



INSTRUCTIONS

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CONGRATULATIONS!

A whole world exists within a single blade of grass – if you only know where to look! It's the world of Disney/Pixar's *A Bug's Life*! It's waiting for you now. Come join Flik, Princess Atta, Princess Dot, Dim, Francis and all their friends in the battle against Hopper and the other grasshoppers! Fun is just a "hop" away!

TO START

To start the game, pull the plastic tab from the back of your *A Bug's Life* 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 on your *A Bug's Life* unit to the correct time, because you need to take care of and train your bugs on a normal schedule. If you don't set the time correctly, your bugs 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.

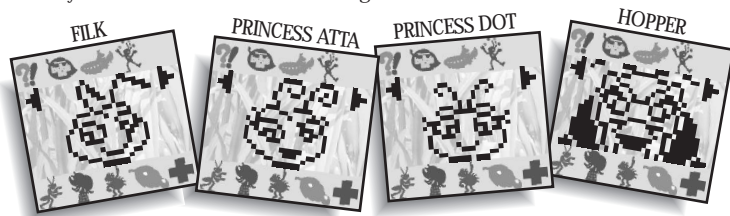
TO PAUSE

While in the NAME MODE enter the word "STOP". This will then "pause" the clock. Your bugs 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.

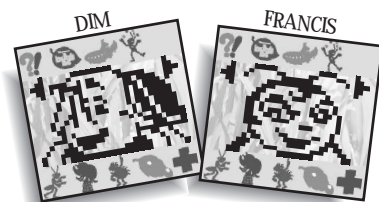
CHOOSING YOUR BUGS!

After the clock is set, you will see an opening sequence of a long stalk of grain appearing. Suddenly, you will see a parade of ants moving across the stalk of grain. Then the ants pick up and carry the stalk of grain! What good workers!

Then you can select from four of the bugs:



The first bug you see is FLIK. Press ENTER to choose him. OR you can press the LEFT/RIGHT key to see the other bugs: PRINCESS ATTA, PRINCESS DOT, and HOPPER. Press ENTER whenever you want to select your bug.



DIM and FRANCIS are "locked" bugs and can't be selected at the beginning of the game. More on them later!

NAMING

After choosing your bug, you can enter your name.



- 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 *A Bug's Life* unit has actual speech from the movie! You will hear different voices depending on how the game is going! Sometimes you will even hear one bug talk about another bug while the other bug is on screen! The speech included with your unit includes FLIK saying, "I've got an idea!", Dot saying, "This is fun!", Princess Atta saying, "Let's keep moving!" and Francis saying "Hiyaahh!".

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 again several times until returning to 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 and your bugs will appear again.

NIGHT-LIGHT

Your *A Bug's Life* unit has a night-light feature which allows you to play with and care for your bugs in the dark. Press the center button to turn the night-light on.

CARING FOR YOUR BUGS

It is up to you to care for your bugs and to respond to all their needs!

When your bug needs something, it will buzz (if sound is on) and the ALERT icon will light up. You should respond to your bug's need at this time with the correct activity.

If the bug is hungry, FEED it! If it's bored, PLAY with it! If you think it's dirty, CLEAN it! The trick is to figure out what the bug needs! Use the LEFT/RIGHT keys to move to the activity you think it needs, and then press ENTER.

If you need help understanding what your bug needs, you can check the SCORE activity for some hints. You should also share your bug 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 *A Bug's Life* 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 bugs you activate.

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

- 1) If the bug has walked off screen, voice will make the bug come back!
- 2) If the bug just performed a trick correctly, voice will help to reward the bug so it will remember how to do the trick.
- 3) If the bug does not performed a trick correctly, voice will DISCIPLINE the bug.

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.
- 4) Press MODE again several times until you return to the GAME MODE.

WHAT YOU NEED TO DO:

You are responsible for meeting all the needs of your bugs! The needs include: FEEDING, SLEEPING, PLAYING, GOING TO THE DOCTOR, CLEANING, TRAINING and DISCIPLINE.

FEED 🐛

Your bugs need food throughout the day to stay healthy.

There are 2 food options, HEALTHY and TREATS for each Bug's Life character:

Flik:



Healthy — sips dew drops on a leaf
Treat — munches a stalk of sugar grain

Princess Dot:



Healthy — sips dew drops on a leaf
Treat — eats berries

Princess Atta:



Healthy — sips dew drops on a leaf
Treat — eats honey

Hopper:



Healthy — eats a blade of grass
Treat — eats grain of wheat

Dim:



Healthy — sips dew drops on a leaf
Treat — eats popcorn

Francis:



Healthy — sips dew drops on a leaf
Treat — eats circus candy (candy corn)

Healthy foods are indispensable for keeping your bug alive.

Treats keep your bugs 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 bug by checking the HUNGER (🍽️) on the SCORE (📊). A (🍽️) 100 means your bug has all the food it needs and a (🍽️) 0 means it is really hungry! If your bug has a hunger score of 100, it may refuse additional food.

Your bug will always accept treats, even when it has all the food it needs.

SLEEP 🦋

Your bugs need to sleep. Instead of turning out a light to keep them happy, you block out the rays of the sun with a leafy branch.

Sometimes it's hard to tell when a bug 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 bugs love to play. All living things do! Playing with your bugs keeps them happy. Each bug has 2 play options. Each play activity is very simple to play. You must simply press LEFT or RIGHT at the correct time to help your bug play.

There are 2 play options for each bug:

Flick:

— He folds a blade of grass into a telescope and looks through.
Press "◀", "▶" twice to fold the grass into the shape of a telescope and then press Enter to look through the telescope.
(Press Left, Right, Left, Right, Enter.)



— He flies the mechanical bird like a pilot flies an airplane.
Use Left and Right Keys to keep the bird centered on the screen — and press Enter to make the bird fly higher. If you can keep the bird centered and in the air for 12 seconds, you complete the play sequence and win.

(If the bird flies down to the right, press Left Key to make the bird fly to the center of the screen. If the bird flies down to left, press Right to fly to the center. Press Enter to make the bird flying higher.)

Princess Atta

— She dances.
Press "◀" three times, then press "▶" three times.
(Press Left, Left, Left, Right, Right, Right.)



— Ant stacking. She climbs on top of up to six different worker ants.
Press "◀", Enter, "▶" to stack one ant. So do this six times in order to stack all six ants.

(Press Left, Enter, Right, Left, Enter, Right, Left, Enter, Right, Left, Enter, Right, Left, Enter, Right, Left, Enter, Right.)

Princess Dot:

— She jumps on top of a feathery dandelion and rides the dandelion spores through the air (like a magic carpet).
If the dandelion appears on the Left, press Left fast enough to fly to catch the dandelion and then press Enter to ride on it. If the dandelion appears on the Right, press Right fast enough to fly to catch the dandelion and then press Enter to ride on it.



— She plays tag with the Blueberry Troop.
The SCOUT will step to right, left or jump randomly. You have to react at once. If the SCOUT steps to the left, you have to press the Left key fast enough to follow the Scout's step to left. If the SCOUT steps to the right, you have to press the Right key fast enough to follow the Scout step to the right. If the SCOUT jumps, you have to press the Enter key fast enough to follow the Scout's jump. If you can correctly follow the SCOUT for 6 steps in a row, you win the game.

Hopper:

— He punches flies as they fly by.
Flies may come out from left or right. You have to press corresponding keys to squish flies. If you can squish 5 flies in a row, you win.
(If the fly comes from left, press Left key fast enough to punch it. If the fly comes from right, press Right key fast enough to punch it.)



Dim:

— Rosie the black widow spider makes him a web, and he bounces on it like a trampoline.
Press "◀" three times so that Rosie the spider spins a complete web. Then press Enter to jump on the web trampoline.
(Press Left, Left, Left, Enter.)



— The Blueberry Troop tickles him.
Press "◀" three times to jump on Dim's belly and tickle him on your left. Press "▶" three times to jump on Dim's belly and tickle him on your right.
(Press Left, Left, Left to tickle to left. Press Right, Right, Right to tickle to Right.)



Francis:

— He flies from leaf to leaf.

The leaf appears on your left or right randomly. Press the Left key fast enough to fly to leaves on your left. Press the Right key fast enough to fly to leaves on your right. If you can successfully fly to and land on the leaf 5 times in a row, the game stops, and you win.



— Francis and Slim do their “Hiyah!” Bruce Flea bit (where they perform a kung-fu move!)

Press Enter to raise Francis’s wings and his leg. Press “◀” to move to left. Press “▶” to move right. i.e. Press Enter, Left, Right, Enter, Right.

You will see HAPPY faces for your bugs when you play correctly. You will see SAD faces for your bugs if you do not complete the PLAY activities correctly.

DOCTOR (🩺)

If your bug is sick, you take them to the doctor. For all bugs other than Hopper, the doctor is Doctor Flora from the Ant Island who takes their temperature. For Hopper, the doctor is Molt (who is a very stupid grasshopper!) who takes a water dropper and squirts a drop of water from the dropper on Hopper’s head, getting him all wet.

CLEAN (💧)

You will randomly see two different cleaning activities when you press this activity. You will either see drops of water dripping from a leaf, which cleans your bug or your bug will dive into a pool for a wonderful bath!

TRAIN (🏃)

There are five training activities for each bug. You can train your bugs to do TRICKS by giving them the right REWARD!

Flik:

- He punches a grasshopper punching bag.
- He zigs and zags between grasshoppers.
- He cuts down stalks of grain with his invention.
- He ties a leaf into a megaphone.
- He walks off and walks back.

Princess Atta (As the Queen-to-be, she works with her mother, the Queen.)

- She waves her arm and worker ants dig a tunnel.
- She waves her arm and worker ants stack grain.
- She waves her arm and worker ants march forward in front of her.
- She waves her arm and her mother, the Queen, waves happily back to her.
- She walks off and walks back.

Princess Dot:

- She bounces on a fuzzy dandelion like a trampoline.
- She flaps her little wings and flies.
- She walks across a spider web like it was a tightrope.
- She does a little waltz dance with Flik.
- She walks off and walks back.

Hopper:

- He swats mosquitoes as they try to fly past him.
- He hops over logs.
- He somersaults backwards.
- He practices a Ninja-style kick and kicks Molt, one of the members of his gang.
- He walks off and walks back.

Dim (Since he’s a circus beetle, he performs circus tricks):

- Gypsy the Moth and Dim do a “figure 8” fly-around through the air together.
- He spins rings around his horn.
- He charges forward and picks up a flower on his horn.
- He gives Rosie a ride on his back.
- He walks off and walks back.

Francis (Since he’s a circus ladybug and also becomes the unofficial leader of Dot’s Blueberry Troop — The Blueberries are like ant girl scouts):

- He flies through the air between tree branches.
- He spars with a fly heckler.
- He waves his wings and the Blueberries parade by.
- He flies and lands on Heimlich (the caterpillar’s) back.
- He walks off and walks back.

DISCIPLINE (🐜)

There is a different discipline for each character:



For Flik, he has to dig a tunnel.



For Princess Atta, she is reviewed by the Council of Elders.



For Princess Dot, she has to stay home and can’t leave home to play.



For Hopper, a bird appears and snaps at him.



For Dim, his horn gets stuck in a plant.



For Francis, he spins around in a circle and gets dizzy.

SCORE (📊)

Choose this icon to check on the progress (for example, weight, health, and happiness) of your bug. Use the LEFT/RIGHT keys to display screens showing NAME, TOTAL SCORE (📊), AGE (🕒), WEIGHT (🏋️), HEALTH (🩺), HAPPINESS (😊), HUNGER (🍴), and DISCIPLINE (🐜).

HEALTH (🩺)

Health score increased by feeding your Bug healthy food, playing, and keeping them clean. Health ranges from 0 to 100 – a percentage — and the game begins with a health of 80. Health cannot go over 100, and excess points are lost.

HAPPINESS (😊)

Happiness increases by feeding your bugs treats, playing, and getting it enough sleep. Happiness ranges from 0 to 100 – a percentage — and the game begins with a happiness of 80. Happiness cannot go over 100, and excess points are lost.

HUNGER (🍴)

Hunger ranges from 0 (empty stomach) to 100 (full stomach). Each time you feed your bug, it will be a little more full. During the day, the bugs get hungrier and hungrier.

DISCIPLINE

Discipline ranges from 0 (bad) to 100 (well behaved).

ALERT (?!)

When this icon lights up, it means your bug 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!

The game has certain secret codes that can be used to “unlock” features of the game. Codes are entered on the name screen. If the player enters a name for his bug that matches the code, some feature is “unlocked”. The player can then change the name freely. Once the feature is unlocked, it stays unlocked until the player locks it again (by enter the code a second time) or when the game is reset by the RESET button.

Here’s how to do it:

- 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.

Check the Tiger website for clues on the secret codes!

ACTIVATING A NEW BUG

The characters “Flik, Princess Atta, Princess Dot, and Hopper” are the original available bugs (Normal Bugs). You may only activate one of them at the start of game and the other three Bugs will become Age Bonus Bugs. They can be unlocked by the Total Age of all “alive bugs”.

If you are doing well, you can take care of more than one Normal bug at a time! When total age of “alive bug(s)” reaches AGE 5, you have shown that you are responsible enough to have another bug(First, Age Bonus Bug).

If you have “alive bugs” with a combined age of 10 or more, you can have a one more Age Bonus bug.

And if you have “alive bugs” with a combined age of 20 or more, you can actually add a final Age Bonus bug!

Here’s how to activate another bug when you have earned it:

- 1) Press MODE to enter CLOCK MODE.
- 2) Press MODE again. If you have earned another bug, the face of another of the bug’s will appear. If you have not yet earned another bug, you will return to the game mode.
- 3) Press LEFT and RIGHT to select which of the bugs you want and press ENTER. Your new bug will come to life, ready to play!

When you have more than one bug, you must switch between them to take care of them.

Here’s how:

- 1) Press MODE to enter CLOCK MODE.
- 2) Press MODE again and then press LEFT or RIGHT until you see the face of the bug you wish to activate, and press ENTER. (If you only have one bug, pressing MODE will only return you to Game Mode.)
- 3) The new bug will activate in Game Mode.

In addition, the characters Dim and Francis are the Hidden Bugs, Dim can be unlocked if you have any other character with a TOTAL SCORE of 90 points. So he is an “earned” character, too — but in a different way.

Francis can be unlocked by entering code word “BUGS” in NAME MODE.

To choose a new bug, press MODE twice to enter the SELECT CHARACTER MODE. Press LEFT/RIGHT to cycle through various faces of each bug.

Press ENTER to choose that bug and bring it to “life”.

GAME OVER

When your bug reaches age 14, it will normally fly away and will not be seen again until you reset the unit. However, if you keep your bug very healthy (HEALTH OVER 95), it will stay functioning.

As long as you keep the HEALTH icon at 95 or above, your bug will grow older and older.

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 any bugs 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.

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Patent Pending
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