

# Giga Pets®

## INSTRUCTIONS

### INTRODUCTION

a long time ago in a galaxy far, far away... the inhabitants of distant planets struggled for freedom beneath the tyranny of the dark empire. members of the alliance and servants of the empire clung to an ancient religion, each seeking to utilize the mystic power of the force. battles raged and heroes were carved from the ravages of war!

and now, across infinite space and time, the very essence of this struggle has been harnessed. the spirits of creatures from that distant galaxy have been preserved in tiny jeweled GI GA pods. these pods contain the life force of aliens and creatures from the STAR WARS universe. enjoy their companionship and may the force be with you!

### CONGRATULATIONS!

you are the proud new owner of a STAR WARS GI GA FRI END, the take-it-anywhere interactive friend! your new GI GA FRI END is going to need lots of attention to keep it running. the better you learn to program and operate your R2D2 unit, the higher your score will be! these instructions will help you on your way.

### STARTING THE GAME

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

### SETTING THE CLOCK

it is very important that you set the clock on your ARTOO unit for the correct time. when you first start the game, your ARTOO unit will be in CLOCK MODE. here's how to set the clock:

- 1) the HOUR will be flashing. press LEFT/RI GHT to adjust the hour. when the correct hour is set, press ENTER.
- 2) the MINUTES will be flashing. press LEFT/RI GHT 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.

### ENTERING YOUR NAME

- 1) a flashing bar will appear under the space for each letter.
- 2) press LEFT/RI GHT to search through the alphabet.
- 3) press ENTER to select a letter and move to the next space your 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 RI GHT to turn the sound on -- the SOUND icon will appear again.
- press MODE again to return to GAME mode.

### SAY HELLO!

when you enter GAME MODE for the first time, you will see your new STAR WARS GI GA FRI END, an R2D2 unit! you now have your very own droid to program and interact with.

### 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, your R2D2 unit's name will appear. press ENTER to adjust the name.
- 3) to return to GAME MODE, press MODE until your R2D2 unit appears again.

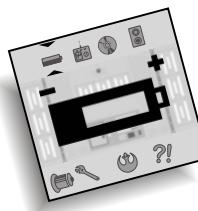
### THE GAME SCREEN

the game screen is your R2D2 unit's "home." you will see your R2D2 unit move around the screen and go about various down time activities typical for any droid. these down time activities will appear in a random order unless you program the ARTOO unit to perform specific activities.

press the LEFT/RI GHT 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 R2D2 unit.

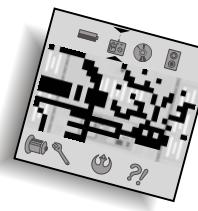
### HOW TO PLAY

your ARTOO unit is built to accept complex commands. these commands enable it to perform many different maneuvers. it is up to you to build the ARTOO unit's artificial intelligence so that it can adapt to its environment! it is important that your droid is well taken care of and has enough energy in its power cells to function properly.



#### POWER

your ARTOO unit's power cells drain with use. select this activity to check your unit's current power level. press ENTER again to recharge the power cells.



#### ACTI ON

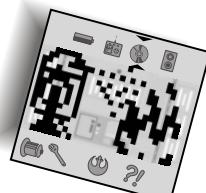
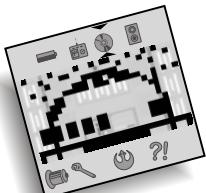
selecting this activity brings up a sub-menu of actions you can have your R2D2 unit perform.

- 1) LEFT/RI GHT: select this to make the ARTOO unit extend his 3rd leg and roll to the left or right.
- 2) ARM: select this to have the ARTOO unit extend his "grasping arm" from his front panel.
- 3) SENSOR: select this to have the ARTOO unit extend his sensors from the top of his head and take a sensor reading.
- 4) WELDER: select this to have the ARTOO unit extend his welder.
- 5) COMPUTER link: select this to have ARTOO extend his computer "probe."
- 6) VI DEO: select this to have ARTOO display a holographic projection from his front panel.
- 7) FI RE: select this to have the ARTOO unit spray his fire extinguisher.

#### I NPUT

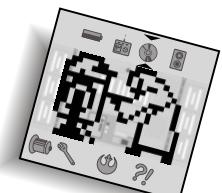
this activity lets you program your ARTOO unit to perform various actions. using this activity you can enter up to 12 programming commands. each command has a one-letter abbreviation and is listed below.

- 1) L is used to direct the droid to move LEFT.
- 2) R is used to direct the droid to move RI GHT.
- 3) A is used to direct the droid to extend his grasping ARM.
- 4) S is used to direct the droid to take a SENSOR reading.
- 5) W is used to direct the droid to use his WELDER.
- 6) C is used to direct the droid to use his COMPUTER link.
- 7) V is used to direct the droid to use his VI DEO camera.
- 8) F is used to direct the droid to use his FI RE extinguisher.
- 9) P is used to direct the droid to use his POWER re-charger.



entering a command string is the same as entering a name, using the LEFT/RI GHT button to select a letter and the ENTER button to select and move to the next letter.

your ARTOO unit begins the game with enough MEMORY to hold 6 commands. however, each day you can upgrade your ARTOO unit with a little more memory. if you play well, you can eventually increase your ARTOO'S memory up to the maximum 12 commands.so, for example, a complete ARTOO program of 12 commands might be:  
LS VRS FPCLS AW.



this would translate as LEFT, SENSORS, VI DEO, RI GHT, SENSORS, FI RE, POWER, COMPUTER, LEFT, SENSORS, ARM, WELDER.

once the ARTOO unit is programmed, instead of performing random down time activities, he will perform the activities you have programmed it to do. each activity will be performed in the order that you programmed them in. when the program is complete, it will restart at the beginning.

when the ARTOO unit is performing programmed activities, certain obstacles will get in his way. each time ARTOO moves to the LEFT or RIGHT, something may appear and block the droid. obstacles that can block your ARTOO unit are STORMTROOPER, PRINCESS LEIA, POWER OUTLET, or DOOR.

if the next command in ARTOO'S command string is the correct action to remove the obstacle, you will hear happy tones from the droid and be rewarded for good programming. if the next action in the command string is an incorrect action to remove the obstacle, ARTOO will be unhappy and will get "zapped" for its efforts. this is considered improper programming and will deduct from your score. sometimes a command will be neither correct nor incorrect. in this case, the obstacle will be removed and the encounter is considered a draw.

it is important to note that the SENSORS are the most important item in ARTOO'S programming. if ARTOO uses its SENSORS, the next item in the program will only be performed if it is the "correct action" for that obstacle.

**EXAMPLE:** if ARTOO'S program is LSPR, the droid will move LEFT, then use its SENSORS. if the ARTOO unit detects a POWER OUTLET, then the next instruction "P" will make the droid extend his POWER re-charger and the unit will recharge. if the ARTOO unit does not detect a POWER OUTLET, he will skip over the "P" instruction and go to the next instruction, in this case "R."



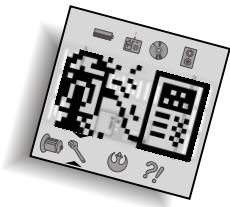
**SLEEP**  
to conserve power, you can put R2D2 into sleep mode. this works like an "OFF" switch and will keep ARTOO from losing power during the day.



**RESTRAIN**  
if your programming is faulty or if your ARTOO begins to behave strangely, you can zap him with the restraining bolt. this will clear his memory banks and bring him back on track. but be careful, this can damage your ARTOO unit.



**REPAIR**  
there are 3 kinds of REPAIR options that you can use to keep your droid in top condition.



**MEMORY** - once each day, you can select this option to upgrade the memory on your ARTOO unit.

**OIL BATH** - you can use the oil bath to increase your ARTOO'S effectiveness and repair some simple problems.

**TINKER** - if your ARTOO unit is in poor repair, you can select this option to take him apart and put him back together again. depending on the condition of your ARTOO unit, this may be able to repair some drastic problems.



**SCORE**  
choose this icon to check on your progress as an R2D2 programmer. when you choose this activity you can view your current score, press LEFT/RIGHT to view your NAME, AGE, SCORE, POWER LEVEL, and REPAIR STATUS of your droid.

**MEETING YOUR R2D2 UNIT'S NEEDS**  
keeping your ARTOO unit charged along with good programming will help maintain the condition of your droid. check your score to see how the ARTOO unit is doing under your control.



## 90-DAY LIMITED 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 FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

all products returned must be shipped prepaid and insured for loss or damage to:

tiger electronics, inc. repair dept.

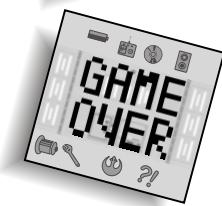
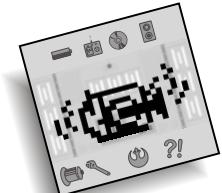
980 woodlands parkway  
vernon hills, illinois 60061 u.s.a.

## GAME OVER

the game is over when your ARTOO unit falls to 0 REPAIR or becomes too old and outdated.

if your REPAIR falls to zero, your ARTOO unit will fall apart and the game is over. try again.

if your ARTOO unit is more than 14, it may become outdated and the game will end. you can prevent this if you keep your ARTOO unit in excellent repair, as long as your ARTOO unit has 95 REPAIR or better, you can keep it active another day. keep your ARTOO unit in tip-top shape and it can serve you indefinitely.



when the game is over you will be assigned a RATING and a TIE based on how well you took care of your ARTOO unit. if you achieve a title of 5th DEGREE that means that your droid meets the minimum galactic requirements for droid intelligence. the most intelligent droids in the galaxy are 1st DEGREE droids, so keep playing until you can reach this level!

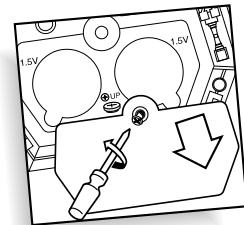
## RESTARTING THE GAME

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.

resetting the game using the RESET button will reset highest rating and name to 0.

## INSERTING THE BATTERIES

to activate your game, pull 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 "lr44" or "g3a" button cell batteries (battery included), making sure to align "+" and "-" as shown.

**CAUTION:** battery should be replaced by an 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:

TI GER ELECTRONIC TOYS REPAIR 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.

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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