

Giga Pets

INSTRUCTIONS

CONGRATULATIONS!

you've got your very own VIRTUAL FRIEND! VIRTUAL FRIENDS 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 VIRTUAL FRIEND. the plastic tab is not part of the toy and should be thrown away. once you turn your VIRTUAL FRIEND on, it should stay on. you never need to turn your VIRTUAL FRIEND off.

SETTING THE CLOCK

it is very important that you set the clock on your VIRTUAL FRIEND for the correct time. your VIRTUAL FRIEND eats, plays, and sleeps according to a natural schedule. if you don't set the time correctly, your VIRTUAL FRIEND may get confused-- you don't want your friend to sleep all day and keep you awake all night! when you first start the game, your VIRTUAL FRIEND 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 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 VIRTUAL FRIEND

you can enter a name in your VIRTUAL FRIEND 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 VIRTUAL FRIEND! every VIRTUAL FRIEND arrives in a different kind of way. your new DALMATIAN puppy climbs out of a basket, ready to play! but look! every time you play, you can get one of 101 cute DALMATIAN puppies! every one is unique, with its own spots and its own personality. which one will you get?

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, your friend's name will appear. press ENTER to adjust the name.
- 3) to return to GAME MODE, press MODE until your friend appears again.

THE GAME SCREEN

the game screen is your friend's "home." you will see the friend move around the screen and go about his daily routine, just like a real friend.

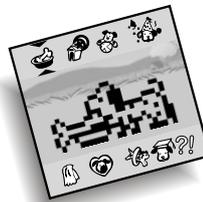
press the LEFT/RIGHT keys to select the different ICONS around the outside of the screen. these icons represent all of the different

activities that allow you to interact with your friend.

HOW TO PLAY ?!

you can help take care of your new DALMATIAN and make sure it grows up happy and smart. at various times, your friend will require a certain kind of attention from you. your friend will make noise and the ALERT icon ?! will light up.

now you've got to figure out what your friend needs! if your puppy is hungry, feed it. or you can throw a party for it! if your friend rolls around a lot and gets dirty, give it a bath. there are many different ways for you to interact with your puppy. the trick is to figure out what your friend wants from you! use the LEFT/RIGHT keys to move to the activity you want, and press ENTER. here are the activities:



FEED

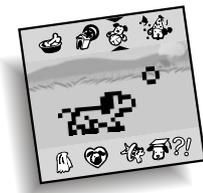
when you select this activity, you will be given a choice of foods for your friend. use the LEFT or RIGHT key to select either healthy food or treats. every kind of friend likes different kinds of food. your DALMATIAN puppy needs healthy food to grow, and doggie biscuits to stay happy.

you can see how hungry your friend is by checking its HUNGER icon on the SCORE screen. a 100 means your friend has a full tummy-- and a 0 means your friend could use a snack!



SLEEP

select this icon to turn out the light when your friend wants to sleep. your friend likes to take naps during the day. if you turn out the light for it, it will happily go to sleep. at night, your friend will be very tired, and just fall asleep right on the floor. if you want your friend to have good dreams, turn out the light at night, too.



PLAY

you and your puppy can play games together, too! when you press the button, a ball will appear on the screen. quickly press the LEFT or RIGHT arrow in the direction of the ball to make the dog jump up and grab the ball!

PARTY

your DALMATIAN is just one of 101 puppies. sometimes it likes to go to parties with other dalmatian. press this button to throw a party for your puppy.

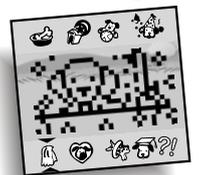
CLEANING

when you see your puppy rolling around on the floor, you should give him a bath right away to clean him up!

SCORE

choose this icon to check on your friend's progress. use the LEFT/RIGHT keys to display screens showing your friend'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 your friend needs. if any of these falls below 20, you should take care of your friend 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.

TRAINING

your friend can do all sorts of interesting things. training your friend to perform tricks on command is very entertaining! select the TRAIN icon and press ENTER. the word REWARD will appear. but don't reward your friend yet! first, press LEFT or RIGHT until the word TRICK appears. now press ENTER again.

a list of tricks will appear. you can press LEFT or RIGHT to search through all the tricks your friend can learn. when you see the trick you want to teach your friend, press ENTER. your friend will try its best to do the trick you asked for.

if your friend does not get the trick right, try again! if your friend does the trick correctly, press ENTER again. the word REWARD should appear. press ENTER again to reward your friend with a treat. now your friend knows this trick. congratulations!

if you want your friend to perform its trick at your command, select the TRAINING icon again. now press either the LEFT or RIGHT key until the word TRICK appears. press ENTER. now press LEFT/RIGHT until the trick you want appears on the screen, and press ENTER.



LEARNING

select this activity to take your DALMATIAN to school. it will sit down and read a book to get smart! but puppies forget quickly, so give them some LEARNING often.

ALERT?!

when this icon lights up, it means your pet needs something. use the SCORE activity to try to figure out what your pet needs: food? sleep? play time? learning?



MEETING YOUR FRIEND'S NEEDS if you try to select an activity that your friend does not want to do, it may refuse. try selecting a different activity until you figure out what your friend needs.

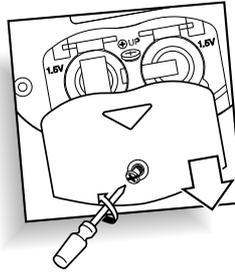
GAME OVER

when the game is over, you will see your puppy leave to start its own family. you can press MODE to see your final SCORE, and press MODE again to see the puppy 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 virtual friend's 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 15v "1r44" 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 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 us\$4.00. payments must be by check or money order payable to tiger electronics, inc.

THE FOREGOING STATUTE 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.

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