



Gigapets™

INSTRUCTIONS

CONGRATULATIONS!

you've got your very own VIRTUAL FRIEND! VIRTUAL FRIENDS are the fun take-it-anywhere interactive friends you can care for and love! now you can take your favorite disney characters with you wherever you go. your new virtual friends are ready to play!

STARTING THE GAME

to start your game, pull the plastic tab from the back of your VIRTUAL FRIEND. the plastic tab is not part of the toy and should be thrown away. once you turn your VIRTUAL FRIEND on, it should stay on. you never need to turn your VIRTUAL FRIEND off.

SETTING THE CLOCK

it is very important that you set the clock on your VIRTUAL FRIEND for the correct time. your VIRTUAL FRIEND eats, plays, and sleeps according to a natural schedule. if you don't set the time correctly, your VIRTUAL FRIEND may get confused-- you don't want THE LITTLE MERMAID to sleep all day and keep you awake all night! when you first start the game, your VIRTUAL FRIEND 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, and you will automatically enter NAME MODE.

NAMING YOUR VIRTUAL FRIEND

you can enter a name in your VIRTUAL FRIEND so everyone knows it's your own personal friend.

- 1) a flashing bar will appear under the space for each letter.
- 2) press LEFT/RIGHT to search through the alphabet.
- 3) press ENTER to select a letter and move to the next space in the name. you may use up to 12 letters.
- 4) press ENTER twice to accept the current name and return to GAME MODE.

TURNING OFF THE SOUND

- 1) press MODE to enter CLOCK MODE.
- 2) press LEFT to turn the sound off-- the SOUND ICON will disappear.
- 3) press RIGHT to turn the sound on-- the SOUND ICON will appear again.

press MODE again to return to GAME mode.

HAPPY BIRTHDAY!

when you enter GAME MODE for the first time, you will see the arrival of your new VIRTUAL FRIEND! every VIRTUAL FRIEND arrives in a different kind of way. THE LITTLE MERMAID swims onto the screen and does some underwater acrobatics for you. isn't she clever?

RETURNING TO CLOCK MODE

once the game begins in GAME MODE, you can return to CLOCK MODE by pressing MODE until the clock appears.

- 1) if you wish to adjust the clock, press ENTER. the clock will start flashing.
- 2) after you set the time, the name will appear. press ENTER to adjust the name.
- 3) to return to GAME MODE, press MODE until ariel appears again.

THE GAME SCREEN

the game screen is ariel's "home." you will see THE LITTLE MERMAID move around the screen and go about her daily routine.

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 ariel.

HOW TO PLAY

you can help take care of THE LITTLE MERMAID and make sure she grows up happy and smart. at various times, ariel will require a certain kind of attention from you. ariel will make noise and the ALERT icon will light up.

now you've got to figure out what THE LITTLE MERMAID needs! if ariel is hungry, feed her. or you and flounder can throw a party for her! or you can help her brush her beautiful hair! there are many different ways for you to interact with the little mermaid. the trick is to figure out what THE LITTLE MERMAID wants to do! use the LEFT/RIGHT keys to move to the activity you want, and press ENTER. here are the activities:



FEED
when you select this activity, you will be given a choice of foods for ariel. use the LEFT or RIGHT key to select either healthy food or treats. everybody likes different kinds of food. THE LITTLE MERMAID eats seaweed to grow, and sea-biscuits for snacks!



you can see how hungry ariel is by checking her HUNGER on the SCORE screen. a 100 means ariel has a full tummy-- and a 0 means ariel could use a snack!

SLEEP
select this icon to turn out the light when the little mermaid wants to sleep. the little mermaid likes to take naps during the day. if you turn out the light for her, she will happily go to sleep. at night, ariel will be very tired, and just fall asleep right there on the screen! if you want the little mermaid to have good dreams, turn out the light at night, too.



PLAY
you and THE LITTLE MERMAID can play games together, too! when you press the button, flounder will appear on the screen. help ariel catch flounder! quickly press the LEFT or RIGHT arrow in the direction that flounder is swimming to make ariel catch him!

PARTY
THE LITTLE MERMAID just loves to have fun parties with her friend, flounder. press this button to watch them play together.

BRUSH
if you want, you can press this button and ariel will brush her hair.

SCORE
choose this icon to check on the little mermaid's progress. use the LEFT/RIGHT keys to display screens showing ariel's AGE and WEIGHT, LOVE and HAPPINESS, HUNGER and LEARNING, and TOTAL SCORE.

LOVE, HAPPINESS, HUNGER, and LEARNING range from 0 (uh-oh!) to 100 (great job!) and help you determine what the little mermaid needs. if any of these falls below 20, you should take care of ariel right away. the final 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 LOVE, HAPPINESS, HUNGER, and LEARNING.



ACTI VI TI ES

THE LI TTLE MERMAI D can do all sorts of interesting things, and she'll be happy to put on a show for you. select the ACTI VI TY icon and press ENTER. the words THANK ARI EL will appear. but don't thank THE LI TTLE MERMAI D yet! let's see an activity first. press LEFT or RI GHT until the words SHOW ME appear. now press ENTER again.

a list of activities will appear. you can press LEFT or RI GHT to search through all the activities ariel can do. when you see the activity you want to see, press ENTER. THE LI TTLE MERMAI D will try her best to do the activities you asked for.

if THE LI TTLE MERMAI D does not get the activities right, try again! if ariel does the activities correctly, press ENTER again. the words THANK ARI EL should appear. press ENTER again to reward THE LI TTLE MERMAI D with a treat. now THE LI TTLE MERMAI D knows how much you like this activity, and she can do it again and again.


if you want ariel to perform her activities at your command select the ACTI VI TY icon again. now press either the LEFT or RI GHT key until the words SHOW ME appear. press ENTER. now press LEFT/RI GHT until the activity you want appears on the screen, and press ENTER.



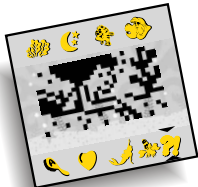
LEARNI NG

yes, even THE LI TTLE MERMAI D has to go to school. her teacher is sebastian, and she loves him very much. he's a good teacher, too! every time you select this activity, THE LI TTLE MERMAI D learns a little more. but she forgets quickly, so be sure to teach her new things often by selecting the learning icon.

ALERT ??

when this icon lights up, it means ariel needs something. use the SCORE  activity to try to figure out what ariel needs: food? sleep? play time? learning?

MEETI NG THE LI TTLE MERMAI D'S NEEDS if you try to select an activity that THE LI TTLE MERMAI D does not want to do, she may refuse. try selecting a different activity until you figure out what ariel needs.



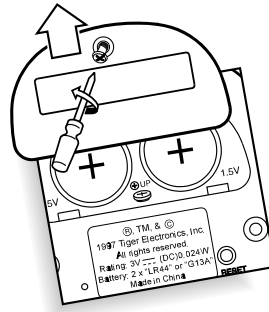
GAME OVER

when the game is over, you will see ariel get married! you can press MODE to see your final SCORE, and press MODE again to see the marriage again.



RESTARTI NG THE GAME

when the game is over, press ENTER to restart the game. if you just wish to start over from the beginning, press the RESET button located on the back of your game.



I NSERTI NG THE BATTERI ES, DEFECT/DAMAGE, etc to activate your virtual friend's game, pull the plastic tab from back of game.

to insert the batteries, 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 two 1.5v "1r44" or "g13a" button cell batteries (battery included), making sure to align "+" and "-" as shown.

CAUTI ON: battery should be replaced by adult.

not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTI ON :

- 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:

TI GER ELECTRONI C TOYS REPAI R CENTRE
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 LI MI TED WARRANTY

tiger electronics, inc. (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 us\$4.00. payments must be by check or money order payable to tiger electronics, inc.

THE FOREGOI NG STATUE THE PURCHASER'S SOLE AND EXCLUSI VE REMEDY FOR ANY BREACH OF WARRANTY WI TH 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.

THI S WARRANTY I S I N LI EU OF ALL OTHER WARRANTI ES AND NO OTHER REPRESENTATI ONS OR CLAI MS OF ANY NATURE SHALL BE BI NDI NG ON OR OBLI GATE TI GER I N ANY WAY. ANY I MPLI ED WARRANTI ES APPLI CABLE TO THI S PRODUCT, I NCLUDI NG WARRANTI ES OF MERCHANTABI LI TY AND FI TNESS FOR A PARTI CULAR PURPOSE, ARE LI MI TED TO THE NI NETY (90) DAY PERI OD DESCRIBED ABOVE. I N NO EVENT WI LL TI GER BE LI ABLE FOR ANY SPECI AL, I NCI DENTAL, OR CONSEQUENTI AL DAMAGES RESULTI NG FROM POSSESSI ON, USE, OR MALFUNCTI ON OF THI S TI GER PRODUCT.

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