INSTRUCTIONS

You've just adopted and become the proud parent of the Cabbage Patch Kids Giga Pets Plus! Take them with you wherever you go! Care for them, love them, interact with them, and watch them grow!

TO SET THE CLOCK
It is very important that you set the clock for the correct time. Your Cabbage Patch Kids eat, play, and sleep according to a natural schedule. If you don't set the time correctly, they may get confused! You don't want them to sleep all day and keep you awake all night! When you first start the game, you will be in CLOCK MODE.

1) If you wish to adjust the clock, press ENTER. The clock will start flashing.
2) After you set the time, the name you typed in for yourself will appear. Press ENTER to adjust the name.
3) To return to GAME MODE, press MODE and your Cabbage Patch Kid will appear again.

TO START
To start your game, pull the plastic tab from the back of the unit and throw it away. Once you turn the unit on, it should stay on. You never need to turn it off!

TO PAUSE
While in the GAME MODE, press MODE and your Cabbage Patch Kid will appear.

TO NAME

NAME?

NAME?

NAME?

1) A flashing bar will appear under the space for each letter and numbers.
2) Press LEFT/RIGHT to search through the alphabet and numbers.
3) Press ENTER to select a letter or number and move to the next space in the Cabbage Patch Kid name. You may use up to 12 letters or numbers.
4) Press ENTER twice to accept the current name and return to GAME MODE.

THE HAPPY ARRIVAL
When you enter GAME MODE for the first time, you will witness the magical birth of each Cabbage Patch Kid. Bunnybee’s will fly over the expecting Mother Cabbages and sprinkle magic crystals onto the Cabbage Patch to pollinate the cabbages so the babies can be born. After each birth, Colonel Casey, BabyLand General Hospital’s resident stork, will deliver the babies to your home.

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, the name you typed in for yourself will appear. Press ENTER to adjust the name.
3) To return to GAME MODE, press MODE and your Cabbage Patch Kid will appear again.

THE BONUSES
The bonus Cabbage Patch Kid will be a twin of one of the already active ‘Kids you have in the game. To unlock the bonus Cabbage Patch Kid you must enter a SECRET password in the NAME MODE screen. The password is “CPK”.

HOMES SWEET HOME
The game screen is your Cabbage Patch Kids “home”. You will see the Kids move around the screen and go about their daily routine.

WATCH THEM GROW UP
The Cabbage Patch Kids have two stages of development! The first stage is the baby stage, which will last for three days. In this stage the Cabbage Patch Kids will act just like a real baby. They will crawl around, eat baby food, cry a lot, and play baby games.

The second and last stage of development is the kid stage. The Cabbage Patch Kids will reach this stage at four days old and will remain at this stage for the duration of the game. The unit will continue to advance in age but the Cabbage Patch Kids won’t. The age of the unit can be used as a record, to see how long you can keep your Cabbage Patch Kids active.

In the Kid stage the Cabbage Patch Kids have different food, play more advanced games, and can perform more downtime activities than in the baby stage. Also in this stage the Cabbage Patch Kids will talk to you to let you know if they need or want something. So be a good parent and tend to their needs!

HOW TO PLAY — FIGURE OUT WHAT YOUR FRIENDS NEED!
At various times, your Cabbage Patch Kid will require a certain kind of attention from you. Your Cabbage Patch Kid will make noise and the ALERT icon (埌) will light up, when this happens, you need to figure out what your Cabbage Patch Kid needs!
If your Cabbage Patch Kids are hungry, feed them. If they’re bored, play with them. If they’re dirty or need their diaper changed, give them a bath. There are many different ways for you to interact! The trick is to figure out what your Cabbage Patch Kid needs from you! Use the LEFT/RIGHT keys to move to the activity you want, then press ENTER. Here are the activities:

VOICE ACTIVATION (埌)
Your unit is equipped with unique voice activation that responds to your voice or clapping. This feature can be used with the four main and one bonus character. If voice activation is turned on, certain activities can be triggered by sound. If one of your ‘Kids is climbing on the furniture, voice activation will DISCIPLINE this behavior.

TURNING OFF VOICE ACTIVATION
1) Press MODE to enter CLOCK MODE.
2) Press RIGHT to turn the voice activation off — the VOICE ACTIVATION ICON (埌) will disappear.
3) Press RIGHT again to turn the voice activation on — the VOICE ACTIVATION ICON (埌) will appear again.

FEED ( milan)
When you select this activity, you will be given a choice of foods for your ‘Kid. There is a different food group for each of the two stages of development in the game. 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 ‘Kid needs Healthy food to stay healthy and treats to stay happy.
You can check how hungry your ‘Kid is by checking its HUNGER ( milan) on the score screen (米兰). A hunger ( milan) means your Cabbage Patch Kid has a full tummy — and a ( milan) means your ‘Kid is famished! If your ‘Kids have a ( milan) they may refuse to eat. If they have a ( milan) 0 they may refuse to do anything else until you feed them! Try to keep the Hunger score above 80 at all times.
Your Cabbage Patch Kids will always eat treats, even when they’re full! Those treats taste so good; they’re impossible to resist! But be careful, too many treats will make your ‘Kids sick and unhealthy.

SLEEP ( milan)
Select this icon to turn out the light when your ‘Kids want to sleep. ‘Your ‘Kids may want to take naps during the day if you turn out the light for them, they will happily go to sleep. At night, your ‘Kids will be very tired; they might even fall asleep right on the floor. If you want your ‘Kids to have pleasant dreams, turn out the light at night, as well.
Sometimes it’s hard to tell when your Cabbage Patch Kids need sleep. If you’ve tried everything else — feeding, playing, or cleaning — and your Cabbage Patch Kids still seems upset, maybe it’s time for a little nap!

PLAY ( milan)
To keep your ‘Kids healthy and happy you should play with them often. When you select this activity, your ‘Kids will play with you. There are two different games for each Cabbage Patch Kid development cycle. Press RIGHT to select which game you want to play, then press ENTER to start.

Your Virtual Friends!

CONGRATULATIONS!
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SOUND EFFECTS
Your Giga Pets Plus generates sound effects for specific activities in the game. For example: When disciplining your Cabbage Patch Kid, you will hear a special sound effect relating to the event happening to your character on the screen.

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, you will automatically start the intro sequence and the NAME MODE.

Here’s how to set the clock:

1) Press LEFT again to turn the sound on — the SOUND ( milan) will appear again.

TURNING OFF THE SOUND
1) Press MODE to enter CLOCK MODE.
2) Press LEFT to turn the sound off — the SOUND ( milan) will disappear.
3) Press LEFT again to turn the sound on — the SOUND ( milan) will appear again.

Press MODE again to return to GAME mode.

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The document contains instructions and activities related to a Cabbage Patch Kids game. The activities include:

- **Baby Stage Game 1: Stand Up**
- **Baby Stage Game 2: The Chase**
- **Kid Stage Game 1: Building Blocks**
- **Kid Stage Game 2: Butterfly Catching**
- **Birthday Party Game**
- **More Activities**
- **Doctor**
- **Cleaning**
- **Score**
- **Training**
- **Discipline**
- **Alert**
- **Game Over**
- **Inserting the Battery**
- **Restarting the Game**

The document also includes guidelines for parents on how to manage their Cabbage Patch Kids, such as ensuring they are well-fed, healthy, happy, and trained. It also advises parents to take care of their kids every day and to keep an eye on their total score and needs. Additionally, it mentions the importance of discipline and providing entertainment through activities like catching a butterfly or doing tricks.

Furthermore, the document provides instructions on how to insert the battery and reset the game. It also includes a section on defect or damage, stating that if a part of the 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 the company for assistance.

The document also contains a section on warranties, indicating that the product is warranted for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service, or use that may not arise from defects in materials or workmanship. The warranty does not cover batteries, and batteries are to be charged under adult supervision.

In the event of a defect, the customer can return the product to the dealer or to the company for repair or replacement. The company will repair or replace the product (at their option) for a service fee of U.S.$9.00. The warranty period has expired, but prior to one year from the original date of purchase, the customer can return the product to either the dealer or to the company for repair or replacement.

For more information about Tiger Electronics, its products, and special promotions, customers can visit the company's website at www.tigertoys.com. The product should be cared for properly, and the customer should check if the product is free from defects in materials or workmanship. The customer should provide the company with the game's model number and the date of purchase when returning the product.