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 G I G A pods. these pods contain the life force of pets and friends 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 G I G A F R I E N D, the take-it-anywhere interactive friend! your new G I G A F R I E N D is going to need lots of attention to stay healthy and happy. the healthier and happier Y O D A 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 G I G A F R I E N D, the plastic tab is not part of the toy and should be thrown away. once you turn your G I G A F R I E N D on, it should stay on. you never need to turn your G I G A F R I E N D off.

SETTING THE CLOCK
it is very important that you set the clock on your G I G A F R I E N D. the correct time your G I G A F R I E N D eats, plays, and sleeps according to a natural schedule if you don't set the time correctly, your G I G A F R I E N D may get confused - you don't want yoda to sleep all day and keep you awake all night! when you first start the game your G I G A F R I E N D will be in CLOCK M O D E. here is 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 N A M E M O D E.

ENTERING YOUR NAME
you can see how hungry Y O D A is by checking its HUNGER on the S C O R E screen . a 0 means Y O D A has a full tummy-- and a 100 means Y O D A is famished! if Y O D A has a 100, it may refuse to eat. and if it has a 0, it may refuse to do anything else until you feed it!

Y O D A refuses to eat HEALTHY FOOD when hunger index = 100, and a 0 means Y O D A still seems upset, maybe it's time for a little nap.

SLEEP select this icon to turn out the light when Y O D A wants to sleep. Y O D A likes to take naps during the day. if you turn out the light for him, he will happily go to sleep at night. Y O D A will be very tired and just fall asleep right on the floor. if you want Y O D A to have good dreams, turn out the light at night, too.

TRAIN to have Y O D A train you in the ways of the force you must first become a J ED I KNIGHT. you must learn to CONTROL, SENSE, and ALTER your environment with the force Y O D A has created three activities to help you learn. each activity is done five times.

1) CONTROL
in the CONTROL activity, Y O D A will flash symbols randomly on the screen, then suddenly stop and beep. you must press the ENTER button as quickly as possible when he beeps. the sooner you press the ENTER button, the more impressed Y O D A will be! be careful, if you press before he signals, he will be very unhappy with your impatience!

2) SENSE
in the SENSE activity, the screen is divided down the middle. on the left side is a symbol, the right side has a symbol that Y O D A has hidden from you. you must use the LEFT/RIGHT buttons to scroll through the three different symbols on
the left side and then press ENTER to select one YODA then reveals
the symbol on the right side if the two symbols match, YODA will be
very happy with your use of the force. if they do not match, he will be
disappointed with your lack of concentration!

3. ALTER

in the ALTER activity you must use the force to

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table terminal's are not to be short-circuited.

- 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

YODA will allow you to stay another day. as long as you keep your

when the game ends, you will receive a title based on how much you have

YODA will keep you on to teach you even

after 14 days, YODA will dismiss you as his apprentice. however, if you

there are two ways for the game to end. if your

performing your duties as an apprentice, taking

M EET I N G Y O D A ' S N E E D S

if you try to select an activity that YODA does not

GAME OVER

there are two ways for the game to end. if your

your game will also end if you successfully complete your JEDI training.

your game will also end if you successfully complete your JEDI training.

after 3 days, YODA will dismiss you as his apprentice however, if you

YODA may decide to keep you on to teach you even

YODA may decide to keep you on to teach you even

a competitor's name and make you a more

demanding apprentice.

S CO RE

select this activity to check on your score.

your score range from 0 (bad) to 80 (perfect).

when this icon lights up, it means YODA needs

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when YODA's hut gets dirty, it is part of your
duty to clean it up. a clean hut will add to

YODA's peace of mind and make you a more
deserving apprentice.

CLEANING

when YODA asks you to do, he may refuse. try selecting a

different activity until you figure out what YODA needs.

G A M E O V E R

there are two ways for the game to end. if your

score drops to zero, YODA will dismiss you

as his apprentice you can press ENTER to try again.

your game will also end if you successfully complete your JEDI training.

after 3 days, YODA will dismiss you as his apprentice however, if you

are doing very well, YODA may decide to keep you on to teach you even

greater secrets of the force if you keep your score above 95 points.

YODA will allow you to stay another day. as long as you keep your

score high enough, YODA will keep teaching you.

when the game ends, you will receive a title based on how much you have learned. depending on how long you study with YODA, you could achieve the

title of JEDI, JEDI knight, or JEDI master.

you can use the LEFT/RIGHT keys to scroll through screens that
display your SCORE, NAME, and TITLE.

INSERTING THE BATTERIES

to activate your giga pets 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 "lr44" or "g13a" 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 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.

90-DAY LIMITED WARRANTY

tiger electronics, inc. (tiger) warrants to the original consumer purchase

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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 of 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 the dealer or to tiger.

if product returned to tiger without proof of the date of purchase or after

the 90-day warranty period has expired and prior to one year from the

original date of purchase, will be repaired or replaced (at tiger's option) for

a service fee of $5, all 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.

908 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.

Web Site www.starwars.com

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