

Giga Pets®

INSTRUCTIONS

INTRODUCTION

"if you think school can be tough, imagine being turned into a cat."

many years ago in a fantastic kingdom far away, an evil wizard terrorized the land. the ruler of this kingdom, PRINCE GIGA, was good and kind, and with the help of the small creatures of the land he banished the terrible wizard. but the wizard enacted a horrible curse, imprisoning all of the small creatures in tiny jeweled pods and scattering them across the universe.

the witches' council, to whom all witches and warlocks must answer, was inspired by this curse and put the same curse on one of SABRI NA'S uncles and turned him into a cat! now SALEM the cat, lives in the same house with SABRI NA and SABRI NA'S two aunts, the spellman sisters, zelda and hilda. SABRI NA can't understand why if she's a witch, she has to go to school? try explaining to SALEM why if he's a warlock, he has to be a tuna-loving, collar-wearing cat!! oh, well, who said life was always fair? certainly not anyone from the witches' council! only by being healthy and happy can SALEM have his curse lifted. can you help?

CONGRATULATIONS!

you are the proud new owner of a GIGA PET, the take-it-anywhere interactive pet! and he's not just any pet, he's SALEM, the pet you share with SABRI NA, the teenage witch. like SABRI NA, you can take SALEM with you, whether it's out for a burger and fries, or just to hang out. SALEM needs lots of attention to grow up healthy and happy. the healthier and happier he is, 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 SALEM GIGA PET. the plastic tab is not part of the toy and should be thrown away. once you turn your SALEM GIGA PET on, it should stay on. you never need to turn your GIGA PET off.

SETTING THE CLOCK

it is very important that you set the clock on your SALEM GIGA PET for the correct time. SALEM eats, plays, and sleeps according to a natural schedule. if you don't set the time correctly, SALEM may get confused-- you don't want him to sleep all day and keep you awake all night! after all, you've got a life, right? when you first start the game, your SALEM GIGA PET 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 GIGA PET

you could name him SALEM or you can put in your own name, so he knows who YOU are!

- 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 pet's 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.

PAUSING THE GAME

- 1) press LEFT, RIGHT, and ENTER at the same time to pause the game. while the game is paused, the clock will continue to run, but your pet (and all the pet's statistics) will be paused!
- 2) press MODE to exit the pause and resume play.

HAPPY BIRTHDAY!

when you enter GAME MODE for the first time, you will see the arrival of your new GIGA PET! every GIGA PET arrives in a different kind of way. as the game begins, you will see SALEM being changed from a man into a cat! that witches' council can be tough -- thank goodness they don't give final exams!

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 SALEM appears again.

THE GAME SCREEN

the game screen is SALEM'S "home." you will see him move around the screen and go about his daily routine, and get up to all sorts of tricks! 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 SALEM.

HOW TO PLAY

just like a real pet, SALEM needs you in order to grow up happy and healthy. at various times, he will require a certain kind of attention from you. SALEM will make noise and the ALERT ? will light up.

now you've got to figure out what SALEM needs! if SALEM is hungry, feed him. if SALEM is lonely, play with him. if SALEM is dirty, clean him. there are many different ways for you to interact with SALEM. the trick is to figure out what he needs from you! use the LEFT/RIGHT keys to move to the activity you want, then press ENTER. here are the activities:



FEED

when you select this activity, you will be given a choice of foods for SALEM. use the LEFT or RIGHT key to select either healthy food or treats. every kind of pet likes different kinds of food. SALEM needs healthy cat food to grow, and ice cream to stay happy (even a cat still needs his ice cream fix!)

a 0 means SALEM is famished! if SALEM has a 100 he may refuse to eat. if he has a 0 may refuse to do anything else until you feed him!

SALEM will always eat treats, even when he is full! ice cream tastes so good, it's impossible to say no! but be careful, too many treats will make SALEM fat. (and no one wants to be a fat cat!)



SLEEP

select this icon to turn out the light when SALEM wants to sleep. he likes to take naps during the day. (and who doesn't?) if you turn out the light for him, he will happily go to sleep at night, being a true party animal, SALEM will be very tired, and just fall asleep right on the floor. if you want him to have good dreams, turn out the light at night, too.

sometimes it's hard to tell when SALEM needs to sleep. if you try everything else-- feeding, playing, or cleaning-- and SALEM still seems upset, maybe it's time for a little nap.



PLAY

to keep SALEM healthy and happy, you should play with him often. when you select this activity, SALEM will play a game with you. he likes to play with a ball of yarn. it's an easy game to play. just press your buttons in the direction of the ball and SALEM will try to catch the ball of yarn!



DOCTOR

if SALEM'S health drops, you can always try a visit to the doctor. but be careful! there's only so much the doctor can do (especially for a cat who used to be a warlock). he does not like to go. we recommend no more than one trip to the doctor each day.



CLEANING

to keep SALEM clean, you need to brush him. select CLEANING to brush him with a cool display of magic powers!



SCORE

choose this icon to check on SALEM'S progress. use the LEFT/RIGHT keys to display screens showing SALEM'S AGE and WEIGHT, HEALTH and HAPPINESS, HUNGER and DISCIPLINE, and TOTAL SCORE.

SALEM'S AGE increases by 1 every day. what seems like a day to you is actually one complete year to your SALEM GIGA PET! a GIGA PET reaches adult age at about 5 days, and old age at 14 days. a GIGA PET more than 14 days old is very old indeed!

SALEM'S WEIGHT will vary depending on his age, diet, and exercise. too many treats and too much

sleep will make SALEM fat and lazy, make sure SALEM gets enough exercise.
HEALTH 🍷, **HAPPINESS** 😊, **HUNGER** 🍴, and **DISCIPLINE** 🚫 range from 0 (bad) to 100 (good) and help you determine what SALEM needs. if any of these falls below 20, you should take care of SALEM 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 **HEALTH**, **HAPPINESS**, **HUNGER**, and **DISCIPLINE**.



TRAINING 🎮
 SALEM can do all sorts of interesting things. training SALEM to perform tricks on command is very entertaining! select the **TRAINING** 🎮 and press **ENTER**, the word **REWARD** will appear. but don't reward him yet! first, press **LEFT** or **RIGHT** until the word **TRICK** appears. now press **ENTER** again.

a list of tricks will appear. you can press **LEFT** or **RIGHT** to search through all the tricks

SALEM can learn. when you see the trick you want to teach SALEM, press **ENTER**. SALEM will try his best to do the trick you asked for.

if SALEM does not get the trick right, try again! if SALEM does the trick correctly, press **ENTER** again. the word **REWARD** should appear. press **ENTER** again to reward SALEM with a treat. now SALEM knows this trick. congratulations!

if you want SALEM to perform his trick at your command, select the **TRAINING** 🎮 again. now press either the **LEFT** or **RIGHT** key until the word **TRICK** appears. now press **LEFT/RIGHT** until the trick you want appears on the screen, and press **ENTER**.



DISCIPLINE 🚫
 select this activity to discipline SALEM. he does not like to be disciplined, so you should only discipline SALEM if his **DISCIPLINE** falls below 20. don't select this activity too often, or SALEM will become unhappy and unhealthy!

ALERT ?!
 when this icon lights up it means SALEM needs something. use the **SCORE** 🍷 activity to try to figure out what SALEM needs: food? sleep? play time? discipline?



MEETING SALEM'S NEEDS
 if you try to select an activity that SALEM does not want to do, he may refuse. try selecting a different activity until you figure out what SALEM needs.

SALEM also has very cool "downtime" activities that he does on his own when he thinks you aren't looking. these downtime activities include:

WALKING: he likes to walk back and forth.

STALKING: he likes to stalk some unseen prey.

JUMPING: he likes to jump on things.

DRIVE: he is a very intelligent cat and likes to drive around in a toy car!
SABRINA thinks this is pretty awesome and you will, too!

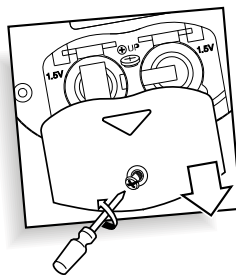
TALK: SALEM will "talk" (key tone sounds) from time to time. he actually uses the telephone when he talks.

GAME OVER
 the game is over when SALEM waves goodbye. the "game over" can result from bad health or old age. if SALEM develops bad health and decides to leave, you can restart the game and try again, taking care to pay better attention to his needs. when a game ends with SALEM'S bad health, this is a "bad" ending, then you just see him waving goodbye to you as a cat. however, if you take very good care of SALEM, you'll see a much different ending. if you can take care of SALEM for more than 14 days, his curse will be lifted, and he will turn back into a man again! in fact, if you take REALLY good care of SALEM, he may just decide he likes it better as your cat! if you can keep SALEM'S health above 95 points, he will stay with you even longer!



no matter how the game ends, you can press **LEFT** (OR **RIGHT**) to see your final **SCORE**, and press **MODE** again to see the final animation.

RESTARTING 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.



INSERTING THE BATTERIES, **DEFECT/DAMAGE**, etc
 to activate your virtual friends 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 "g3a" button cell batteries (battery included), making sure to align "+" and "-" 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 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 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 STATUTE 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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