



INSTRUCTIONS

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CONGRATULATIONS!

Ladies and gentlemen, boys and girls, welcome to Ringling Bros. and Barnum & Bailey Circus — the greatest show on earth! For your viewing pleasure in the center ring, we bring a host of marvelous animal acts. But unlike ANY other circus you've ever seen before, it's up to YOU to keep the circus animals healthy and happy! We know you can do it! Good luck!

TO START

To start the game, pull the plastic tab from the back of your Circus unit and throw it away. Once you turn your Circus 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 on your Circus unit to the correct time, because you need to take care of and train your animals on a normal schedule. If you don't set the time correctly, your animals could get confused — and they 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 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 circus animals 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 CIRCUS ANIMALS!

After the clock is set, you will see an opening sequence of the circus! Then you can select from four of the circus animals: PONY, LION, SEA LION (a sea lion is a kind of a seal) and ELEPHANT.



Press the LEFT and RIGHT buttons to search through opening pictures of all the animals currently available.

Press the ENTER button to select an animal. Then it's time to name the animal you choose!

NAMING

Enter a name for your animal.



- 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 Circus has sound effects — you can hear each animal give a happy or unhappy sound — depending on how the game is going!

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 again to return directly to GAME MODE.

NIGHT-LIGHT

Your CIRCUS has a night-light feature which allows you to play with and care for them in the dark. Press the center button to turn the night light on.

CARING FOR THE NEEDS OF YOUR CIRCUS ANIMALS

It's up to you to take care of your circus animals and to respond to all their needs! Each circus animal has its own statistics:

- total score (📊)
- health (❤️)
- happiness (😊)
- hunger (🍴)
- teamwork (🤝)
- age (👴)
- weight (🐘)
- star power (★)

The STAR POWER score represents how popular and famous each animal is — because of his/her performance in the circus!

When you hear the alert beep (if sound is on) and you see the ALERT icon light up, it means that your circus animal needs something!

If your circus animal is hungry, FEED it! If it wants to play, PLAY with it! If it's tired, make sure it SLEEPS when necessary! If it needs cleaning, CLEAN it! (nobody likes a smelly animal!) If it needs training, TRAIN it! If you don't think it's feeling well, take it to the VET (animal doctor)! If you think your circus animal needs help in teamwork, choose the TEAMWORK activity! Whatever your circus animal needs, it's up to YOU to provide it! No wonder Ringling Bros. and Barnum & Bailey Circus is the greatest show on earth!

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

If you need help understanding what your animal needs, the TOTAL SCORE activity is the place to go for some hints. Like all good circus trainers, you should also share your circus 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 Circus 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 animals you activate.

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

- 1) If the animal has walked off screen, voice will make the animal come back!
- 2) If the animal just performed a trick correctly, voice will help to reward the animal so it will remember how to do the trick.

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 again to return to GAME MODE.

YOUR ROLE AS A CIRCUS TRAINER

You are responsible for meeting all the needs of your circus animals. The needs include: FEEDING, SLEEPING, PLAYING, GOING TO THE VET (animal doctor), CLEANING, TRAINING and TEAMWORK.

FEED (🍴)

Each Circus animal has a healthy food (on left of the screen) and a treat to eat (on right of the screen).

Healthy foods are indispensable for keeping your animal alive.

Treats keep your circus animals happy and help their performance.

When you select this activity, you're given a choice of foods. Use the LEFT or RIGHT key to select either the healthy food or the treat.

The healthy food is shown on the left side of the screen and the treat is shown on the right side.

You can check the hunger level of your circus animal by checking the HUNGER (🍴) on the SCORE (📊). A (🍴) 100 means your circus animal has all the food it needs and a (🍴) 0 means it is really hungry! If your circus animal has a hunger score of 100, it may refuse additional food.

Your circus animals will always accept treats, even when it has all the food it needs. But be careful, too many treats can have bad effects on your animal. You should never give your animal more than 2 or 3 treats a day.

SLEEP (🌙)

Sleep is important for all living things, including your circus animals. Your circus animals may want a nap during the day. At night, your animals will be especially in need of a good night's rest!

Sometimes it's hard to tell when an animal is tired. If you try everything else — and the alert icon won't go away, maybe it's time for a little snooze!



PLAY (🎱)

Your circus animals love to play. All animals do!

Playing with your animals keeps them happy. Each animal has a different PLAY activity that is very simple to play. You must simply press LEFT or RIGHT at the correct time to help your animal play.



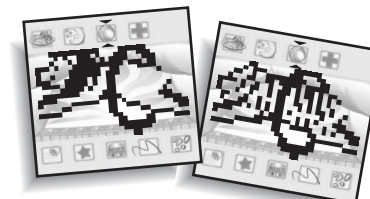
To play the HORSE game, press LEFT or RIGHT while the horse is running to jump over fences.



To play the ELEPHANT game, press LEFT or RIGHT to help the elephant balance on a ball.



To play the SEA LION game, press LEFT or RIGHT to help the sea lion catch a ball on its nose.



To play the LION and TIGER game, press LEFT or RIGHT to jump through the hoops.



To play the MONKEY game, press LEFT or RIGHT to juggle coconuts.



To play the BEAR game, press LEFT or RIGHT to help the bear ride a bike.

You will see HAPPY faces for your animals when you play correctly. You will see SAD faces on your animals when you do not complete PLAY activities correctly.

TEAMWORK (🤝)

A circus requires teamwork! Choose this activity to see your circus animals share some fun with other circus animals! It's automatic, it's easy, it's fun, and animals need the feeling of satisfaction that it brings!



CLEANING (🧼)

Each animal needs to stay clean — and a circus cleaning is just the thing!

TOTAL SCORE (★)

Choose this icon to check on your progress. Use the LEFT/RIGHT keys to display screens showing NAME, STAR POWER, TOTAL SCORE, HUNGER, TEAMWORK, HEALTH, HAPPINESS, AGE, and WEIGHT.

You can press ENTER on the NAME screen to change the name you have entered. Remember, though — there is only one NAME stored in the unit.

TRAINING (🥁)

The TRAIN activity has 3 options: REWARD, TRICK, and CIRCUS.

The REWARD activity allows you to teach your animal how to perform one of its activities as a TRICK. Each time you reward the animal for the correct behavior, it will “remember” how to do the trick!



The TRICK activity allows you to select one of the animal's SPECIFIC ACTIVITIES. Each animal has several activities to choose from! Then the animal will try to perform this activity. At first your animal is most likely to perform the wrong activity. However, if you repeat this action, the animal will eventually perform the right trick and can then be given a REWARD to encourage it to “remember” the trick!

The CIRCUS activity lets you perform an entire circus act!

The CIRCUS game will pick each animal starting with the lowest STAR POWER and moving to the big finish, the pet with the most STAR POWER.

Each pet is in the ring and gets to perform 3 tricks. Select the trick from the normal trick menu and your animal will attempt to perform it. You must pick different tricks and can't try the same trick over and over.

Hopefully your animal knows the trick properly so you can score points! The minimum score is 1 point just for putting on the circus. And each trick done properly scores more points!

The more animals you have active, the more points you can score!

So a circus of 3 animals with 3 tricks performed correctly will score more than if you just have one or two animals available. Of course having the maximum of 4 animals performing and doing all 3 of their tricks correctly will score the maximum amount of points!

After an animal performs its 3 tricks, the computer puts the next circus animal performer on screen.

After all the available animals have done their tricks, the computer totals the score.

If the score is 6 points or above, each animal gets +1 STAR POWER — but not if this will take it over 1 STAR. An animal that is already 2 STARS or above does not get any stars for a score this low.

If the score is 7 or above, each animal gets +1 STAR POWER with a maximum of 2 STARS.

This progression follows all the way up: 8 score earns +1 up to 3 STARS, 9 score = +1 up to 4 STARS, and 5 STARS possible for a perfect 10 circus.

Table of Star Power (increasing by score):

Star Power	Score needed
0 ▶ 1	6
1 ▶ 2	7
2 ▶ 3	8
3 ▶ 4	9
4 ▶ 5	10



For example, if you have 4 animals, Tiger(Star=5), Sea Lion(Star=4), Lion(Star=3), Bear(Star=1). After perform the circus, there were 8 tricks correctly performed and 4 incorrect, then the total score = 8 {8 correct tricks} + 1 {minimum score} = 9. According to the above table, Tiger(Star=5), Sea Lion(Star=4), Lion(Star=3+1=4), Bear(Star=1+1=2).

The “intelligence” of each animal is based on its STAR POWER. A 1 STAR animal will not remember its tricks as well as a 5 STAR pet. But all animals should require some constant training to stay intelligent and remember tricks!



VET (🏥)

If you think your animal is sick, take him to the circus vet! But if you have pets at home, you know they don't like going to the vet! So your circus animals might show unhappy faces when you select this activity.

ALERT (??)

When this icon lights up, it means your animal needs something. Use the SCORE (★) screens to try to figure out what your animal 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.

ACTIVATING ANIMALS

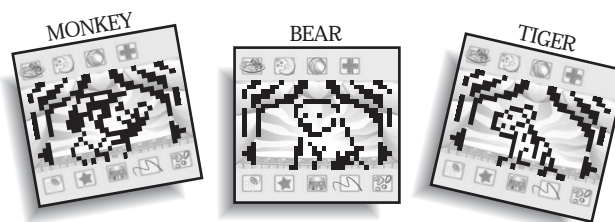
You can have up to all 4 animals active. But only one appears on screen at a time. You can leave the others “inactive” until you're ready to use them. While an animal is in inactive mode, it is paused. No change to AGE, WEIGHT, HEALTH, HAPPINESS or anything else! Regardless of how many animals you have “inactive”, they NEVER gain AGE while inactive.

There are 7 animals in the game — but only 4 are available to start. The other 3 are “hidden” characters.

The 7 animals are: MONKEY, SHOW PONY, SEA LION, ELEPHANT, TIGER, LION and BEAR.

The animals initially available are PONY, LION, SEA LION and ELEPHANT.

The hidden characters are MONKEY, BEAR and TIGER.



The MONKEY becomes available as a choice when you have a single animal active, with TOTAL SCORE 80. This unlocks the monkey for future use.

The BEAR becomes available when you have 2 active pets with TOTAL SCORE 80.

The TIGER becomes available when you have 3 pets active with TOTAL SCORE 80.

Use the MODE and ENTER buttons to activate and switch between the available animals:

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

GAME OVER

Each animal has a normal life span of 14 days unless HEALTH is over 95, which will allow the animal to stay alive for many weeks longer as long as you keep the score above 95.

When an animal dies, a screen showing an ANGEL comes up. You can toggle between this screen and the TOTAL SCORE screen. You can also restart with a new animal or bring an inactive animal to the active position.

RESTARTING THE GAME

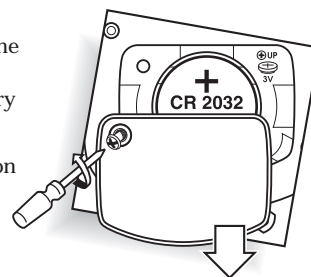
If you just wish to start over from the beginning, press the RESET button located on the back of your game. You can also use the RESET button to reset the unit if there is a problem, but this will reset the game memory, so you will lose the development of any animals you have.

INSERTING THE BATTERY

To activate your Giga Pets 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, then push the cover in the direction of the arrow).

Insert a CR2032 cell battery (battery included) as shown.



CAUTION:

Not suitable for children under 36 months, may contain small parts.

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 (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 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.

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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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