



INSTRUCTIONS

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CONGRATULATIONS!

You have joined forces with the smartest, most talented soldiers ever created. They have been programmed with so much intelligence, that they actually come alive. They're the stars of their own hit movie — and they come alive again in your Giga unit!

CHIP HAZARD™, BRICK BAZOOKA™, ARCHER™ and SLAMFIST™, were all designed by Mars MicroDigiTech a company with accessibility to military intelligence, tactics and strategy. You'll watch as each comes alive, ripping their way clear from their boxes!

TO START

To start the game, pull the plastic tab from the back of your Giga Pets Plus unit and throw it away. Once you turn your unit on, it should stay on. You never have to turn it off!

TO SET THE CLOCK

It's really important that you set the clock to the correct time, because you need to take care of and train your soldiers on a normal military schedule. If you don't set the time correctly, your soldiers could get confused — and they might recharge themselves 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 LEFT/RIGHT to adjust the hour. When the correct hour is set, press ENTER.
- 2) The MINUTES will now be flashing. Press LEFT/RIGHT to adjust the minutes. When the time is set to the right minute, press ENTER.

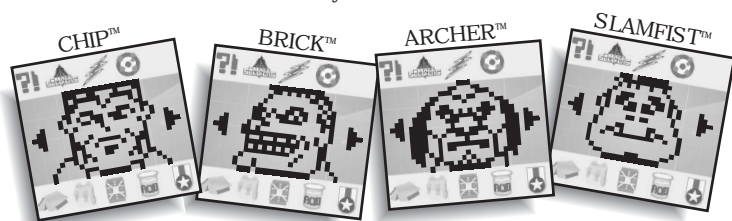
TO PAUSE

While in the NAME MODE enter the word "STOP". This will then "pause" the clock. Your Small Soldiers™ will still move on screen but the clock will not advance. To deactivate the "pause" function, re-enter the NAME MODE and enter the word "NORMAL". This will return the clock to real time.

CHOOSING YOUR SOLDIER!

After the clock is set, you will see an opening sequence of all the soldiers marching through the neighborhood to a suburban house — that is about to become the battle site!

Then you can select whichever of the soldiers you want to play with first by pressing the LEFT/RIGHT buttons to see the various faces of CHIP™, BRICK™, ARCHER™ and SLAMFIST™. Then press the ENTER button to select your soldier!



You can switch to another soldier any time you want! When it comes to battle, all soldiers must be ready at any time to join the battle! You can continually shift between the four Small Soldiers™ — trying to keep all four of them active!

YOUR NAME

Enter your name in order to enlist into the game. After all, every good soldier must enlist!



- 1) Press LEFT/RIGHT 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 go to GAME MODE.

SOUND EFFECTS

Your Giga Pets Plus has sound effects and even a few lines of speech that you will hear during specific activities in the game! Imagine — you'll hear words from the Commanders themselves, Chip™ and Archer™ — plus the sounds of weapon firings!

TURNING OFF THE SOUND

- 1) Press MODE to enter CLOCK MODE.
- 2) Press LEFT to turn the sound off — the SOUND (🔊) will disappear.
- 3) Press LEFT again to turn the sound on — the SOUND (🔊) will appear again.
- 4) Press MODE as many times as you need to return to game mode. (Each press of MODE skips you through the various fields before you get back to the game mode.)

RETURNING TO CLOCK MODE

Once the game begins in GAME MODE, you can return to CLOCK MODE by pressing MODE.

- 1) If you wish to adjust the clock, press ENTER. The clock will start flashing.
- 2) After you set the time, press ENTER to return to GAME MODE. Your Small Soldiers™ will appear again.

CARING FOR THE NEEDS OF YOUR MEN

It is up to you to take care for your Small Soldiers™ and to respond to all their needs! Check your MISSION STATUS to check on your:

- overall mission status score (★)
- training index (🎓)
- efficiency index (⚙️)
- fitness index (🏃)
- power level (🔋)
- age (👴)
- battle ready index (🛡️)

When you hear the alert beep (if sound is on) and you see the ALERT icon light up, it means that your Giga Pets Plus needs something — and he needs it NOW, soldier!

If a soldier needs a power-up, FEED it the power-up it needs! If it needs a WEAPONS TEST, test the weapon! If it needs RECHARGING OR CLEANING, then do it! Whatever your soldier needs, provide it!

Here's a special clue for you: The CHARACTER BUILDING, TRAINING and Q and A (Quality and Assurance) are unique activities unlike any others ever seen in the Giga universe before — and do not have alert "beeps". So as a good soldier, you must be on guard to check them out whenever you feel necessary!

Use the LEFT/RIGHT keys to move to the activity you think your soldier needs, then press ENTER.

If you need help understanding what your soldier needs, the MISSION STATUS activity (scoring) is the place to go for some hints. Like all good commanders, you should also share your soldiering skills with your friends, and see if they have any tips for you. Finally, more information can be found at the Giga Pets website at www.gigapets.com.

VOICE ACTIVATION (🗣️)

Your Small Soldiers™ unit is also equipped with a unique voice activation that responds to your voice commands or clapping. This feature can be used with all the soldiers you activate.

If voice activation is turned on, certain activities can be triggered by sound.

- 1) If your soldier is off screen, voice command will trigger the soldier to walk back on screen again.
- 2) If your soldier doesn't perform well in either TRAINING or CHARACTER BUILDING, voice command can send the soldier to "Q AND A" testing.
- 3) If your soldier DOES perform well in TRAINING or CHARACTER BUILDING, voice command can reward your soldier!

TURNING OFF VOICE ACTIVATION

- 1) Press MODE to enter CLOCK MODE.
 - 2) Press RIGHT to turn the voice activation off — the VOICE ACTIVATION ICON (🗣️) will disappear.
 - 3) Press RIGHT again to turn the voice activation on — the VOICE ACTIVATION ICON (🗣️) will appear again.
- Press MODE TWICE to return to GAME MODE.

A SOLDIER'S DUTIES AND ACTIVITIES

You are responsible for meeting the needs of your soldiers. The needs include: POWER-UP, WEAPONS TEST, RECHARGE, TRAIN, CHARACTER BUILDING, CLEAN and Q AND A (Quality and Assurance).

POWER-UP (⚡)

Each Commando Elite™ and Gorgonite™ has a "Main" power-up and a "Turbo" power-up.

The Main power-up are indispensable for keeping the Small Soldiers™ active. They tune up power system, enabling the Small Soldiers™ to function properly.

The Turbo power-up enhances performance in TRAINING and CHARACTER BUILDING activities. These are treats for your soldiers.

When you select this activity, you're given a choice of foods. Use the LEFT or RIGHT key to select either the MAIN power-up or the TURBO (treats) power-up. The Main power-up is shown on the left side of the screen and the turbo treats are shown on the right side. Your soldiers need main power-ups to retain POWER LEVEL and turbo power-ups to maintain effective TRAINING skills.

You can check the power of your soldier by checking the EFFICIENCY (⚙️) on the MISSION STATUS screen (★). An (⚙️) 100 means your soldier has all the power it needs and it may refuse additional power. At the other extreme, an (⚙️) 0 means you are in trouble because your soldier will EXPLODE!!!!

Your soldiers will always accept turbo power-ups, even when it has all the power it needs. But be careful, too many turbo power treats can have bad effects on your soldier. You should never give your soldier more than 2 or 3 turbo power treats a day.

RECHARGE (🔋)

Recharging is important for all energy driven toys, including your Small Soldiers™. Your soldiers may want recharging during the day. At night, your soldiers will be especially in need of recharging.

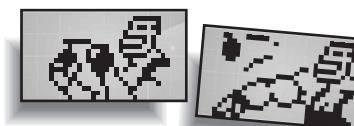
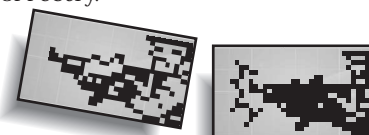
Sometimes it's hard to tell when a soldier needs recharging. If you try everything else — and the alert icon won't go away, maybe it's time for a little recharge action!

WEAPONS TEST (🔫)

Soldiers need to learn how to be safe with their weapon by learning how to use them properly.

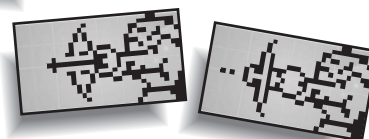
You will see HAPPY face animations when a soldier performs a weapons test correctly. You will see an EXPLOSION when a soldier performs a weapons test incorrectly.

For CHIP™ to safely aim his machine gun, press LEFT, RIGHT, LEFT.



For BRICK™ to throw his grenade at the hole as it appears, press LEFT, LEFT, LEFT.

For ARCHER™ to shoot his arrows at the right time, press RIGHT, RIGHT, RIGHT.



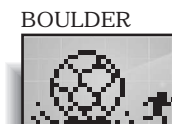
For SLAMFIST™ to smash his rocks at just the right moment, press LEFT, LEFT, RIGHT.

CHARACTER BUILDING (🏗️)

You actually help BUILD your Small Soldiers™ BY CHANGING their parts when needed.

You will see an obstacle or challenge — and then must choose the correct body part to best fulfill the challenge! Once you select a body part, you will see your soldier use the part.

The challenges are:



You have four or five choices of body parts to best fulfill each challenge! Use the LEFT and RIGHT buttons to quickly scroll through the various body part choices. Then press ENTER to choose the body part you want! You've got to be QUICK!!!

CLEANING (🧼)

Each Small Soldiers™ sits in an acid bath for cleaning.

MISSION STATUS (📊)

Choose this icon to check on your progress. Use the LEFT/RIGHT keys to display screens showing NAME, MISSION STATUS (total score) (★), EFFICIENCY (📊) and FITNESS (📊), POWER LEVEL (📊) and TRAINING INDEX (📊), AGE (📊) and BATTLE READY (📊).

- 1) You can press ENTER on the NAME screen to change the name you have entered for yourself.
- 2) The MISSION STATUS (total score) screen shows how you are doing.
- 3) The EFFICIENCY and POWER LEVEL screen shows if your soldier needs power-ups, training, or Q and A. If EFFICIENCY or POWER LEVEL are low, you should take care of your soldier with POWER-UP or CHARACTER BUILDING activities.
- 4) The POWER LEVEL and TRAINING INDEX screen shows how well you are taking care of your soldier. If POWER is low, you need to take better care of your soldier with Main POWER-UPS, WEAPONS TEST, POWER-UPS, CLEAN, RECHARGE, and maybe a CHARACTER BUILDING exercise. If TRAINING is low, you can increase it with more TRAINING activity.
- 5) The AGE and BATTLE READY screen shows how your soldier is doing over time.

TRAINING (📖)

There are four TRAINING activities for each soldier: Select this activity and press ENTER. You will see 2 new options on the screen, TRAINING (📖) and REWARD (📖).

Press LEFT to point the arrow at the TRAINING icon (📖) and press ENTER. Next you will see an example screen of your soldier at the first step of performing a training maneuver. You can see all the training activities for that soldier by pressing RIGHT or LEFT buttons to look at first step examples of each training. When you see a training skill you would like to teach your soldier, press ENTER.

Your soldier will try his best to do the right training maneuver.

If your soldier tries the training maneuver but gets it wrong, don't worry, just try again until he gets it right!

When your soldier does the training correctly, you should REWARD (📖) it with a turbo treat. Now it will remember that training maneuver and you can get him to do it over and over!

Keep in mind that you need to be responsible when training your soldiers.

Don't give them too many turbo treats and don't worry if your soldier seems to forget the training maneuver from day to day. You can always teach the training maneuver again.

Your training activities are:

CHIP HAZARD™



climbs a rope



bungee jumps



drives the latest vehicle



walks off and walks back

BRICK BAZOOKA™



launches a tennis ball before he transforms into a cannon (launches a grenade after transforming into a cannon)



drives a tank



catapults through the air via slingshot



walks off and walks back

ARCHER™



slams window down with a string device



avoids getting stuck in sticky stuff on the ground

ARCHER™



sails through water on a ship



walks off and walks back

SLAMFIST™



breaks apart a toy chest



breaks through a package



swings on rope



walks off and walks back

Q AND A (Quality and Assurance) (★)

Since the Small Soldiers™ are toys, they have to go through Quality and Assurance testing like all other toys. This is not something that any toy likes! The Small Soldiers™ will get dropped out of a window. If your efficiency total is high enough, your soldier will withstand the drop. If your efficiency level is NOT high enough, various body parts will fly off when you hit the ground!

ALERT (?!)

When this icon lights up, it means your soldier needs something. Use the MISSION STATUS (★) screens to try to figure out what your soldier needs. Try selecting a different activity until you figure out what he needs!

SECRET CODES!

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

- 1) Select the SCORE (★) activity.
- 2) Move to the NAME screen, and press ENTER.
- 3) Your name will disappear, and you can enter the code here.
- 4) Select the correct letters in the code just like setting the name.
- 5) When the code is spelled out correctly, press ENTER twice.

****After a code has been activated, it will stay that way until you enter it again to turn it off.

ACTIVATING SOLDIERS

You can have up to all 4 soldiers active. But only one appears on screen at a time. You can leave the others "suspended" until you're ready to use them.

Use the MODE and ENTER buttons to activate and switch between the four soldiers:

- 1) Press MODE to enter CLOCK MODE.
- 2) Press MODE again to see the available soldier. The player will see a "face" frame of the soldier.
- 3) Press the LEFT/RIGHT buttons to see other INACTIVE soldiers. You will see another "freeze frame" face of the soldier.
- 4) You can continue to search through the inactive soldiers by pressing the LEFT/RIGHT buttons.
- 5) You can activate an inactive soldier by pressing the ENTER button when you see the soldier you want to activate.

GAME OVER

Each soldier has a normal shelf life of 14 days unless total score (mission status) is over 95, which will allow the Small Soldiers™ to stay active for many weeks longer as long as the player keeps the score above 95.

Your Small Soldiers™ won't die — they'll EXPLODE! When a soldier explodes, you'll take care of one of the other remaining soldiers.

RESTARTING THE GAME

If you just wish to start over from the beginning, press the RESET button located on the back of your game. 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 the development of any animals and crops you have.

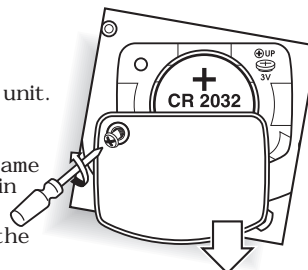
INSERTING THE BATTERY

To get started with your Giga Pets Plus, pull the plastic tab from the back of the unit.

To insert a new battery, you should get grownup help. Remove the battery compartment cover on the back of the game by unscrewing the cover and pushing it in the direction of the arrow.

Put in a new CR2032 cell battery (like the battery included) like in the picture.

CAUTION: 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 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 parts.

Instead, write to us at:

TIGER ELECTRONICS, LTD. REPAIR CENTER
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, Ltd. (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 returned 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 U.S. \$9.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

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:

Tiger Electronics, Ltd. 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.

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Patent Pending
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