



# INSTRUCTIONS

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## CONGRATULATIONS!

You've got your very own Looney Tunes Virtual Friends! Take them with you wherever you go! Care for them, love them, interact with them!

## TO START

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

## TO SET THE CLOCK

It is very important that you set the clock for the correct time. Your Looney Tunes Virtual Friends 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.



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 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.



## TO PAUSE

While in the NAME MODE enter the word "STOP". This will then "pause" the clock. The Looney Tunes Virtual Friends will still be able to move around the 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.

## TO 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 Looney Tunes character's name. You may use up to 12 letters or numbers.
- 4) Press ENTER twice to accept the current name and return to GAME MODE.

NOTE: The name you enter is for your individual unit, not the characters in it. They all have their own names!

## SOUND EFFECTS

Your Giga Friend generates sound effects for specific activities in the game. For example: When disciplining your Looney Tunes characters, you will hear a special sound effect relating to the event happening to your character on the screen.

## 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.

Press MODE again to return to GAME mode.

## THE HAPPY ARRIVAL

When you enter GAME MODE for the first time, you will see the arrival of your new Virtual Friend! Every Looney Tunes friend arrives in a different way. Each character will break through a curtain announcing their arrival.

## 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 Looney Tunes characters will appear again.

Press the LEFT/RIGHT keys to select the different ICONS around the outside of the screen. These icons represent all of the different activities that allow you to interact with your Looney Tunes character.



## NIGHTLIGHT

Your Looney Tunes friends have a nightlight feature which allows you to play with and care for them in the dark. Press the center button to turn the nightlight on.

## DON'T HESITATE TO ACTIVATE

The four main Looney Tunes characters can be "alive" at once in the game but you can only play with one character at a time. The scores and other important information for each of your Looney Tunes characters will remain suspended until they are selected. You begin the game with Bugs Bunny. If you are able to keep Bugs' health above 80% or better for 5 days, Taz will then be activated. If you are able to keep the health of both Bugs and Taz above 80% for a total AGE of 10 days, Daffy will then be activated. Finally if you keep the health of Bugs, Taz, and Daffy above 80% for a total AGE of 20 days, Tweety will then be activated.

## HOW TO SELECT A CHARACTER

Once you have more than one Looney Tunes character "alive", return to CLOCK MODE by pressing MODE. Press MODE again to see a profile screen of the current character you are playing with. Press RIGHT to cycle through the different Looney Tunes. To return to GAME MODE, press ENTER and your new Looney Tunes character will appear.

## BONUS LOONEY TUNES CHARACTERS

(EARN YOSEMITE SAM -- UNLOCK ROAD RUNNER!)

Yosemite Sam and Road Runner are the two hidden characters in the game. You must have any other characters' score equal to 100 in order to EARN the right to play as Yosemite Sam. To unlock Road Runner you must enter a SECRET password in the NAME MODE screen. The password is "ACME" the popular name brand used in the Looney Tunes world.

## HOME SWEET HOME

The game screen is your Looney Tunes "home." You will see the characters move around the screen and go about their daily routine, much like the cartoon show.

## HOW TO PLAY -- FIGURE OUT WHAT YOUR FRIENDS NEED!

At various times, your Looney Tunes characters will require a certain kind of attention from you. Your Looney Tunes will make noise and the ALERT icon (🔔) will light up, when this happens, you need to figure out what your Looney Tunes needs!

If your Looney Tunes character is hungry feed him. If he's bored, play with him. If he's dirty, give him a bath. There are many different ways for you to interact! The trick is to figure out what your Looney Tunes needs from you! Use the LEFT/RIGHT keys to move to the activity you want, then press ENTER. Here are the activities:

## VOICE ACTIVATION: (🗣️)

Your Looney Tunes friend is equipped with a unique voice activation that responds to your voice or clapping. This feature can be used with the four main and two bonus characters.

If voice activation is turned on, certain activities can be triggered by sound. If a Looney Tunes character is taking a nap during the day, voice activation will DISCIPLINE the Looney Tunes character to discourage this behavior.

If your Friend is OFF SCREEN, voice activation will trigger your Friend to walk back on screen.

## 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.

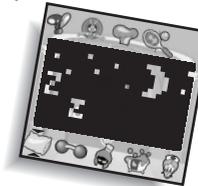


## FEED (🍷)

When you select this activity, you will be given a choice of foods for your Looney Tunes character. 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. Each Looney Tunes character likes different kinds of food. Your Friend needs Healthy food to stay healthy and treats to stay happy.

You can check how hungry You can check how hungry your Looney Tunes character is by checking its HUNGER (🍷) on the SCORE screen (📊). A (🍷) 100 means your Looney Tunes character has a full tummy-- and a (🍷) 0 means your Looney Tunes character is famished! If your Looney Tunes character has a (🍷) 100 it may refuse to eat. If he has a (🍷) 0 its' health, weight and even happiness may drop. Try to keep your Friends Hunger score above 80 at all times.

Your Looney Tunes character will always eat treats, even when he's full! Those treats taste so good; they're impossible to resist! But be careful, too many treats will make your Friend sick and can make your Looney Tunes unhealthy.



## SLEEP (🛏️)

Select this icon to turn out the light when your Friend wants to sleep. Your Looney Tunes character may want to take naps during the day. If you turn out the light for him, he will happily go to sleep. At night, your Looney Tunes character will be very tired, he might even just fall asleep right on the floor. If you want your Looney Tunes to have pleasant dreams, turn out the light at night, as well.

Sometimes it's hard to tell when your Looney Tunes characters need to sleep. If you try everything else-- feeding, playing, or cleaning-- and your Looney Tunes still seem upset, maybe it's time for a little nap!



## PLAY (🎮)

To keep your Looney Tunes character healthy and happy, you should play with it often. When you select this activity, your Friend will play a game with you. The four main characters (Bugs, Taz, Daffy, and Tweety) have two games each. Press RIGHT to select which game you want to play, then press ENTER to start. Yosemite Sam and Road Runner only have one game. Here's how to play each game for all the Looney Tunes characters.

## BUGS GAME 1: BULLFIGHTING

Bugs must successfully let a bull run past his cape. When you see the bull's horns appear on either side of the screen, you must quickly tap the correct LEFT or RIGHT key. The bull will make five passes at Bugs, and increase speed with each pass. If Bugs fails to move the cape in time, the bull will boot Bugs off the screen.



## BUGS GAME 2: THE RACE

Bugs must beat a turtle in a race. Bugs will appear on the top of the screen and the turtle will be on the bottom. You must press the LEFT and RIGHT keys alternating as quickly as possible to make Bugs run faster in order to beat the turtle in the race.



## TAZ GAME 1: FOREST SPIN

Taz must successfully spin through a forest slicing down trees as he goes. You must quickly tap the correct LEFT or RIGHT key repeatedly to get through the forest. If you don't tap the correct key repeatedly, Taz will smack into a tree.



## TAZ GAME 2: VACUUM SPIN

Taz will spin in place, creating a vacuum of air towards him. The vacuum causes "good" and "bad" objects to move towards him. You must grab and eat the "good" objects that appear on the screen by tapping either the LEFT or RIGHT key. Make a mistake and grab a "bad" object will result in a tummy ache for Taz.



### DAFFY GAME 1: ROBIN DUCK

Daffy must grab a vine and swing past some treetops. When Daffy starts his swing you must quickly tap the correct LEFT or RIGHT key. Once past the first set of trees you will have to quickly press the correct key again to swing past the next set of treetops. If your timing is off Daffy will collide into a tree.

### DAFFY GAME 2: OFF STAGE

A wall will either move from the left, right or the top of the screen trying to push Daffy off the stage. You must quickly tap the correct LEFT or RIGHT key when the wall moves from either direction. If the wall drops down from the top of the screen, you must quickly tap the LEFT and RIGHT key simultaneously.

### TWEETY GAME 1: SYLVESTER'S ATTACK

Tweety will be in his cage at the top of the screen. Below the cage you will see Sylvester sneaking back and forth. You must quickly tap the correct LEFT or RIGHT key to hit Sylvester on the head with a hammer. If you miss, he gets to eat a Tweety sandwich.

### TWEETY GAME 2: SYLVESTER STRIKES AGAIN

be a close up of Tweety's cage, you will see Tweety sitting on his swing in the center of the screen. You must quickly tap the correct LEFT or RIGHT key to move away from Sylvester's hand trying to grab Tweety. If you're not quick enough Tweety will become lunchmeat again.

### ROAD RUNNER: THE CHASE

Wile E. Coyote is chasing the Road Runner, you must repeatedly tap the correct LEFT or RIGHT key to stay ahead of Wile E. As you run along, you will quickly reach the edge of a gorge where you must tap the opposite key to jump the gorge to escape Wile E. If you're not fast enough, Wile E. Coyote will catch you.

### YOSEMITE SAM: CLAY SHOOTING

Yosemite Sam will stand in the center of the screen. Clay pigeons will then appear on either side of the screen. You must quickly tap the correct LEFT or RIGHT key twice to shoot them. Do you have what it takes to be a crack shot?

### MORE ACTIVITIES

Of course, there are even more activities to help you provide for the well-being of your Looney Tunes friends! Here are the others:



#### DOCTOR ( )

If your Looney Tunes characters' health drops, you can always try a visit to Granny. But be careful! There's only so much she can do. We recommend no more than one trip to the doctor each day. If you take your Looney Tunes character to Granny more than once a day it will deduct points off your total score.



#### CLEANING ( )

Give your Looney Tunes a bath to keep them clean. Only one bath a day is recommended and needed. If you try to give your Looney Tune more than one bath a day it will deduct points off your total score.



#### SCORE ( )

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

Your Looney Tunes' AGE increases by 1 every day. What seems like a day to you is actually one complete year to your Looney Tunes!

TOTAL SCORE (  ), HEALTH (  ), HAPPINESS (  ), HUNGER (  ), and TRAINING (  ) range from 0 (bad) to 100 (good) and help you determine what your pet needs. If any of these falls below 20, you should take care of your friend right away. You should try to keep them at 80 or above.

The first statistic, SCORE, is an indication of how well you are doing. The higher your score, the better you are doing. Your SCORE is an average of HEALTH, HAPPINESS, HUNGER, and TRAINING. This means you must keep your HEALTH, HAPPINESS, HUNGER, and TRAINING high or your Friends will suffer.

### TRAINING ( )

Your pet can do all sorts of interesting things. Training your Looney Tunes to perform tricks on command is very entertaining! Select the TRAIN (  ) and press ENTER. You will see two icons on the screen. The whistle icon starts the training activity and the food icon is the reward if your Looney Tunes character performs the right trick. First, press LEFT or RIGHT until the arrow is pointing towards the whistle icon. Now press ENTER again.



A list of trick screens will appear. You can press LEFT or RIGHT to search through all the tricks your Looney Tunes can learn. When you see the trick you want to teach him, press ENTER. Your Looney Tunes will try its best to do the trick you asked for. If your Looney Tunes characters do not get the trick right, try again! If your Looney Tunes does the trick correctly, REWARD should appear. Press ENTER to reward your Looney Tunes character with a treat. Now your Looney Tunes character knows this trick. Congratulations!

If you want your Looney Tunes character to perform its' trick at your command, select the TRAINING icon again. Now press either the LEFT or RIGHT key until the Whistle icon is selected. Press ENTER. Now press LEFT/RIGHT until the trick you want appears on the screen, and press ENTER.

### DISCIPLINE ( )

Select this activity to discipline your Looney Tunes. The Looney Tunes do not like to be disciplined, but some discipline is necessary. Don't select this activity too often, or your Friend will become unhappy and unhealthy! After disciplining your Looney Tunes character, it is good to play with him to raise his HAPPINESS. Disciplining your Looney Tunes several times in one day will make your TOTAL SCORE drop.



### ALERT ( )

When this icon lights up, it means your Looney Tunes characters needs something. Use the SCORE (  ) activity to try and figure out what your Looney Tunes need: food? sleep? play time?



### MEETING YOUR FRIEND'S NEEDS

If you try to select an activity that your Looney Tunes doesn't want to do, it may refuse! Try selecting a different activity until you figure out what your Looney Tunes needs!

### GAME OVER

The Looney Tunes characters never die. If their total score drops below 20 points, they will pack up their things in a bag and walk off the screen.

You will have to reset the unit to reactivate that character. If you reset the unit while other characters are still alive ALL characters will be reset.

### RESTARTING THE GAME

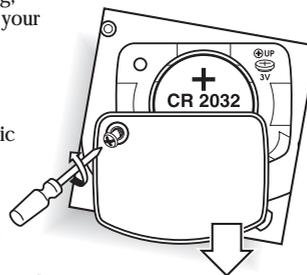
If you just wish to start over from the beginning, press the RESET button located on the back of your game.

### 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 :

- do not mix old and new batteries.
- do not mix alkaline, standard or rechargeable batteries.
- battery installation should be done by 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 ELECTRONIC TOYS 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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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, Inc.

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, Inc. 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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