

Giga Pets™

INSTRUCTIONS

CONGRATULATIONS!

YOU'VE GOT YOUR VERY OWN **GIGA PET**. **GIGA PETS** ARE THE FUN TAKE-IT-ANYWHERE INTERACTIVE FRIENDS YOU CAN CARE FOR AND LOVE! NOW YOU CAN TAKE YOUR FAVORITE DISNEY CHARACTERS WITH YOU WHEREVER YOU GO. YOUR NEW VIRTUAL FRIENDS ARE READY TO PLAY!

STARTING THE GAME

TO START YOUR GAME, PULL THE PLASTIC TAB FROM THE BACK OF YOUR **GIGA PET**. THE PLASTIC TAB IS NOT PART OF THE TOY AND SHOULD BE THROWN AWAY. ONCE YOU TURN YOUR **GIGA PET** ON, IT SHOULD STAY ON. YOU NEVER NEED TO TURN YOUR **GIGA PET** OFF.

SETTING THE CLOCK

IT IS VERY IMPORTANT THAT YOU SET THE CLOCK ON YOUR **GIGA PET** FOR THE CORRECT TIME. YOUR **GIGA PET** EATS, PLAYS, AND SLEEPS ACCORDING TO A NATURAL SCHEDULE. IF YOU DON'T SET THE TIME CORRECTLY, YOUR **GIGA PET** MAY GET CONFUSED-- YOU DON'T WANT **THE LITTLE MERMAID** TO SLEEP ALL DAY AND KEEP YOU AWAKE ALL NIGHT! WHEN YOU FIRST START THE GAME, YOUR **GIGA PET** WILL BE IN **CLOCK MODE**. HERE'S HOW TO SET THE CLOCK:

- 1) THE **HOURLY** WILL BE FLASHING. PRESS **LEFT/RIGHT** TO ADJUST THE HOUR. WHEN THE CORRECT HOUR IS SET, PRESS **ENTER**.
- 2) THE **MINUTES** WILL BE FLASHING. PRESS **LEFT/RIGHT** TO ADJUST THE MINUTES. WHEN THE CORRECT MINUTES ARE SET, PRESS **ENTER**.
- 3) THE CLOCK IS NOW SET, AND YOU WILL AUTOMATICALLY ENTER **NAME MODE**.

NAMING YOUR GIGA PET

YOU CAN ENTER A NAME IN YOUR **GIGA PET** SO EVERYONE KNOWS IT'S YOUR OWN PERSONAL FRIEND.

- 1) A FLASHING BAR WILL APPEAR UNDER THE SPACE FOR EACH LETTER.
- 2) PRESS **LEFT/RIGHT** TO SEARCH THROUGH THE ALPHABET.
- 3) PRESS **ENTER** TO SELECT A LETTER AND MOVE TO THE NEXT SPACE IN THE NAME. YOU MAY USE UP TO 12 LETTERS.
- 4) PRESS **ENTER** TWICE TO ACCEPT THE CURRENT NAME AND RETURN TO **GAME MODE**.

TURNING OFF THE SOUND

- 1) PRESS **MODE** TO ENTER **CLOCK MODE**.
- 2) PRESS **LEFT** TO TURN THE SOUND OFF-- THE **SOUND ICON** will disappear.
- 3) PRESS **RIGHT** TO TURN THE SOUND ON-- THE **SOUND ICON** will appear again.

PRESS **MODE** AGAIN TO RETURN TO **GAME MODE**.

HAPPY BIRTHDAY!

WHEN YOU ENTER **GAME MODE** FOR THE FIRST TIME, YOU WILL SEE THE ARRIVAL OF YOUR NEW **GIGA PET**! EVERY **GIGA PET** ARRIVES IN A DIFFERENT KIND OF WAY. **THE LITTLE MERMAID** SWIMS ONTO THE SCREEN AND DOES SOME UNDERWATER ACROBATICS FOR YOU. ISN'T SHE CLEVER?

RETURNING TO CLOCK MODE

ONCE THE GAME BEGINS IN **GAME MODE**, YOU CAN RETURN TO **CLOCK MODE** BY PRESSING **MODE** UNTIL THE CLOCK APPEARS.

- 1) IF YOU WISH TO ADJUST THE CLOCK, PRESS **ENTER**. THE CLOCK WILL START FLASHING.
- 2) AFTER YOU SET THE TIME, THE NAME WILL APPEAR. PRESS **ENTER** TO ADJUST THE NAME.
- 3) TO RETURN TO **GAME MODE**, PRESS **MODE** UNTIL ARIEL APPEARS AGAIN.

THE GAME SCREEN

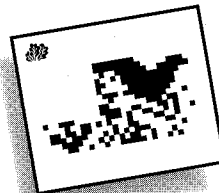
THE GAME SCREEN IS ARIEL'S "HOME." YOU WILL SEE **THE LITTLE MERMAID** MOVE AROUND THE SCREEN AND GO ABOUT HER DAILY ROUTINE.

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

HOW TO PLAY

YOU CAN HELP TAKE CARE OF **THE LITTLE MERMAID** AND MAKE SURE SHE GROWS UP HAPPY AND SMART. AT VARIOUS TIMES, ARIEL WILL REQUIRE A CERTAIN KIND OF ATTENTION FROM YOU. ARIEL WILL MAKE NOISE AND THE **ALERT ICON** will light up.

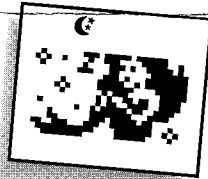
NOW YOU'VE GOT TO FIGURE OUT WHAT **THE LITTLE MERMAID** NEEDS! IF ARIEL IS HUNGRY, FEED HER. OR YOU AND FLOUNDER CAN THROW A PARTY FOR HER! OR YOU CAN HELP HER BRUSH HER BEAUTIFUL HAIR! THERE ARE MANY DIFFERENT WAYS FOR YOU TO INTERACT WITH THE LITTLE MERMAID. THE TRICK IS TO FIGURE OUT WHAT **THE LITTLE MERMAID** WANTS TO DO! USE THE **LEFT/RIGHT** KEYS TO MOVE TO THE ACTIVITY YOU WANT, AND PRESS **ENTER**. HERE ARE THE ACTIVITIES:



FEED

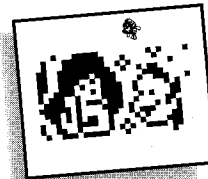
WHEN YOU SELECT THIS ACTIVITY, YOU WILL BE GIVEN A CHOICE OF FOODS FOR ARIEL. USE THE **LEFT** OR **RIGHT** KEY TO SELECT EITHER HEALTHY FOOD OR TREATS. EVERYBODY LIKES DIFFERENT KINDS OF FOOD. **THE LITTLE MERMAID** EATS SEAWEED TO GROW, AND SEA-BISCUITS FOR SNACKS!

YOU CAN SEE HOW HUNGRY ARIEL IS BY CHECKING HER **HUNGER** on the **SCORE** screen. A 100 MEANS ARIEL HAS A FULL TUMMY-- AND A 0 MEANS ARIEL COULD USE A SNACK!



SLEEP

SELECT THIS **ICON** TO TURN OUT THE LIGHT WHEN THE LITTLE MERMAID WANTS TO SLEEP. THE LITTLE MERMAID LIKES TO TAKE NAPS DURING THE DAY. IF YOU TURN OUT THE LIGHT FOR HER, SHE WILL HAPPILY GO TO SLEEP. AT NIGHT, ARIEL WILL BE VERY TIRED, AND JUST FALL ASLEEP RIGHT THERE ON THE SCREEN! IF YOU WANT THE LITTLE MERMAID TO HAVE GOOD DREAMS, TURN OUT THE LIGHT AT NIGHT, TOO.



PLAY

YOU AND **THE LITTLE MERMAID** CAN PLAY GAMES TOGETHER, TOO! WHEN YOU PRESS THE BUTTON, FLOUNDER WILL APPEAR ON THE SCREEN. HELP ARIEL CATCH FLOUNDER! QUICKLY PRESS THE **LEFT** OR **RIGHT** ARROW IN THE DIRECTION THAT FLOUNDER IS SWIMMING TO MAKE ARIEL CATCH HIM!

PARTY

THE LITTLE MERMAID JUST LOVES TO HAVE FUN PARTIES WITH HER FRIEND, FLOUNDER. PRESS THIS BUTTON TO WATCH THEM PLAY TOGETHER.

BRUSH

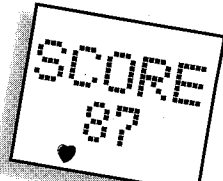
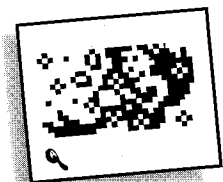
IF YOU WANT, YOU CAN PRESS THIS BUTTON AND ARIEL WILL BRUSH HER HAIR.

SCORE

CHOOSE THIS **ICON** TO CHECK ON THE LITTLE MERMAID'S PROGRESS. USE THE **LEFT/RIGHT** KEYS TO DISPLAY SCREENS SHOWING ARIEL'S **AGE** AND **WEIGHT**, **LOVE** AND **HAPPINESS**, **HUNGER** AND **LEARNING**, AND **TOTAL SCORE**.

LOVE, **HAPPINESS**, **HUNGER**, AND **LEARNING** RANGE FROM 0 (UH-OH!) TO 100 (GREAT JOB!) AND HELP YOU DETERMINE WHAT THE LITTLE MERMAID NEEDS. IF ANY OF THESE FALLS BELOW 20, YOU SHOULD TAKE CARE OF ARIEL 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** IS AN AVERAGE OF **LOVE**, **HAPPINESS**, **HUNGER**, AND **LEARNING**.



TRICKS

THE LITTLE MERMAID CAN DO ALL SORTS OF INTERESTING THINGS, AND SHE'LL BE HAPPY TO PUT ON A SHOW FOR YOU. SELECT THE **TRICK** ICON AND PRESS **ENTER**. THE WORDS **THANK ARIEL** WILL APPEAR. BUT DON'T THANK **THE LITTLE MERMAID** YET! LET'S SEE A TRICK FIRST. PRESS **LEFT** OR **RIGHT** UNTIL THE WORDS **SHOW ME** APPEAR. NOW PRESS **ENTER** AGAIN.

A LIST OF TRICKS WILL APPEAR. YOU CAN PRESS **LEFT** OR **RIGHT** TO SEARCH THROUGH ALL THE TRICKS ARIEL CAN DO. WHEN YOU SEE THE TRICK YOU WANT TO SEE, PRESS **ENTER**. **THE LITTLE MERMAID** WILL TRY HER BEST TO DO THE TRICK YOU ASKED FOR.

IF **THE LITTLE MERMAID** DOES NOT GET THE TRICK RIGHT, TRY AGAIN! IF ARIEL DOES THE TRICK CORRECTLY, PRESS **ENTER** AGAIN. THE WORDS **THANK ARIEL** SHOULD APPEAR. PRESS **ENTER** AGAIN TO REWARD **THE LITTLE MERMAID** WITH A TREAT. NOW **THE LITTLE MERMAID** KNOWS HOW MUCH YOU LIKE THIS TRICK, AND SHE CAN DO IT AGAIN AND AGAIN.

IF YOU WANT ARIEL TO PERFORM HER TRICK AT YOUR COMMAND, SELECT THE **TRICK** ICON AGAIN. NOW PRESS EITHER THE **LEFT** OR **RIGHT** KEY UNTIL THE WORDS **SHOW ME** APPEAR. PRESS **ENTER**. NOW PRESS **LEFT/RIGHT** UNTIL THE TRICK YOU WANT APPEARS ON THE SCREEN, AND PRESS **ENTER**.



LEARNING

YES, EVEN **THE LITTLE MERMAID** HAS TO GO TO SCHOOL. HER TEACHER IS SEBASTIAN, AND SHE LOVES HIM VERY MUCH. HE'S A GOOD TEACHER, TOO! EVERY TIME YOU SELECT THIS ACTIVITY, **THE LITTLE MERMAID** LEARNS A LITTLE MORE. BUT SHE FORGETS QUICKLY, SO GIVE HER SOME **LEARNING** OFTEN.



ALERT?!

WHEN THIS ICON LIGHTS UP, IT MEANS ARIEL NEEDS SOMETHING. USE THE **SCORE** ♥ ACTIVITY TO TRY TO FIGURE OUT WHAT ARIEL NEEDS: FOOD? SLEEP? PLAY TIME? LEARNING?

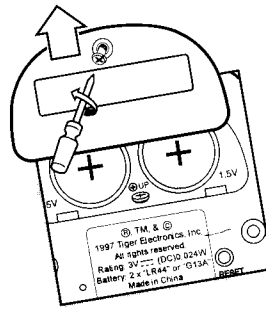
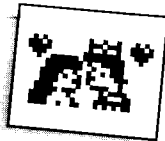
MEETING THE LITTLE MERMAID'S NEEDS IF YOU TRY TO SELECT AN ACTIVITY THAT **THE LITTLE MERMAID** DOES NOT WANT TO DO, SHE MAY REFUSE. TRY SELECTING A DIFFERENT ACTIVITY UNTIL YOU FIGURE OUT WHAT ARIEL NEEDS.

GAME OVER

WHEN THE GAME IS OVER, YOU WILL SEE ARIEL GET MARRIED! YOU CAN PRESS **MODE** TO SEE YOUR FINAL **SCORE**, AND PRESS **MODE** AGAIN TO SEE THE MARRIAGE AGAIN.

RESTARTING THE GAME

WHEN THE GAME IS OVER, PRESS **ENTER** TO RESTART THE GAME. IF YOU JUST WISH TO START OVER FROM THE BEGINNING, PRESS THE **RESET** BUTTON LOCATED ON THE BACK OF YOUR GAME.



INSERTING THE BATTERIES, DEFECT/DAMAGE, ETC

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.

90-DAY LIMITED WARRANTY

TIGER ELECTRONICS, INC. (TIGER) WARRANTS TO THE ORIGINAL CONSUMER PURCHASER OF THIS PRODUCT THAT THE PRODUCT WILL BE FREE FROM DEFECTS IN MATERIALS OR WORKMANSHIP FOR 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE. THIS WARRANTY DOES NOT COVER DAMAGES RESULTING FROM ACCIDENT, NEGLIGENCE, IMPROPER SERVICE OR USE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.

DURING THIS 90-DAY WARRANTY PERIOD, THE PRODUCT WILL EITHER BE REPAIRED OR REPLACED (AT TIGER'S OPTION) WITHOUT CHARGE TO THE PURCHASER, WHEN DETONED WITH PROOF OF THE DATE OF PURCHASE TO EITHER THE DEALER OR TO TIGER.

PRODUCT RETURNED TO TIGER WITHOUT PROOF OF THE DATE OF PURCHASE OR AFTER THE 90-DAY WARRANTY PERIOD HAS EXPIRED, BUT PRIOR TO ONE YEAR FROM THE ORIGINAL DATE OF PURCHASE, WILL BE REPAIRED OR REPLACED (AT TIGER'S OPTION) FOR A SERVICE FEE OF US\$4.00. PAYMENTS MUST BE BY CHECK OR MONEY ORDER PAYABLE TO TIGER ELECTRONICS, INC.

THE FOREGOING STATUE THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT

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.

THE PRODUCT SHOULD BE CAREFULLY PACKED IN THE ORIGINAL BOX OR OTHER PACKING MATERIALS SUFFICIENT TO AVOID DAMAGE DURING SHIPMENT. INCLUDE A COMPLETE WRITTEN DESCRIPTION OF THE DEFECT, A CHECK IF PRODUCT IS BEYOND THE 90-DAY WARRANTY PERIOD, AND YOUR PRINTED NAME, ADDRESS AND TELEPHONE NUMBER.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

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