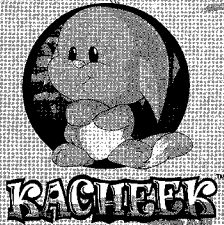


AGES 6+

WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

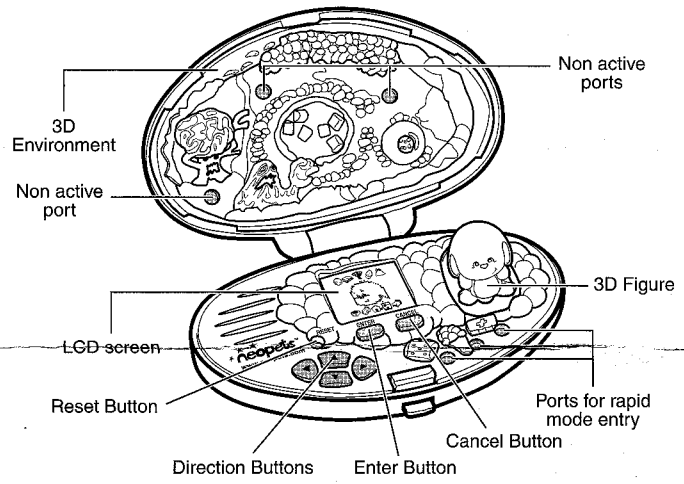


TIGER ELECTRONICS Asst No. 71070 Item No. 71074

INSTRUCTIONS

Greetings fellow NeoPet fan and welcome to the world of the Haunted Woods. You are about to adopt a new NeoPet of the Kacheek species and build a special relationship with it, while playing some really cool games and buying lots of great stuff from the Neopian stores. Not only that, you also get an awesome mini 3D figure and a detailed Haunted Woods sculpt to play with it in.

NOTE: Please read the below directions before going through the set up mode.



SET-UP

To set up your pet properly, please go through the following actions:

1. Make sure the screen is working. If not, go to battery section (end of page).
2. Place the 3D pet figure into one of the 3 ports for rapid mode entry. This will take the toy out of Try Me mode.
3. **DATE** - Using ▲ and ▼. Scroll through the YEAR, MONTH & DAY. Press ENTER when it is correct.
4. **TIME** - Using ▲ and ▼. Scroll through the hours and then minutes. Press ENTER when it is correct.
5. **NAME** - Decide what you want to call your pet and write the name by toggling ▲ & ▼ on each letter. Press ENTER when it is correct. Press ENTER twice when the name is complete.
6. **MALE/FEMALE?** - Scroll to the gender you want your pet to be and press ENTER when it is highlighted.
7. **WHAT YOUR PET LIKES TO DO** - Toggle through all the different options until you reach the hobby you want for your pet, then press ENTER to select.
8. **HOW THEY LIKE TO GREET OTHERS** - Toggle through all the different options until you reach the personality you want for your pet, then press ENTER to select.

The screen will then run through all the decisions you have made and then enter the actual game. NeoPets will then scroll across the screen followed by Welcome to Neopia.

THE SCREEN

To choose from all the different things you can do with your NeoPet, once you have set it up, you first need to know what the different control icons mean at the top and bottom of the screen. These will allow you to control what you and your pet does and when.

TOP ICONS

- FACE** View your Pets bio (Name, Weight, Gender, etc.)
- BOOK** View your NeoPets Health, Happiness & Intelligence levels.
- TROPHY** View what stage your pet has reached, in each game.
- ICE CREAM** Select foods to feed your pet, from different items of food you buy.
- BURLAP SACK** View your stored items here.

BOTTOM ICONS

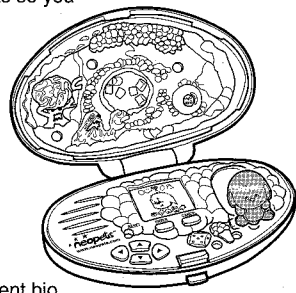
- MEDICAL BOX** Lets you take your pet to the doctor when it is sick.
- SHOP** Spend your neopoints on Food, Toys & Pet Pets.
- BANK** Check your neopoint balance & know how much you can spend at the store.
- DICE** Select from one of 4 games that allow you to earn neopoints for your pet.
- SLEEP** Puts your pet to sleep or wakes it up if it is already sleeping.

HOW TO PLAY

Firstly, the aim of the game is to gain as many trophies as possible, earn neopoints and get the highest Health, Happiness and Intelligence levels possible. This is done by playing games and earning neopoints so you can buy cool items for your pet.

PORTS

There are three ports below the screen that allow rapid access to the Gaming (Dice Icon), Feeding (Ice Cream Icon) and Doctor (Medical box icon) modes. Just insert the bottom of the pet into the port to activate.



KACHEEK FACE

Here you can scroll through all the different bio information of your pet. You can check on its height, weight, personality etc. Just press ◀ & ▶ to scroll through the information.



BOOK

Here you can check the status of your pets Health, Happiness and Intelligence levels. These levels are effected by how you play and treat your pet. Feeding and Sleeping on time makes the pets Health, Happiness and Intelligence levels go up. Toys and Pets effect the pets Happiness and Intelligence.

Lack of sleep, feeding and interaction (pets and toys) will make the pets levels drop and the pet could leave you because of this.



TROPHIES

Three of the four games in this toy allow you to play for Trophies of which you can get three different levels. You have to gain a certain score in a specific level to get the trophy. In Copy-cat, 900 NP is needed to get a promotion, 900NP for a Negg Drop and 180 NP for Racing.

For example, if the NP placed on Copy-cat level 1 accumulated to 900 NP, you can get the 3rd place trophy of Copy-Cat and reach level 2. You need to gain 900 NP more in level 2 in order to get the 2nd place trophy of Copy-Cat and promote to level 3. If you win 900 NP more in level 3, you will win the 1st place trophy of Copy-Cat.

When all three 1st place trophies have been achieved, you receive a special code (that can be viewed in the Trophy section). **Type this code into the www.neopets.com/code page to receive a rare item that is unique to someone who completed this part of the game.**



FEEDING

Your pet needs to be fed regularly (3 times a day) so you must remember to give it food. Firstly you must purchase the food items from the food store which will automatically store the items in the Burlap Sack. You can however access the food directly by pressing ENTER when the FOOD icon is highlighted. This will take you to the list of your food items you have purchased.

To select something to eat, toggle down the items (allowing them to scroll across the screen so you can read the whole word). When the one you want to feed to your pet is highlighted, press ENTER. The screen will show a pet eating animation. You will then receive a thank you note from your pet for feeding it.

Your pet needs to be fed regularly. If your pet is hungry and has not been fed at regular meal times it will prompt you by ringing the alarm bell. You will know it is hungry because arrows will be pointing to the FOOD icon. If you do not feed your pet on time it will lose health and happiness. If you feed the pet on time and without it prompting you it will gain health and happiness.

NeoPets like to be fed at the following times:

Breakfast - 7:30 a.m. Lunch - 12:00 p.m. Dinner - 7:00 p.m.



BURLAP SACK

This is where all the items you have purchased are stored while you are not using them. You can go in to this area to view your collection or select something to play with or eat. If it's a Pet or a Toy you have selected, you can play with it as much as you want and your pet will gain Happiness and Intelligence whenever you play with the pet. Food can also be eaten here. Follow the Feeding instructions above.



SHOPPING

Apart from being fun for the pet, shopping is essential for the pet's health, wellbeing and personality. There are three shops you can visit in this game. These are FOOD STORE, PET STORE & TOY STORE. Each store contains different items that vary by the day as well as vary in price (NP).

Enter the Shopping mode and toggle through the different store names. When you have decided which store you want to go into press ENTER once it is highlighted. Then scroll through the different items in that store and press ENTER when you have highlighted the item you want to buy. You will then see an image of that item. To confirm your purchase press ENTER again. If you do not want to buy this item simply press Cancel and you will go back to the last screen.

If you have enough neopoints (NP) then the item you have selected will be automatically added to your Burlap Sack. If there is not enough NP in your account to buy the item you have selected you will hear OOPS and the NOT ENOUGH NP warning will flash on the screen. You will either have to earn more NP or go for a cheaper item.

To exit the store without buying anything press the CANCEL button.



CARE/DOCTOR

Put the pet in the Care port to go straight to this area.

This area can only be entered when your pet is sick. If you try and enter when your pet is not sick the screen will tell you your pet is healthy.

If your pet is sick you need to go to this mode. You will enter the area and you will be given the prognosis and name of your illness. You can then go to the pharmacy and select the correct cure for your pet. Toggle through the different cures and select the right one for you. The medicine will be given to the pet immediately and you can consider your pet cured.



GAMES

Put the pet in the Dice port to go straight to this area.

COPY CAT

To play, select COPY-CAT from the game menu by pressing ENTER. The screen will then show four arrows facing ▲, ▼, ◀ & ▶. The arrows will begin to flash in a sequence with different sounds for each arrow. The first sequence will show two arrows flashing one after another. Once the sequence has finished it is your turn to copy it. Press the direction buttons that match the arrow directions to recreate the sequence. If you copy it correct the sequence will be repeated on the screen and another arrow flash/SFX will be added on the end. You must then copy this longer sequence. It continues, with one arrow being added on with every correct repetition.

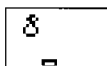


If you fail to copy a sequence correctly it will be the end of the game and depending on how many arrows flashed in your last correct repetition you will receive the amount of Neopoints (NP) listed below.

2 sequence :	0 NP	3 sequence :	1 NP
4 sequence :	2 NP	5 sequence :	3 NP
6 sequence :	5 NP	7 sequence :	10 NP
8 sequence :	25 NP	9 sequence :	50 NP
10 sequence :	75 NP	11 sequence :	100 NP

NEGG DROP

To play, toggle and select Negg Drop from the game menu by pressing ▼ & ENTER. The screen will then show a basket in the lower center of the screen and you will see Burlap Sacks

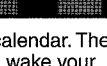
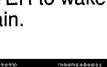
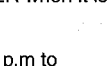
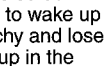
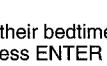
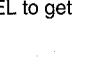
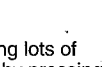


containing Neggs falling from the sky (top of the screen). Using the ◀ & ▶ buttons move the basket along the bottom of the screen to catch the falling sacks. You have 40 to 60 seconds to catch as many sacks as possible.

Empty Sacks are worth 1 point, full Sacks are also worth 1 point but increase the speed of the Sacks falling.

Be careful not to catch the black sacks as they are dropped by the Pant Devil who will steal all of your game points if caught. When you reach Levels 2 and 3, it will shorten the time for catching as you get quicker.

When you catch enough Neggs (please refer to the table below), you move up the level.



60 Seconds	for Level 1
50 Seconds	for Level 2
40 Seconds	for Level 3

2 item caught:	1 NP	4 items caught:	2 NP
6 items caught:	4 NP	8 items caught:	8 NP
10 items caught:	15 NP	12 items caught:	30 NP
14 items caught:	50 NP	16 items caught:	100 NP

RACING

To play, toggle and select Race from the game menu by pressing ▼ twice & ENTER. The screen will then count down 3, 2, 1 GO you must then press your ◀ then ▶ button then ◀ then ▶ again and again as fast as you can. The car will move up the screen and depending on how fast you press ◀ & ▶ over and over again, your character will contend with the other 3 characters on the screen. The race will finish when your character crosses the line or the other 3 characters cross the line.

As you progress to Level 2 & 3 the competition will get faster and faster and you will find it more difficult to beat the opponents and finish 1st.

1st position	20 NP	2nd position	10 NP
3rd position	5 NP	4th position	3 NP

LUCK

This is a game where you cannot win a trophy. It is a way of gaining neopoints (NP) when you cannot win any more points from the other games because you have played them all that day and they will no longer pay out.

Hit down to set the 3 wheels spinning. If you match 2 or 3 of the shapes you win a certain amount of NP. These are as follows:

SHAPE	2	3
Squares	10NP	30NP
Dots	20NP	80NP
Circles	15NP	40NP



BANK

This is where you can check your balance after playing lots of games or after a big spending spree. Select the Icon by pressing ENTER and you will see your balance. Press CANCEL to get back to the main screen.



SLEEP

NeoPets bedtimes are generally around 9:00 p.m. If their bedtime is missed they may lose happiness points. Simply press ENTER when the BED icon is highlighted and the lights in the screen will go out and your pet will start to sleep. NeoPets need to wake up around 7:00 a.m, any earlier and they become grouchy and lose happiness and intelligence points. To wake your pet up in the morning select the bed icon again by pressing ENTER when it is highlighted.

NOTE : The LCD would automatically turn off from the period 9:00 p.m to 7:30 a.m for power saving. During this period, you could press ENTER to wake up the pet. When you leave the unit alone, the LCD will turn off again.

NEOPIAN CALENDAR

The game will tell you when there is a special day in the Neopian calendar. The screen will scroll the details of this special day in Neopia when you wake your pet up on that day.

END OF THE GAME

The end of the game commences when your pet gets sick or bored from you not feeding, playing with, or caring for it. The pet will leave if it is not fed for 14 days or its health level reaches 0. If this happens you will see the pet pack its bag and walk off into the sunset.

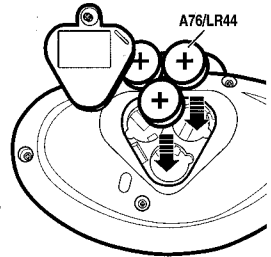
If you have won the secret code for getting all 1st place trophies the pet can still be fed and played with.

CHANGING

To change the TIME & DATE, to turn SOUND on and off and to alter the SCREEN CONTRAST press CANCEL when in normal mode and select from the on screen options.

BATTERY INSTALLATION

Batteries are included but they will eventually run out. When the battery is low, the unit will turn off the LCD and will not response to any key depression (other than reset). This is to alert user to replace the batteries. **To change the batteries make sure you have the batteries ready as you only have 1 minute to change them.**



First, slide the "Battery Door" key to open.

- 1) Unscrew the battery cover on the back of the unit.
- 2) Remove the 3 A76/LR44 button cell batteries.
- 3) Quickly replace with the new batteries making sure the top and bottom are not touched.
- 4) Replace battery cover and tighten screw.

Slide the "Battery Door" key to close.

Please keep company details for future reference.



CAUTION:

- 1) As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
- 3) Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

TO ENSURE PROPER FUNCTION:

- Battery installation should be done by an 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.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Do not dispose of batteries in fire. Battery may explode or leak.

NOTE: If battery is not replaced within 1 minute all info (current status of the game, trophies, levels etc) will be wiped and you will have to start again.

DEFECT OR DAMAGE

If NeoPet is damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.

PO Box 200, Pawtucket, RI 02862

In your note, mention the name of your toy, its 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

Hasbro Inc. 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 Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro 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 Hasbro's option) for a service fee of U.S.\$9.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states 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:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862

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 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.

For more information about Hasbro Inc., our products and special promotions, please visit our web site at: www.hasbro.com

FCC STATEMENT :

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

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 to 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 an experienced radio/TV technician for help.

TIGER
ELECTRONICS

Where Technology Comes to Play![™]

®, TM, & © 2002 Tiger Electronics,
a division of Hasbro, Inc.
Pawtucket, RI 02862 USA.
All Rights Reserved.
www.tigertoys.com

© 2002 Hasbro International Inc.
All rights reserved.

Distributed in the
United Kingdom by Hasbro UK Ltd.
Caswell Way, Newport, Gwent NP9 0YH.
www.hasbro.com

PRINTED IN CHINA

NEOPETS, and all characters, logos,
names and related indicia are
trademarks of NeoPets, Inc., © 2002.
All rights reserved. Used with permission.

200205790IWHB-01