL BE IN **CLOCK MODE**, READY TO SET THE HOUR.
- 2) SET THE CURRENT TIME. PRESS **LEFT/RIGHT** TO ADJUST THE HOUR. WHEN THE CORRECT HOUR IS SET, PRESS **ENTER**.
- 3) PRESS **LEFT/RIGHT** TO ADJUST THE MINUTES. WHEN THE CORRECT MINUTES ARE SET, PRESS **ENTER**.
- 4) THE CLOCK IS NOW SET. NOW YOU CAN NAME YOUR NEW PET!

NAMING YOUR GIGA PET

NOW THAT YOUR PET HAS A BIRTHDAY, IT'S TIME TO GIVE IT A NAME!

- 1) PRESS **LEFT** AND **RIGHT** TO SEARCH THROUGH THE ALPHABET.
- 2) PRESS **ENTER** TO SELECT A LETTER AND MOVE TO THE NEXT SPACE IN THE PET'S NAME. YOU MAY USE UP TO 12 LETTERS.
- 3) PRESS **ENTER** TWICE TO ACCEPT THE CURRENT NAME AND RETURN TO **GAME MODE**.

RETURNING TO CLOCK MODE

- 1) PRESS **MODE** TO SWITCH FROM GAME MODE TO **CLOCK MODE**.
- 2) IN **CLOCK MODE**, PRESS RIGHT/LEFT TO SELECT KEYTONE ON/OFF.
- 3) PRESS **ENTER** IF YOU WISH TO ADJUST THE TIME (THE CLOCK WILL FLASH).
- 4) AFTER YOU SET THE TIME, YOUR PET'S NAME WILL BE DISPLAYED.
- 5) PRESS **ENTER** IF YOU WISH TO CHANGE YOUR PET'S NAME.
- 6) PRESS **MODE** TO RETURN TO **GAME MODE**.

THE GAME SCREEN

THE GAME SCREEN IS YOUR PET'S "HOME." YOU WILL SEE THE PET MOVE AROUND THE SCREEN AND GO ABOUT HIS DAILY ROUTINE, JUST LIKE A REAL PET.

PRESS THE **LEFT/RIGHT** KEYS TO LIGHT UP THE **ICONS** AROUND THE OUTSIDE OF THE SCREEN. THESE ICONS REPRESENT ALL THE DIFFERENT ACTIVITIES THAT ALLOW YOU TO INTERACT WITH YOUR PET.

HOW TO PLAY

JUST LIKE A REAL PET, YOUR GIGA PET NEEDS YOU TO GROW UP HAPPY AND HEALTHY. AT VARIOUS TIMES, YOUR PET WILL REQUIRE A CERTAIN KIND OF ATTENTION FROM YOU. THE UNIT WILL **BEEP** AND THE **ALERT** ICON WILL LIGHT UP.

NOW YOU'VE GOT TO FIGURE OUT WHAT YOUR PET NEEDS! IF YOUR PET IS HUNGRY, FEED IT. IF YOUR PET IS LONELY, PLAY WITH IT. IF YOUR PET IS DIRTY, GIVE IT A BATH! THERE ARE MANY DIFFERENT WAYS FOR YOU TO INTERACT WITH YOUR PET. THE TRICK IS TO FIGURE OUT WHAT YOUR PET NEEDS FROM YOU! USE THE **LEFT/RIGHT** KEYS TO MOVE TO THE ACTIVITY YOU WANT, AND PRESS **ENTER**. HERE ARE THE ACTIVITIES:

FEED

WHEN YOU SELECT THIS ACTIVITY, YOU WILL BE GIVEN A CHOICE OF FOODS FOR YOUR PET. USE **LEFT** OR **RIGHT** KEY TO TOGGLE BETWEEN HEALTHY FOOD AND TREATS. PRESS **ENTER** TO FEED. YOUR PET NEEDS HEALTHY FOOD TO GROW, AND TREATS TO STAY HAPPY.

SLEEP

SELECT THIS ICON TO TURN THE LIGHT OUT WHEN YOUR PET WANTS TO SLEEP, OR TO TURN IT BACK ON WHEN YOUR PET IS AWAKE. YOUR PET WILL BE HAPPIER IF YOU TURN OUT THE LIGHT FOR IT WHEN IT NEEDS TO SLEEP.

PLAY

TO KEEP YOUR PET HEALTHY AND HAPPY, YOU SHOULD PLAY WITH IT OFTEN. WHEN YOU SELECT THIS ACTIVITY, YOU AND YOUR PET PLAY A GAME OF SKILL AND DEXTERITY. AN OBJECT WILL APPEAR FOR YOUR PET TO PLAY WITH. PRESS THE **LEFT** OR **RIGHT** KEY TO MAKE YOUR PET REACT TO THE LEFT OR RIGHT. IF YOU PRESS THE CORRECT KEY AT THE CORRECT TIME, YOU WILL SEE YOUR PET PERFORM SOME AMAZING TRICKS!

DOCTOR

JUST LIKE A REAL PET, YOUR GIGA PET WILL SOMETIMES GET SICK. SELECT THIS ACTIVITY TO TAKE YOUR PET TO THE DOCTOR.

CLEANING

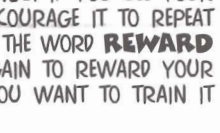
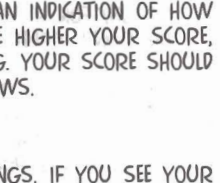
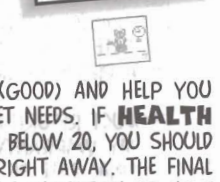
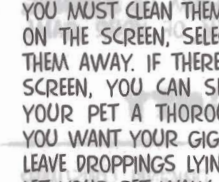
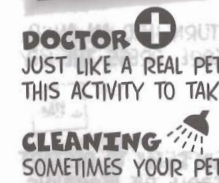
SOMETIMES YOUR PET WILL LEAVE DROPPINGS, AND YOU MUST CLEAN THEM UP. IF THERE ARE DROPPINGS ON THE SCREEN, SELECT **CLEANING** TO CLEAR THEM AWAY. IF THERE ARE NO DROPPINGS ON THE SCREEN, YOU CAN SELECT THIS ACTIVITY TO GIVE YOUR PET A THOROUGH, ALL-OVER CLEANING. IF YOU WANT YOUR GIGA PET TO STAY HEALTHY, DON'T LEAVE DROPPINGS LYING ON THE SCREEN, AND DON'T LET YOUR PET WALK AROUND DIRTY.

SCORE

CHOOSE THIS ICON TO CHECK ON YOUR PET'S PROGRESS. USE THE **LEFT/RIGHT** KEYS TO DISPLAY SCREENS SHOWING YOUR PET'S **AGE**, **WEIGHT**, **HEALTH**, **HAPPINESS**, **HUNGER**, **DISCIPLINE**, AND **TOTAL SCORE**. **HEALTH** AND **HAPPINESS** RANGE FROM 0 (BAD) TO 100 (GOOD) AND HELP YOU DETERMINE WHAT YOUR PET NEEDS. IF **HEALTH** OR **HAPPINESS** FALLS BELOW 20, YOU SHOULD TAKE CARE OF YOUR PET RIGHT AWAY. THE FINAL STATISTIC, **SCORE**, IS AN INDICATION OF HOW WELL YOU ARE DOING. THE HIGHER YOUR SCORE, THE BETTER YOU ARE DOING. YOUR SCORE SHOULD GROW AS YOUR PET GROWS.

TRAINING

YOUR PET CAN DO ALL SORTS OF INTERESTING THINGS. IF YOU SEE YOUR PET DO SOMETHING INTERESTING, YOU SHOULD ENCOURAGE IT TO REPEAT THIS ACTIVITY. SELECT THE **TRAINING** ICON AND THE WORD **REWARD** WILL APPEAR ON THE SCREEN. PRESS **ENTER** AGAIN TO REWARD YOUR PET. YOU SHOULD REWARD YOUR PET OFTEN IF YOU WANT TO TRAIN IT PROPERLY.





IF YOU WANT TO TRY TO GET YOUR PET TO DO THESE TRICKS AT YOUR COMMAND, SELECT THE **TRAINING** ICON AGAIN. NOW PRESS EITHER THE **LEFT** OR **RIGHT** KEY UNTIL THE WORD **TRICK** APPEARS. PRESS **ENTER**. NOW YOU WILL SEE THE TRICKS YOUR PET CAN LEARN. PRESS **LEFT/RIGHT** UNTIL THE TRICK YOU WANT APPEARS ON THE SCREEN, AND PRESS **ENTER**.



IF YOUR PET HAS BEEN PROPERLY REWARDED FOR THE ACTIVITY YOU SELECT, IT WILL OBEY YOUR COMMANDS! DON'T FORGET TO REWARD IT IF IT GETS THE TRICK RIGHT!

DISCIPLINE

SELECT THIS ACTIVITY TO DISCIPLINE YOUR PET. YOUR PET DOES NOT LIKE TO BE DISCIPLINED, BUT

SOME DISCIPLINE IS NECESSARY IF YOU WANT YOUR PET TO BEHAVE PROPERLY. DON'T SELECT THIS ACTIVITY TOO OFTEN, OR YOUR PET WILL BECOME UNHAPPY AND UNHEALTHY!

ALERT ?!

YOU CANNOT CHOOSE THIS ICON. INSTEAD, THIS ICON WILL LIGHT UP TO LET YOU KNOW THAT YOUR PET NEEDS SOMETHING.

MEETING YOUR PET'S NEEDS

IF YOU TRY TO SELECT AN ACTIVITY THAT YOUR PET DOES NOT WANT TO DO, IT MAY REFUSE. TRY SELECTING A DIFFERENT ACTIVITY UNTIL YOU FIGURE OUT WHAT YOUR PET NEEDS.

GAME OVER

THE GAME IS OVER WHEN YOUR PET DIES. YOUR PET CAN DIE FROM BAD HEALTH OR OLD AGE. IF YOUR PET DIES FROM BAD HEALTH, YOU SHOULD RESTART THE GAME AND TRY AGAIN, TAKING CARE TO PAY CLOSE ATTENTION TO YOUR PET'S NEEDS.

YOUR PET CAN ALSO DIE FROM OLD AGE. YOUR PET IS DESIGNED TO LIVE FOR ABOUT 2 WEEKS. HOWEVER, IF YOU TAKE VERY GOOD CARE OF YOUR PET, IT MAY LIVE LONGER. KEEP YOUR PET'S HEALTH ABOVE 95 AND IT MAY LIVE FOR MONTHS.

WHEN THE GAME IS OVER, YOU WILL SEE YOUR PET TURN INTO AN ANGEL. PRESS THE "MODE" KEY TO DISPLAY YOUR FINAL SCORE. PRESS THE KEY AGAIN TO GO BACK TO THE ANGEL SCREEN.

RESTARTING THE GAME

IF YOUR PET DIES AND BECOMES AN ANGEL, PRESS "**ENTER**" TO RESTART THE GAME. OR IF YOU JUST WISH TO START OVER FROM THE BEGINNING, PRESS THE **ACL** BUTTON LOCATED ON THE BACK OF YOUR GAME.

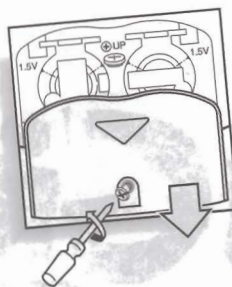
90-DAY LIMITED WARRANTY

TIGER ELECTRONICS, INC. (TEI) WARRANTS TO THE ORIGINAL CONSUMER PURCHASER OF ANY OF ITS ELECTRONIC GAMES OR TOYS THAT THE PRODUCT WILL BE FREE OF DEFECTS IN MATERIAL OR WORKMANSHIP FOR 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE.

DURING THIS 90-DAY WARRANTY PERIOD, THE PRODUCT WILL EITHER BE REPAIRED OR REPLACED (AT OUR OPTION) WITHOUT CHARGE TO THE PURCHASER, WHEN RETURNED EITHER TO THE DEALER WITH PROOF OF THE DATE OF PURCHASE OR TO TEI WHEN RETURNED PREPAID AND INSURED WITH PROOF OF DATE OF PURCHASE.

PRODUCT RETURNED TO TEI WITHOUT ORIGINAL RECEIPT OF AFTER THE 90-DAY WARRANTY HAS EXPIRED, BUT PRIOR TO ONE YEAR FROM THE ORIGINAL DATE OF PURCHASE, WILL BE REPAIRED OR REPLACED (AT OUR OPTION) FOR A SERVICE CHARGE OF US\$4.00 PER GAME. MAKE CHECK OR MONEY ORDER PAYABLE TO TIGER ELECTRONIC, INC.

TEI WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE OF PURCHASE.



INSERTING THE BATTERIES

TO ACTIVATE YOUR GIGA PETS GAME, PULL THE PLASTIC TAB FROM BACK OF GAME.

TO INSERT THE BATTERIES, REMOVE THE BATTERY COMPARTMENT COVER AT THE BACK OF THE GAME. (TO REMOVE COVER, UNSCREW THE COVER, THEN PUSH THE COVER IN THE DIRECTION OF THE ARROW).

INSERT TWO 1.5V "LR44" OR "G13A" BUTTON CELL BATTERIES (BATTERY INCLUDED), MAKING SURE TO ALIGN "+" AND "-" AS SHOWN.

CAUTION: BATTERY SHOULD BE REPLACED BY ADULT.

NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS, MAY CONTAIN SMALL PARTS.

TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

DEFECT OR DAMAGE

IF A PART OF YOUR GAME IS DAMAGED OR SOMETHING HAS BEEN LEFT OUT, **DO NOT RETURN THE GAME TO THE STORE.** THE STORE DOESN'T HAVE REPLACEMENT PART. INSTEAD, WRITE TO US AT:

TIGER ELECTRONIC TOYS REPAIR CENTRE

980 WOODLANDS PARKWAY, VERNON HILLS,
ILLINOIS 60061, U.S.A.

IN YOUR NOTE, MENTION THE NAME OF YOUR GAME, YOUR GAME'S MODEL NUMBER, AND TELL US BRIEFLY WHAT THE PROBLEM IS. ALSO INCLUDE SALES SLIP, DATE, PLACE OF PURCHASE AND PRICE PAID. WE WILL DO OUR BEST TO HELP.

ALL PRODUCT RETURNED MUST BE SHIPPED PREPAID AND INSURED FOR LOSS OR DAMAGE TO:

TIGER ELECTRONICS, INC. REPAIR DEPT.
980 WOODLANDS PARKWAY
VERNON HILLS, ILLINOIS 60061 U.S.A.

1. PACK THE PRODUCT CAREFULLY IN THE ORIGINAL BOX OR USE A GOOD-QUALITY CARTON WITH PACKING MATERIALS.
2. INCLUDE A LETTER WITH A COMPLETE DESCRIPTION OF THE DEFECT, A CHECK IF PRODUCT IS BEYOND THE 90-DAY WARRANTY, AND YOUR PRINTED NAME, ADDRESS AND TELEPHONE NUMBER.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE SO THE FOREGOING LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY DOES NOT COVER DAMAGES RESULTING FROM ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL OR WORKMANSHIP.