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!

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 will 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.

1) Press LEFT/RIGHT to adjust the HOUR will be flashing. Press LEFT/RIGHT to adjust the seconds. When the time is set to the right minute, press ENTER to return to GAME MODE.

2) The MINUTES will now be flashing. Press LEFT/RIGHT to adjust the MINUTES will now be flashing. Press LEFT/RIGHT to adjust the seconds. When the time is set to the right minute, press ENTER to return to GAME MODE.

TO START

To start the game, pull the plastic tab from the back of your Giga 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 will 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) If you wish to adjust the clock, press ENTER. The clock will start flashing.
2) 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!

When a soldier needs a power-up, FEED it the power-up it needs! If it needs RECHARGING OR CLEANING, then do it! Whatever your soldier needs, provide it! Here’s a special clue for you: The CHARACTERS 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 (scroll down the page to go for some hints. Like all good commanders, you should also share your soldier’s 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.

CHOOSING YOUR SOLDIER!

After the clock is set, you will see an opening sequence of all the soldiers. You will see an obstacle or challenge — and then must choose the right soldier for that part of the game.

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!

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.

RETURNING TO CLOCK MODE

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

1) If you wish to adjust the clock, press ENTER. The clock will start flashing.
2) 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 RECHARGING, then do it! Whatever your soldier needs, provide it! Here’s a special clue for you: The CHARACTERS 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.

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 TRAINING or CHARACTERS BUILDING, voice command can send the soldier to “Q AND A” testing.
3) If your soldier DOES perform well in TRAINING or CHARACTERS 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.
4) 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 is indispensable for keeping the Main Soldiers active. They tune up power system, enabling the Main 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 (Turbo) power-up. The Main power-up is shown on the left side of the screen and the turbo power-ups are shown on the right side. Your soldiers need main power-ups to retain POWER LEVEL and turbo power-ups to maintain effective TRAINING skill.

You can check the power of your soldiers by checking the EFFICIENCY on the MISSION STATUS screen. An EFFICIENCY of 100 means your soldier has all the power it needs and it may refuse additional power. At the other extreme, an EFFICIENCY of 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-ups could have bad effects on your soldier. You should never give your soldier more than 2 or 3 turbo power-ups 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: WALL CLOSING, BOULDER, WALL BREAKING, RALLY THE TROOPS, TABLE CLIMB
CLEANING

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

MISSION STATUS

Choose this icon to check your progress. Use the LEFT/RIGHT buttons to display screens for your NAME, MISSION STATUS (total score), EFFICIENCY, and FITNESS, POWER LEVEL and TRAINING INDEX, AGE, and BATTLE READY. If 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-UPS, WEAPONS TEST, POWER-UPS, CLEAN, RECHARGE, and maybe a CHARACTER BUILDING activity. 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 two new options on the screen, TRAINING and REWARD. If your soldier tries the training maneuver but gets it wrong, don't worry, just try again until he gets it right!

Your training activities are:

- CHIP HAZARD
  - jumps over a rope
  - drives the nearest vehicle
- DUNGEE JUMPS
  - walks off and walks back
- BRICK BAZOOKA
  - launches a cannon
  - avoids getting stuck in sticky stuff on the ground
- ARCHER
  - slams a minnow with a string device
  - 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 toys 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!

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 "face" frame 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 on the shelf for 60 days. The player selects a soldier from the menu and upgrades them with TRAINING activity until they max out. If a soldier's efficiency drops below 95, your Small Soldiers™ won't die—they'll EXPLODE! When a soldier explodes, you'll take care of one of the 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 RESTART 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 a new battery, 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 battery and then press the cover down. If the battery is inserted with the correct polarity, exhausted batteries are to be removed from the toy. Insert batteries of the same or equivalent type as recommended to be used.

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 does not 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 salesperson, 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, provided that the product is returned to Tiger 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 packaging 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 Tiger product.

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