



INSTRUCTIONS

702560001IWTIE-02

HI!

I'm TOMMY PICKLES, and I'm glad you're holding this Rugrats Giga Pet. You and me and my friends are gonna do some great stuff together. You can play with ME or CHUCKIE or SPIKE or ANGELICA — whenever you want! And you'll also see a whole bunch of friends popping up on the screen... even our favoritest hero REPTAR!

HERE'S THE STORY

We've heard that our Reptar has escaped from the guys who are chasing him. He's wandering somewhere in the forest. So we have a plan: We're gonna become Forest Rangers and help him. We are babies on a mission, but we need your help. Will you take care of us while we get ready? Thanks!

ARE YOU READY TO GET STARTED?

You see that plastic tab on the back of the game? Just pull that plastic tab off and throw it away. Once you turn your Rugrats Giga Pet on, it's supposed to stay on, and you never ever have to turn it off.

YOU GOTTA SET THE CLOCK

I don't know how to tell time yet, but we babies gotta be on a schedule. If you don't set the time right, we could get really confused — like we could sleep all day and keep you awake all night. You probably wouldn't like that. After you start the game, the game will be in something called CLOCK MODE.

Here's how you set the clock:



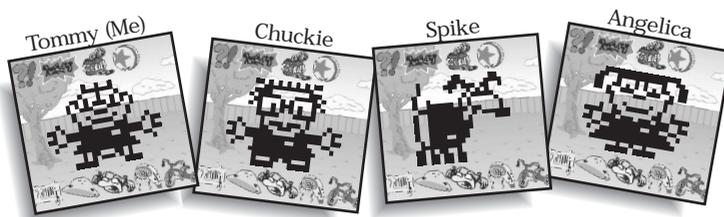
1. The HOUR will be flashing. Press LEFT/RIGHT to move the hour. When it's the right hour, press ENTER.
2. Now the MINUTES will be flashing. Press LEFT/RIGHT to move the minutes. When the time is set to the right minute, press ENTER.

TO PAUSE

Sometimes you hafta go to school or something and you can't bring us along. That's okay. All you gotta do is pause the game. We won't need any care until you leave the pause. Here's what you do:

When you're in NAME MODE, enter the word "STOP". This will "pause" the clock. We can still move around the screen, but the clock won't move. To start the clock again, go back into NAME MODE and enter the word "NORMAL". This restarts the clock in real time.

HOW TO CHOOSE YOUR RUGRAT



Once you set the clock, choose whichever Rugrat you want to play with first — me or Chuckie or Spike or Angelica. You'll find us in our treehouse. When you see which one of us you want to play with, just press ENTER. The Rugrat you picked will leave the treehouse, all ready to play. And if you wanna play with a different Rugrat, just go back to CLOCK MODE and switch between us.

I'M TOMMY. WHO ARE YOU?



After you choose a Rugrat to play with, tell us who you are. Type in your own name. Here's how:

1. PRESS LEFT/RIGHT to search through the alphabet and numbers. (I can't read, so I can't help you much here.)
2. Press ENTER to pick a letter or numbers. Then you move to the next space and continue spelling out your name. You can use up to 12 letters or numbers, which is way more than I can count.
3. When you're done, press ENTER twice to put the name in and go on to GAME MODE.

WE RUGRATS CAN TALK

Like you probably know, Rugrats are babies that can talk, and when you play, you'll actually hear what we gotta say. We'll talk about what's happening on the screen.

BUT WE CAN ALSO BE QUIET

If you want us to be quiet around Mommy or whoever else, you can turn off the game sound, like this

1. Press MODE to enter CLOCK MODE.
2. Press LEFT to turn the sound off. The Sound (🔊) will go away.
3. To turn the sound back on, press LEFT again, and the Sound (🔊) will show again.
4. Now just press MODE to go back to GAME MODE so we can play again.

GOING BACK TO CLOCK MODE

Once you start the game in GAME MODE, you can go back to CLOCK MODE if you want. You just gotta press MODE.

1. If you wanna adjust the clock, press ENTER. The clock will start flashing.
2. After you set the time like I told you before, you hafta re-enter your name. Press ENTER twice after you finish.
3. To go back to GAME mode, press MODE. Whichever Rugrat you were playing with will come back to play.

NIGHT LIGHT

Night time is play time too. (After all, how often do I stay put in my crib?) Your Rugrats Giga Pet has a built-in night light so you can play with us and care for us in the dark. Press the center button and — whoa! — there's light.

CARING FOR US

Since we're babies, we need you to care for us. When we need something, the ALERT symbol (🔔) will light up. You should care for us right away by picking the activity you think we need.

If we're hungry, FEED us! If we're bored, PLAY with us. If we're dirty, give us a BATH! There are lots of different ways to interact with us. But you hafta figure out what we need. Use the LEFT/RIGHT keys to move to the activity you think we need, then press ENTER.

If you want help understanding what we need, check the SCORE activity for some hints (I'll explain it below). You should share what you learn about us with your friends, 'cause that's what friends are for! And if you wanna know even more — and you know how to use a computer like a big kid — go to the Giga Pets website (www.gigapets.com).

TALK TO US

Your Rugrats Giga Pet unit has something called "voice actimation" — or maybe it's "activation." It lets you do stuff with your voice or by clapping.

If "voice activation" is turned on, this is what you can do :

1. If we've gone off the screen, you can tell us to walk back on the screen and we will.
2. If we can't do well in our Ranger training, you can use your voice to DISCIPLINE us. (But be nice — we're babies!)
3. If we do well in Ranger training, REWARD us with your voice. We like that!

HOW TO TURN OFF VOICE ACTIVATION

1. Press MODE to go into CLOCK MODE.
2. Press RIGHT to turn the voice activation off. The VOICE ACTIVATION SYMBOL (🗣️) will go away.
3. If you wanna turn the VOICE ACTIVATION back on, press RIGHT again. The VOICE ACTIVATION SYMBOL (🗣️) will come back.
4. Press MODE to go back to GAME MODE.

HOW THE ACTIVITIES WORK

Along the top row of your Rugrats Giga Pets is a whole bunch of activities important to us babies: ALERT, HEALTH (SCORE), FEED and PLAY. On the bottom row are SLEEP, RANGER TRAINING, WASH and EXERCISE.

ALERT (🔔)

When this symbol lights up, it means whichever one of us you're playing with needs something. So help us out! Use the SCORE (📊) screens to try and figure out what we need. Is it food? Sleep? Play time? Keep trying different activities until you get it.

HEALTH (SCORE) (📊)

Pick this symbol to see how we're doing. Use the LEFT/RIGHT keys to display the screens showing our NAME, TOTAL SCORE (📊), HUNGER (🍴), RANGER TRAINING (🏆), HEALTH (📊), HAPPINESS (😊), AGE (📅), and WEIGHT (📏).

1. The TOTAL SCORE screen shows how good you're doing.
2. The HUNGER and RANGER TRAINING screen show if we need food or training or discipline. If HUNGER or TRAINING is zero, you hafta take care of us right away with FEED or RANGER TRAINING activities.
3. The HEALTH and HAPPINESS screen shows how well you're taking care of us. If HEALTH is low — uh-oh! — you need to take better care of us with some FEED, PLAY, CLEAN, SLEEP and maybe EXERCISE every day. If HAPPINESS is low (wahhhh!) you can increase it with the PLAY activity (yippee!!!).
4. The AGE and WEIGHT screen shows how well we're growing.

FEED (🍴)

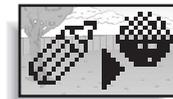
When you pick this activity you can choose foods for us. Use the LEFT or RIGHT key to pick wither HEALTHY food or TREATS. You can see the healthy foods on the left side of the screen and the treats on the right. We need HEALTHY food to stay healthy and TREATS to stay HAPPY. (I'm getting all hungry just telling you about it!)

You can see how hungry we are by checking the HUNGER (🍴) on the HEALTH (SCORE) (📊) screen. A (🍴) 100 means we gotta eat. We might refuse to eat. A (🍴) 0 means we're really hungry. We might refuse to do anything else until you feed us. Hungry babies don't mess around.

Like most babies, we'll always eat treats, even when we're full. But too many treats can make us sick and unhealthy, so be careful. My mommy says we should never have more than 2 or 3 treats a day.

WHAT WE LIKE TO EAT

TOMMY (that's me!)



HEALTHY: Milk bottle
TREAT: Reptar cereal (yum!)

CHUCKIE:



HEALTHY: Corns on the cob
TREAT: Reptar candy bar

SPIKE:



HEALTHY: Steak [Dog food(?)]
TREAT: Dog Biscuit

ANGELICA:



HEALTHY: An apple
TREAT: Cookies

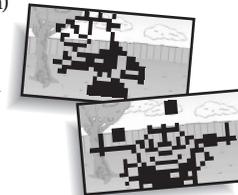
PLAY (🎮)

We babies love to play — and so does Spike. It keeps us happy and healthy, so you should play with us a lot! When you pick PLAY, you'll get two activities to choose from for each of us. Press the LEFT and RIGHT keys to choose a play activity, then press ENTER so we can start playing.

TOMMY: (me again)

CRAWLING:

Press RIGHT and LEFT really fast until I crawl good and you see me happy.



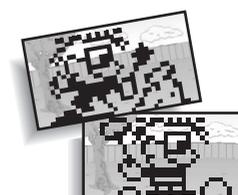
JUGGLING:

Yup — I'm a baby who can juggle! Press RIGHT and LEFT really fast until you see me juggle the right way and I'm happy.

CHUCKIE:

BUILDING A SANDCASTLE:

Press RIGHT and LEFT at least 5 times and watch what happens. Not bad, huh?



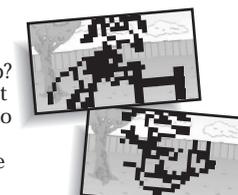
PLAYING CROQUET:

Yup, Chuckie is a pretty good croquet player. You gotta press the LEFT key lotsa times — at least 15.

SPIKE:

JUMPING FENCES:

Wanna see Spike jump? Press the RIGHT key at least 10 times and also press the LEFT key to actually jump over the fence, Go Spike!



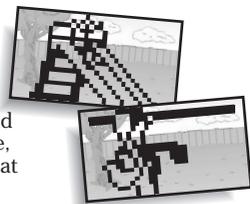
RIDING A MECHANICAL CAT:

Spike loves to do this one. Press the LEFT key at least 10 times.

ANGELICA:

CYNTHIA ON THE SLIDE

Cynthia is Angelica's favorite doll. To send Cynthia down the slide, press RIGHT and LEFT at least 5 times.



SWINGING ON THE MONKEYBARS:

Keep pressing RIGHT and LEFT for as long as the monkey bars appear. Wheee!!!

SLEEP ()

Pick this symbol when we want to go night-night. We might also wanna take a nap during the day. Sometimes it's hard to know when we need our sleep. If you try everything else — like feeding and playing and cleaning and the alert symbol won't go away, maybe we need a little sleepy-bye nap. Yawwwwww!

RANGER TRAINING ()

Ranger training is one of our funnest things. You can train us to do all sorts of great activities. Pick the TRAINING activity and press ENTER. You'll see two new words on the screen: CHALLENGE and REWARD.

Press LEFT to point the arrow at the CHALLENGE symbol and press ENTER. Then you will see an example screen of the challenge. If you want to see all the challenges, keep pressing RIGHT. When you see the challenge you want us to try and do, press ENTER.

We will do our best to do the right challenge — baby's honor! Sometimes we'll do it right, sometimes we won't. If we do the wrong one, please don't worry. It takes time with babies. Just try again 'til we get it right.

When we do a challenge correctly, you should REWARD us with a treat! That way we'll remember that challenge and you can get us to do it over and over! Each time we do a challenge right, the TRAINING () score will go up.

You gotta be pretty responsible to train a baby! Remember not to give us too many treats or we'll get sick. And don't worry if we seem to forget a challenge from one day to the next. You can always teach us to do it right again.

DISCIPLINE ()

Yecch! We don't like discipline. If you choose this activity and discipline us, it'll raise our TRAINING score (). But it'll also lower our HEALTH () and HAPPINESS (). So you hafta figure out how to balance how much discipline you give us with how much other activities we get.

Each of us has our own discipline activity:

TOMMY:



I have to wear this silly-looking sailor suit. No thanks.

CHUCKIE:



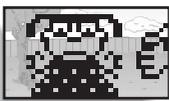
Angelica pours a bucket of mud over his head!

SPIKE:



Angelica puts a silly bow-tie on him.

ANGELICA:

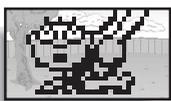


She has to wear this goofy dress. She says it's "unfashionabobble."

WASH ()

Into every baby's life a little soap must fall. But don't be surprised if we refuse bathing and give you a real unhappy look. If you insist, though, you can force us to get clean by pressing the ENTER key anyway. We each get clean in our own way.

TOMMY:



My mommy, Didi, comes and changes my diaper.

CHUCKIE:



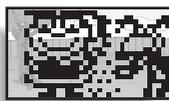
I give him a bath with the hose. Spa-lash!

SPIKE:



Chuckie gives him a bath with the hose.

ANGELICA:



Spike gives her a bath with the hose! Ha-ha!

EXERCISE ()

Exercise is real good for us. We each have our own way to exercise. Just press RIGHT button and then LEFT button CONTINUOUSLY (right-left, right-left, right-left...) until the exercise ends with a happy animation. If you don't do this, we'll be sad and the exercise won't be performed correctly!

TOMMY:



I jump on a trampoline. Yee-ha!

CHUCKIE:



He rides on a swing set — and doesn't even get scared.

SPIKE:



I take him for a walk.

ANGELICA:



She jumps rope.

WHOA! SECRET CODES!

Your game has some secret codes built in. If you enter them, you can unlock some bonus features. Here's how you do it:

1. Choose the HEALTH (SCORE) activity.
2. Go to the NAME screen and press ENTER.
3. Your name will go away and you can enter the code there.
4. Pick the right letters in the code (just like setting your name).
5. When the code is spelled right, press ENTER twice.

Here are some codes you can try:

DUMMIBEARS: The world's greatest dinosaur will show up and take a bow. That's Reptar, of course.

LIPSCHITZ: All of us guys (Angelica, me, Chuckie, Spike, plus Phil an' Lil and Suzie and Reptar) march in a parade. We love parades.

PICKLES: Spike shows up and turns the hose on Grandpa. Betcha that oughta wake him up!

SWITCHING RUGRATS

You can switch between us Rugrats whenever you want. Here's how:

1. Press MODE to enter CLOCK MODE.
2. Press MODE again.
3. Now press LEFT and RIGHT to see us (me, Chuckie, Spike and Angelica).
4. Press enter to start up whichever one of us you want to play with.

HOW WE GET OUR RANGER HATS

When a Rugrat is out of the treehouse for 5 days, we get out Ranger Hat. It's the bestest thing of all!

UH-OH — GAME OVER

If one of our HEALTH rates goes all the way down to zero points, we'll walk off screen and go back to the treehouse. You won't see that Rugrat again until you RESET the unit. But you can play with another one of us. When the HEALTH of all of us drops to zero points — then you hafta RESET the game.

We also usually go back to the treehouse when we reach age 14. But if you can keep us very healthy (HEALTH over 95), we could stay around another day. As long as you keep the HEALTH () at 95 or higher, we'll get older and older (but we'll never be grownups!)

If we go back to the treehouse, that's okay. Part of the fun of the game is to see how long you can keep us going! One Giga Pet kept going for over 100 days! I bet you can even set a new record.

STARTING OVER

Sometimes you just want to start the game over from the very beginning. All you gotta do is press the RESET button on the back of your game. You can also use the RESET button if there's a problem, but this'll wipe out the game memory and you'll lose all those records you set.

INSERTING THE BATTERY

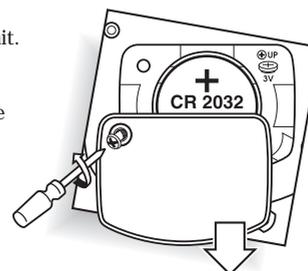
To get started with your Giga Pets game, pull the plastic tab from the back of the unit.

To insert a new battery, you should get grownup help. 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 CR2032 cell battery (like the batter included) like in the picture.

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 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 parts.

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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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 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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