Giga Fighters

Your Virtual Fighter ™

WCW/nWo SM

> ⚠ **WARNING:**
> CHOKING HAZARD - SMALL PARTS.
> NOT FOR CHILDREN UNDER 3 YEARS.

AGES 5 AND UP

MODEL 70-367

INSTRUCTION

WELCOME!

Welcome to the world of the Giga Fighters! Giga Fighters is a new kind of game that challenges you to care for and train your very own virtual fighter. You can also use your fighter to spar against a computer opponent or link to another Giga Fighter unit and fight head-to-head!

TURNING ON THE GAME

To start the game, pull the plastic tab from the back of your Giga Fighter. The plastic tab is not part of the toy and should be thrown away. Once you turn your Giga Fighter unit on, it should stay on. You never have to turn it off!

SET THE CLOCK

It's really important that you set the clock on your Giga Fighter to the correct time, because Giga Fighters eat, train and sleep on a natural schedule. If you don't set the time correctly, your fighter could get confused — it might sleep all day and keep you awake all night! After you start the game, the game will be in **CLOCK MODE**. Here's how to set the clock:

1) The **HOUR** will be flashing. Press ◀ / ▶ to adjust the hour. When the correct hour is set, press **ENTER**. Make sure AM or PM is set correctly.

2) The **MINUTES** will now be flashing. Press ◀ / ▶ to adjust the minutes. When the time is set to the right minute, press **ENTER**.

CHOOSING YOUR WRESTLER

You will see the faces of 6 different wrestlers. Press right to scroll through the wrestlers. You can choose from **Kevin Nash**, **Scott Hall**, **Hollywood Hogan**, **Diamond Dallas Page**, **Lex Luger**, or **The Giant**. As soon as you see the wrestler you want, press **ENTER** to select him.

NAME YOUR UNIT

After you have set the clock, and chosen your wrestler it is time to give your Giga Fighter unit a name.

1) Press ◀ / ▶ to search through the alphabet and numbers.

2) Press **ENTER** to select a letter or number and move to the next space to continue spelling out your name choice. You may use up to 12 letters or numbers.

3) Press **ENTER** twice to accept the current name and begin **GAME MODE**.

Once you select your wrestler and name press **ENTER**, you will enter **GAME MODE** and the training can begin.

GAME MODE and CLOCK MODE

While the game is in Game Mode, you will see your active wrestler moving around on screen. The game screen is your wrestlers ring and you have to train him to be a champion.

If you need to adjust the time or sound you can go back to **CLOCK MODE** by pressing the **MODE** key. In **CLOCK MODE** you can do any of the following:

1) To change the **TIME**, press **ENTER**. The clock will begin flashing and you can adjust the time.

2) To turn the **SOUND** off, press the ◀ arrow key. The sound icon will disappear. To turn the sound on, press ◀ the arrow key again. The sound icon appears.

3) To change the **NAME** of your Giga Fighter unit press **ENTER**. The clock will begin flashing. Press **ENTER** without changing the time on the hour or minutes. The **NAME** will appear and begin flashing. Use the arrow keys to change the letters and the **ENTER** key to select.

4) To select a new wrestler, press the **MODE** key when in **CLOCK MODE**. Press the **MODE** key again and you will see the wrestler's heads again. Use the ▶ and **ENTER** buttons to scroll through the wrestlers and pick one like you did when you activated the unit. (for more information see ADDING MORE WRESTLERS).

THE CARE AND TRAINING OF YOUR GIGA FIGHTER

There are many different activities that you can do with your WCW Giga Fighter. Each activity is important for keeping your wrestler healthy and fit for combat.

It is up to you to care for your wrestler, and to respond to his needs. When they need something, the **ALERT** icon will light up in the upper left corner. You should respond to your wrestler's needs at this time with the correct activity.

If it is hungry, **FEED** it! If it is bored, it may need to **TRAIN**! If they're tired, put them to **SLEEP**! There are many different ways to interact with your wrestler. The trick is to figure out what is needed! Use the ◄ / ► keys to move to the activity you think it needs, then press **ENTER**.

If you need help understanding what your wrestler needs, you can check the **SCORE** activity (see below) for some hints. You should also share your training skills with your friends, and see if they have any tips for you.

Finally, more information can be found at the Giga Fighters website at **www.gigafighters.com**.

ACTIVITIES

These are the 10 activities that will help you interact with your wrestler. Learn to do each at the proper time and in the right amount and your wrestler will live to be healthy and strong.

ALERT 😲

When this icon flashes, it means your wrestler needs something. Use the **SCORE** screens to try to figure out what it needs. Is it food? Sleep? Or something else? Try selecting a different activity until you figure out what it needs. Following the prompts of the **ALERT** icon is a good way to get to know your wrestler's needs. If you respond quickly to its' needs you will be rewarded. However, if you wait to long before you respond, the activity your wrestler is requesting will also begin to flash. Your rewards may not be as great, but you will know exactly what they need.

SCORE 🟦

Choose this icon to check on your wrestler's progress. Use the ◄ / ► keys to display screens showing the **NAME** of the unit, **NAME** of the active wrestler, **AGE, WEIGHT, HEALTH, STRENGTH, SPEED, HIT, POWER, GRAPPLE, WIN/LOSS, SCORE**, and your **WRESTLERS FACE**. These are the important stats that will help you determine the condition of your wrestler. Pay close attention to how these stats are affected by when and how much you do the various activities.

NAME ? **JIM DUNN**	**NAME** This will display the name or code currently entered in the unit.
KEVIN NASH	**NAME of active wrestler** This tells you who the active wrestler is.
20	**AGE** This will tell you the age of your wrestler. The **AGE** will increase by one each day it is in your care.

WEIGHT
150 This will tell you the weight of your wrestler. Weight is affected by how much and how often you feed your wrestler.

HEALTH
0 50 100 This tells you how healthy your wrestler is.

STRENGTH
0 50 100 This tells how strong your wrestler is.

SPEED
0 50 100 This tells you how fast your wrestler is. Frequent visits to the training activities will help increase this number.

HIT
0 50 100 This stat reflects how well your wrestler can utilize his **HIT** combat move. Successfully doing the HIT training exercise will increase this number.

POWER
0 50 100 This stat reflects how well your wrestler can utilize the **POWER** combat move. Successfully doing the **POWER** training exercise will increase this number.

GRAPPLE
0 50 100 This stat reflects how well your wrestler can utilize the **GRAPPLE** combat move. Successfully doing the **GRAPPLE** training exercise will increase this number.

WIN/LOSS record
10 5 This will retain your wrestler's record when you link to another unit for real head-to-head fighting action. A record will track the number of fights won and lost.

TOTAL SCORE
75 This tells you the overall success you are having with your wrestler.

WRESTLER'S FACE
Your wrestler's face will show you how they are feeling.

FEED 🍗
Wrestlers need to be fed to stay healthy. They have a choice of meat for a healthy meal or a protein shake as a snack. Frequent visits to the training activities and giving your fighter what he needs when he needs it will increase this mumber.

VOICE ACTIVATION 📣
Your Giga Fighter comes with a voice activation feature that you can use to interact with your wrestler! After choosing this activity, press the ◄ arrow key to turn the voice activation active and the ► arrow key to turn it off. Press the **ENTER** key to exit this activity. When this feature is on your wrestler will respond to your voice or any loud noise. There are 2 ways you can command your wrestler:

1) If your wrestler walks of the screen, you can command it to return!

2) If your wrestler goes to sleep but the light is still on, you can command it to wake up!

LINK

Selecting this will allow you to link to other WCW Giga Fighters or link to a personal computer to upload your scores and download features and secrets from the Giga Fighter web site at **www.gigafighters.com**.

1) To link to another Giga Fighter for head-to-head combat, place one end of the included link cable into the link port located on the top of the unit. Connect the other end to the link port of another Giga Fighter unit. Select the **LINK** activity on both units and press the **ENTER** buttons at about the same time. If there is too much delay between the linking of either unit, or the cable is not connected properly, your wrestler will resume his solo training until you try again. For **HINTS** on how to fight see the **SPARRING** exercise under **TRAIN**.

2) To link to the Giga Fighter web site, you must have the Web Link Cable (sold separately) and a PC connected to the internet using either Netscape browser 3.0 or higher or Microsoft Internet Explorer browser 3.02 or higher. Make sure the 9-pin connector is securely connected to either serial port on the back of the PC (Comm 1 or Comm 2). Make sure the other end is connected to the link port in the Giga Fighter unit. Select the **LINK** icon, but do not press the **ENTER** button until prompted by the Giga Fighter web site. You must now go to **www.gigafighters.com** to register and become eligible for uploads and downloads. At COMM CENTRAL you may upload your Giga Fighter stats and scores and compare them with other fighter's around the world. You may also download secrets and features to your Giga Fighter.

SLEEP

Select this icon to put your wrestler to sleep. Make sure the clock is set correctly, as your wrestler will live according to a natural schedule. If the AM and PM on your clock is set incorrectly your wrestler may want to sleep all day and stay awake all night! To wake your wrestler up, select this activity and press the **ENTER** key to turn on the light. After a brief moment, your wrestler will stand and begin to move around.

TRAIN

Training will turn your wrestler into a vicious fighting machine. There are 3 different training exercises along with a sparring exercise that allows you to fight against a computer controlled opponent. Each training exercise is designed to improve your skill in each of the three combat moves: **HIT**, **POWER**, and **GRAPPLE**. To exit the training selection screens, press the **MODE** key.

After each repetition of an exercise, your wrestler will show you a happy face if the exercise was done correctly and a mad face if it was not. Here is how each exercise works:

HIT:

To increase your wrestler's **HIT** you must try to punch a target as your trainer puts it in either the high, medium, or low positions. To punch high- press the ◄ button, to punch in the middle- press the **ENTER** button, and to punch low- press the ► button. You'll have to be fast and accurate though. If you miss the target or you're too slow the trainer will stop the exercise and you'll have to start over. Pressing the **MODE** button at any time during the exercise will stop it.

POWER:

To increase your wrestler's **POWER**, your wrestler must try and run through a brick wall. Your wrestler will start on the left side of the screen. Quickly alternate between pressing the ◄ and ► keys to make your wrestler run to the right. If you run fast enough when you hit the wall at the end, you will run right through it. If you're too slow - then SPLAT!

GRAPPLE:

To increase your wrestler's **GRAPPLE**, you must dodge the attack of your training partner or grab him and send him flying. He will come from both sides and from high and low. If he jump at you, press **ENTER** to duck his attack. If he come from the right, press the ► button to toss him to the left. If he attack from the left, press the ◄ button to toss him to the right.

SPARRING

This training exercise will allow you to fight against a randomly selected, computer controlled opponent. Each match consists of 9 rounds. The first wrestler to win 5 rounds wins the match. In each round, you have the chance to use one combat move:

POWER MOVE: Press the ◄ arrow key.
HIT MOVE: Press the **ENTER** key
GRAPPLE MOVE: Press the ► arrow key.
• There are 3 important points to consider when fighting and training:

Timing - Since each round consists of one move per wrestler, choosing to move first or second plays an important part in your success. If you choose to move first, your attack has a better chance of success. However, if you move second, you have a chance of countering your opponents attack.

Move Selection - Each move has a counter move that will beat it. Knowing your enemies' moves and the correct counters can be your most devastating skill.

Skill Stats - The higher your scores are for each attack move (HIT, POWER, GRAPPLE), the more powerful your attack will be. Train to increase these stats. Also note your best and weakest move so you may use this to your advantage.

WORKOUT 💪

Sometimes your wrestler will become lazy. To whip him back into shape, make him hit the gym and lift some weights. The object will be to lift a giant barbell over his head. To do this, quickly alternate between pressing left and right and the wrestler will lift the weight. Keep an eye on your wrestlers meter and train him whenever he needs it.

TOUGHEN 🔩

Before your wrestler jumps into the ring you should toughen him up. Go to the toughen icon and your wrestler will have a quick training session with his trainer. The trainer will toss a medicine ball back and forth with your wrestler to toughen him up for the upcoming fight. If you don't remember to toughen up your wrestler before a match, and your opponent does, you will be at a big disadvantage.

DOCTOR 🩺

Sometimes the rigors of training can make your wrestler sick or injured. When your wrestler's HEALTH gets low, a visit to the DOCTOR may provide a small boost.

The DOCTOR can only do so much for an unhealthy wrestler and understands that the healing process takes time. The DOCTOR may only wish to treat your wrestler once a day. If your wrestler does not wish to go, but you think it's necessary, press the ENTER button twice to force a visit. This may not be good for the wrestler so use it cautiously.

SECRET CODES!

Your game comes with many secret codes that you can enter to lock and unlock bonus features. Here's how you enter a secret code:

1) Press the MODE button to enter CLOCK mode.
2) Press the ENTER button twice to move to the name screen.
3) Select the correct letters in the code just like setting the name.
4) When the code is spelled out correctly, press ENTER twice.

Here are some codes for you to try:

SLOW: To slow down the clock.

FAST: To speed up the clock.

STOP: To stop the clock and pause the game completely. This is useful if you cannot attend to your wrestler's needs for an extended period of time. Your wrestler will not be harmed when it is paused.

NORMAL: To return the clock to normal settings. This is important to return to your game and exit pause mode. ALSO MAKE SURE TO SET YOUR CLOCK TO THE CORRECT TIME.

After the code has been activated, it will stay that way until you turn it off. After you activate a code, you can go back to the NAME screen and fix your wrestler's name and the code will stay ready for you!

You can also get more secret codes and features from the Giga Fighter web site at **www.gigafighters.com**.

ADDING MORE WRESTLERS

You can train up to 3 wrestlers at once. However, once you have three wrestlers selected, you cannot choose another until one retires.

1) Press MODE to enter CLOCK MODE.
2) Press MODE again. You can now view the faces of all the wrestlers. Push right until you've found the wrestler you want and press ENTER. The selected wrestler is now under your control and is the active wrestler.
3) When you are playing with one wrestler, the others will be paused until you select them again.

GAME OVER

Unfortunately, your wrestler will retire if HEALTH falls to 0. If your wrestler retires from bad health, don't worry. Just start a new wrestler and try again, taking better care of him this time.

If one of your wrestlers retires, you can't select him again until you reset the unit.

Your wrestler can also retire due to old age. When your wrestler has been alive for 30 days it will retire. However, if you can manage to keep your wrestler's HEALTH over 95, it will continue to stay another day.

RESTARTING THE GAME

If you wish to start over from the beginning, press the RESET button located on the back of your game. This will reactivate any wrestlers that have retired and allow you to choose them again. You can also use the RESET button to reset the unit if there is a problem, but this will reset the game memory, so you will lose any wrestler's you are currently raising.

To activate your Giga Fighter game, pull the plastic tab from back of game.

To insert the battery, remove the battery compartment cover at the back of the game. (to remove cover, unscrew the cover and remove).

Insert one CR2032 battery (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:

- battery installation should be done by adult.

- non-rechargeable batteries are not to 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 removeable).

- 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.
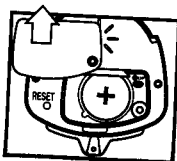
DEFECT OR DAMAGE

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 parts. Instead, write to us at:

TIGER ELECTRONICS, LTD. 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

HEAD-TO-HEAD DISCONNECTION
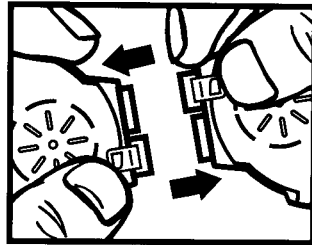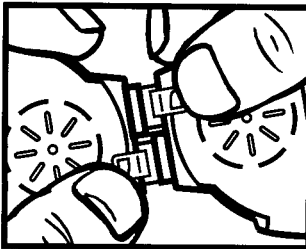
Press the locking tip and then pull the two units to release the Head-to-Head Connection.

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