TIGER ELECTRONICS, LTD.
ELECTRONIC LCD GAME

AGES 5 & UP
MODEL70-207

# GigaPets Plus™

GIGA FARM™

Your Virtual Pet!

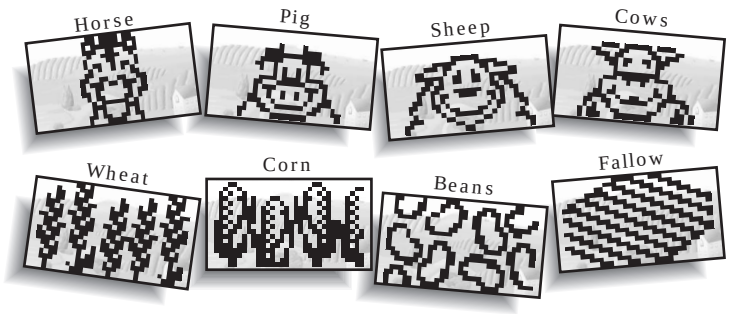
# INSTRUCTIONS

702070001IWTIE-02

## CONGRATULATIONS!

Welcome to the Giga Farm! You have a lot of work and responsibility ahead of you. But you'll be able to do it! There's nothing quite as rewarding as taking care of your own farm. Your farm has four pastures. Each pasture can hold one of the following:

— HORSE, PIG, SHEEP, COWS, WHEAT, CORN, BEANS, or FALLOW (empty field).

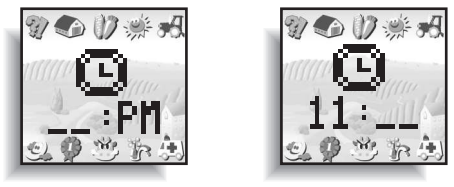



## TO START

To start the game, pull the plastic tab from the back of your Giga Farm and throw it away. Once you turn your Giga Farm 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 Giga Farm to the correct time, because you need to take care of the Giga animals and crops on a natural schedule. If you don't set the time correctly, the 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 GIGA FARM animals and crops 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 resume the clock to real time.

## CHOOSING YOUR ANIMAL OR CROP!

After the clock is set, you will see an opening sequence that scrolls you around the screen to show you your happy farm! Then you can select the first animal or crop for your farm by pressing the LEFT/RIGHT buttons to see the various faces of the animals and crops! Keep in mind that not all animals are always available. Some must be "unlocked" before they become available.

The COW becomes available when you have 100 of each SEED or you enter the code "MILKY WHITE" on the name screen.

The SHEEP becomes available when you enter the code "BAARAMEWE" on the name screen.

The statistics will vary for different animals and crops. After you use the LEFT/RIGHT button to cycle through the various faces of the animals and crops, press the ENTER button to choose that animal or crop you wish to bring to "life" first.

You can have more than one animal alive or crop going at a time if certain conditions are met. When the game begins, you may only activate one animal or up to 3 crops.

When the total AGE of the first animal is 5, the player has a right to add a new animal or crop! You can press the MODE button again and again to find an empty field (pasture). Then press ENTER to activate the field. Various faces of animals and crops will appear to let you know which ones are available for you to select!

## YOUR NAME

Enter your name. After all, it's your farm!

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 Farm has sound effects for specific activities in the game. You will hear special sound effects relating to the event happening to your animal or crop on the screen. Each kind of animal has two sounds, a HAPPY and an UNHAPPY sound. You will hear the HAPPY sound for an animal anytime the HAPPY or HEALTHY sequences are shown on screen. You will also hear happy sounds when your animals are enjoying "downtime" activities. Downtime activities are when you see the animals roaming through the fields when you are not engaged in any activities. You will hear the UNHAPPY sounds anytime an UNHAPPY or UNHEALTHY sequence is shown. You will also hear the UNHAPPY sound from your animal as the ALERT sound, telling you that your animal needs something!

### 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, then you re-enter your name. Press ENTER twice after you finish.
3) To return to GAME MODE, press MODE and your GIGA FARM character will appear again.

## NIGHT LIGHT

Your GIGA FARM has a night light feature which allows you to keep farming in the dark. (A luxury that most real farmers do not have!) Press the center button to turn the night light on.

## CARING FOR YOUR FARM

It is up to you to take care of your farm animals and crops, and to respond to all their needs! The needs for animals are a little different than the needs of crops. Animals have a AGE, WEIGHT, HEALTH, HAPPINESS, HUNGER, and DISCIPLINE, just like normal animals. Animals gain WEIGHT in proportion to their species — so for example, COWS will weigh more than PIGS!

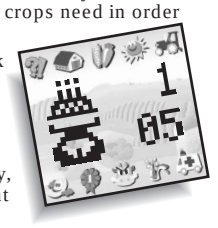
Empty FIELDS (PASTURES) have a POTENTIAL. POTENTIAL starts at 80. CROPS have a YIELD and a MAXIMUM POTENTIAL based on the FIELD where they are planted.

Fields lose their potential by holding animals and planting crops. HORSES, SHEEP, and COWS reduce a field's potential but not as much as a PIG will. WHEAT reduces a field's potential but not as much as CORN will. BEANS actually increase a field's potential. FALLOW (empty fields) also increase potential but not as much as BEANS do. POTENTIAL can not go over 100.

Every day counts as 1 year. Crops should be planted in the spring (mornings, between 5am and 7am) and harvested in the fall (3-6pm). If the crops are not harvested on time, they become compost. If the crops are planted too early or too late, this can affect the yield.

When an animal needs something, it will whine (if sound is on) and the ALERT icon will light up in the lower right hand corner. You should respond to your animal's needs at this time with the correct activity.

If an animal or crop needs food, FEED it! If an animal is bored, PLAY with it! If it's dirty, CLEAN it! There are many different ways to interact with your farm animals. The trick is to figure out what your animals and crops need in order to thrive!




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

If you need help understanding what your animal or crop needs, you can check the SCORE activity (see below) for some hints. You should also share your farming tips 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 GIGA FARM is equipped with a unique voice activation that responds to your voice or clapping. This feature can be used with all the animals and crops you activate.

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

1) If the animal is making noise, voice command will DISCIPLINE the animal to discourage this behavior.
2) If the animal is NAPPING, voice command will wake up your animal.
3) If the animal is OFF SCREEN, voice command will trigger the animal to walk back on screen.
4) Voice command will also trigger the CROP to GROW BETTER when it is feeding.

### 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. (Press MODE key several times to skip over the various fields before re-entering the game mode.)

## ACTIVITIES

You are responsible for meeting the needs of your farm animal. The needs include: FOOD, SLEEP, PLAY, DOCTOR, CLEAN, TRAIN and DISCIPLINE.

Here are some other facts you should know about your animals:

PIGS will degrade the conditions of their field. But you can use PIG DROPPINGS to fertilize your crops. Pigs will get hungry very quickly!

SHEEP don't require any crops to feed. They can graze on grass from their field.

COWS also graze. But they grow much quicker than other animals when fed properly.

As the farmer, you must carefully use your resources!

Your resources are: WHEAT SEED, CORN SEED, BEAN SEED, COMPOST, and TOTAL SCORE. Planting a field requires 10 SEEDS of the correct type. A successful CROP will have a YIELD based on the POTENTIAL of the field and harvesting conditions.

Here are some other facts you should know about your crops:

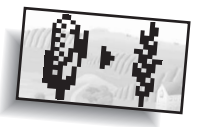
BEANS are the easiest to grow, and actually improve the condition of the field after harvest.

WHEAT is an easy crop to grow, and does not take much out of the condition of the field.

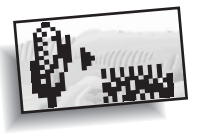
CORN is harder to grow. You must have corn to feed your animals. Corn quickly degrades the condition of the field.

A field that is left empty or FALLOW, will improve its condition slightly each day.

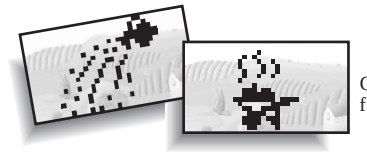
## FEED (🥕)



HORSES eat CORN or WHEAT.
PIGS eat CORN or WHEAT.



SHEEP eat GRASS or CORN. (Grass is free.)
COWS eat GRASS or CORN. (Grass is free.)



CROPS (WHEAT, CORN, BEANS) feed on WATER or COMPOST.

Every kind of animal and crop has two kinds of food.

Feed for the animals comes from your SEED totals. If you run out of seed, your animals will starve! (Luckily, cows and sheep can always graze on grass!) So you have to make sure you have the right kind of crops planted to feed your animals! Each time you feed an animal requires 1 SEED. This amount is deducted from your SEED totals. You can have up to 100 of each SEED.

Just like ANIMALS, CROPS get hungry through the day and require water. "Treats" for crops are COMPOST. A crop's maximum potential is based on the condition of the field. WATER increases the YIELD of the crop. COMPOST raises this maximum potential.

When you select this activity, you're given a choice of foods. Use the LEFT or RIGHT key to select either HEALTHY food or TREATS. The healthy food is shown on the left side of the screen and the treats are shown on the right side. Your animals and crops need HEALTHY food to stay HEALTHY and TREATS to stay HAPPY.

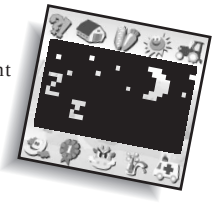
You can check how "hungry" your farm animal is by checking the HUNGER (🍽) on the SCORE screen (🏠). A (🍽)100 means your animal has all the food it needs and a (🍽) 0 means it is really hungry! If your animal has a hunger score of 100, it may refuse to eat. If it has a hunger score of 0, it may refuse to do anything else until you feed it! Please note: There is no HUNGER for crops.

Your animal or crop will always eat treats, even when it has all the food it needs. But be careful, too many treats can make your animal or crop sick and unhealthy. You should never give your animal or crop more than 2 or 3 treats a day.

## SLEEP (💤)

Sleep is important for your animals. Your animals may want to take naps during the day. At night, your animals will be especially tired!

Sometimes it's hard to tell when an animal needs to sleep.



If you try everything else —feeding, playing, and cleaning, and the alert icon won't go away, maybe it's time for a little nap!

## PLAY ( )

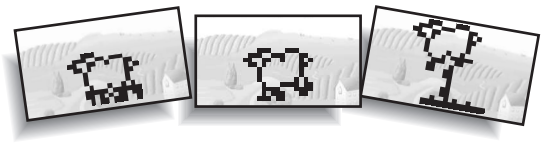
Farm animals need to play to keep happy. The PLAY activity for each animal consists of alternately pressing the LEFT/RIGHT buttons before time expires to "power up" the animal and take it through three levels of animations. When you WIN the play activity, you will hear the animal make happy noises! The animal will start with the first animation, and continue this first animation until it is powered up to the next level! Each animal has a medium level animation and can either power up to the next level or slowly fall down to the previous level.

The HORSE animations are WALK, RUN, and JUMP THE FENCE.

The PIG animations are WALK, RUN, and JUMP IN THE MUD.

The COW animations are WALK, SWISH FLIES, and LIE DOWN.

The SHEEP animations are WALK, RUN, and JUMP THE FENCE.



## VET (DOCTOR) ( )

Sometimes, no matter what you do, your animals will get sick. This activity can help you a little bit to make your animals healthy again. You will not be able to have a visit with the vet when your animal is healthy. However, you can force your animal to see the vet when it does not want to go. So if the animal shakes his head and whines, it means he does not want to go see the vet. To force your animal to be a good "patient" for the vet, press ENTER again!

Don't have the vet see each animal more than once per day. The vet can't give the animal any more medicine, so it will only make your animal unhappy. Be patient.

## CLEANING ( )

Clean up the droppings of the animals or give them a bath! Each time you clean up droppings from an animal, you get COMPOST. You can have up to 100 COMPOST.

## SCORE ( )

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

1) You can press ENTER on the NAME screen to change the name you have entered for yourself.
2) The TOTAL SCORE screen shows how you are doing.
3) The HUNGER and TRAINING screen shows if your animal needs food, training, or discipline. If HUNGER or TRAINING is 0, you should take care of your animal with FEED or TRAINING activities.
4) The HEALTH and HAPPINESS screen shows how well you are taking care of your animal. If HEALTH is low, you need to take better care of your animal with healthy FEED, PLAY, CLEAN, SLEEP, and maybe a visit from the VET (DOCTOR) each day. If HAPPINESS is low, you can increase it with the PLAY activity.
5) The AGE and WEIGHT screen shows how your animal is growing.

## TRAINING ( )

You can train your farm animals to do all sorts of tricks! Select this activity and press ENTER. You will see 2 new options on the screen, TRICK ( ) and REWARD.

Press LEFT to point the arrow at the TRICK icon ( ) and press ENTER. Next you will see an example screen of your animal performing a trick. You can see all the tricks by pressing RIGHT to look at example tricks. When you see a trick you would like to teach your animal, press ENTER. Your animal will try its best to do the right trick.

If your animal tries the trick but gets it wrong, don't worry, just try again until it gets it right. When your animal does the trick correctly, you should REWARD it with a treat. Now it will remember that trick and you can get it to do it over and over!

Keep in mind that you need to be responsible when training your animals. Don't give them too many treats (this can make them sick) and don't worry if your animal seems to forget the trick from day to day. You can always teach the trick again.

Your tricks are:

A HORSE can WALK, RUN, JUMP, BUCK, NAP, and MAKE NOISE.

A PIG can WALK, RUN, take a MUD BATH, ROOT, NAP, and MAKE NOISE.

A COW can WALK, SWISH ITS TAIL, LIE DOWN, CHEW CUD, NAP, and MAKE NOISE.

A SHEEP can WALK, RUN, JUMP, LIE DOWN, NAP, and MAKE NOISE.

## DISCIPLINE ( )

Discipline can be used to raise the discipline of the animals. However, too much discipline will also reduce its HEALTH ( ) and HAPPINESS ( ). You must learn to balance your animal's need for discipline with its other needs.

## ALERT ( )

When this icon lights up, it means your animal needs something. Use the SCORE ( ) screens to try to figure out what it needs. Is it food? Sleep? Play time? Try selecting a different activity until you figure out what your pet needs.

## SECRET CODES!

Your game comes with many secret codes that you can enter to lock and 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.

## ADDING MORE ANIMALS AND CROPS

You can have up to 4 animals or crops at any time. Only one appears on screen at a time. You can leave one or more animals or crops in the field to activate another one. When you deactivate an animal or crop, that animal or crop's statistics are frozen at their current level.

Moving CROPS to inactive areas does not change their development at all. They will continue to grow and perform. This is important so that the crops can help feed animals, because they do not require as much attention!

However, if you move ALL your animals to an inactive state, they will begin to slowly LOSE STATISTICS. They will continue to lose these statistics until they reach a minimum level. The minimum for HAPPINESS, HUNGER, and DISCIPLINE is 0. The minimum for HEALTH is 20. Once they hit this level, they will not lose any more. This means the animals will not die. Animals can never GAIN statistics while inactive. Crops CAN continue to grow and ripen while inactive.

Use the MODE and ENTER buttons to activate and deactivate animals and crops:

1) Press MODE to enter CLOCK MODE.
2) Press MODE again too see the first INACTIVE animal or empty field. The player will see a "freeze" frame of the animal/crop or empty field.
3) Press MODE again to see other INACTIVE animals or empty fields. You will see another "freeze frame" of the animal or crop or empty field.
4) You can continue to search through the inactive animals/fields by pressing the MODE button.
5) You can activate an inactive animal or crop by pressing the ENTER button when you see the animal or crop you want to activate.
6) You can also select a new animal or crop when you see an empty field.

## GAME OVER

Unfortunately, your animals and crops can die, either from bad health, or old age. If an animal dies (with health = 0 or age is greater than 14 days, you can put something new in the field, either a new animal or a crop. If the FARM SCORE = 0 (no animals alive and no seed left), then it's GAME OVER.

However, if you keep your animal healthy (HEALTH over 95) it can live another day. As long as you keep the HEALTH ( ) at 95 or above, your pet will grow older and older.

Don't worry if your animal dies of old age. Part of the fun of the game is seeing how long you can keep your pet alive. See if you can make your Pet live up to a maximum of 99 days!

## RESTARTING THE GAME

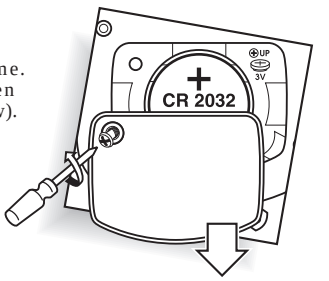
If you just wish to start over from the beginning, press the RESET button located on the back of your game. You can also use the RESET button to reset the unit if there is a problem, but this will reset the game memory, so you will lose the development of any animals and crops you have.

## INSERTING THE BATTERY

To 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: Battery should be replaced by adult.

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 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 removeable).
- 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.

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 6006l, 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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