



Giga Pets™

INSTRUCTIONS

INTRODUCTION

GIGA PETS ARE THE CUTEST PETS YET, AND NOW **BARBIE** HAS A GIGA OF HER VERY OWN **PRECIOUS KITTY**! IT'S UP TO YOU AND **BARBIE** TO KEEP YOUR KITTY AS HEALTHY AND HAPPY AS IT CAN BE. ARE YOU READY?

CONGRATULATIONS!

YOU ARE THE PROUD NEW OWNER OF A **GIGA PET**, THE TAKE-IT-ANYWHERE INTERACTIVE PET! YOUR NEW **GIGA PET** IS GOING TO NEED LOTS OF ATTENTION TO GROW UP HEALTHY AND HAPPY. THE HEALTHIER AND HAPPIER YOUR PET 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 **GIGA PET**. THE PLASTIC TAB IS NOT PART OF THE TOY AND SHOULD BE THROWN AWAY ONCE YOU TURN YOUR **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 **GIGA PET** FOR THE CORRECT TIME. YOUR **GIGA PET** EATS, PLAYS, AND SLEEPS ACCORDING TO A NATURAL SCHEDULE. IF YOU DON'T SET THE TIME CORRECTLY, YOUR **GIGA PET** MAY GET CONFUSED-- YOU DON'T WANT YOUR PET TO SLEEP ALL DAY AND KEEP YOU AWAKE ALL NIGHT! WHEN YOU FIRST START THE GAME, YOUR **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

- 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**.

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. **PRECIOUS KITTY** COMES TO YOU IN A LITTLE BASKET. HOW CUTE!

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 PET'S NAME WILL APPEAR. PRESS **ENTER** TO ADJUST THE NAME.
- 3) TO RETURN TO **GAME MODE**, PRESS **MODE** UNTIL YOUR PET APPEARS AGAIN.

THE GAME SCREEN

THE GAME SCREEN IS YOUR PET'S "HOME." YOU WILL SEE THE PET MOVE AROUND THE SCREEN AND GO ABOUT ITS DAILY ROUTINE, JUST LIKE A REAL PET.

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 YOUR PET.

HOW TO PLAY

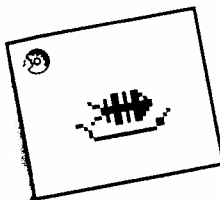
JUST LIKE A REAL PET, YOUR **GIGA PET** NEEDS YOU IN ORDER TO GROW UP HAPPY AND HEALTHY. AT VARIOUS TIMES, YOUR PET WILL REQUIRE A CERTAIN KIND







OF ATTENTION FROM YOU. YOUR PET WILL MAKE NOISE AND THE **ALERT** ICON WILL LIGHT UP.

NOW YOU'VE GOT TO FIGURE OUT WHAT YOUR PET NEEDS! IF YOUR PET IS HUNGRY, FEED IT. IF YOUR PET IS LONELY, PLAY WITH IT. IF YOUR PET IS DIRTY, GIVE IT A BATH. THERE ARE MANY DIFFERENT WAYS FOR YOU TO INTERACT WITH YOUR PET. THE TRICK IS TO FIGURE OUT WHAT YOUR PET NEEDS FROM YOU! 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 YOUR PET. USE THE **LEFT** OR **RIGHT** KEY TO SELECT EITHER HEALTHY FOOD OR TREATS. EVERY KIND OF PET LIKES DIFFERENT KINDS OF FOOD. YOUR **PRECIOUS KITTY** NEEDS A BOWL OF HEALTHY FOOD TO GROW. BUT IF YOUR KITTY IS VERY GOOD, YOU CAN FEED IT A TREAT-- A TASTY FISH NIBBLE!



YOU CAN SEE HOW HUNGRY YOUR PET IS BY CHECKING ITS **HUNGER**  ON THE **SCORE** SCREEN . A  100 MEANS YOUR PET HAS A FULL TUMMY-- AND A  0 MEANS YOUR PET IS FAMISHED! IF YOUR PET HAS A  100 IT MAY REFUSE TO EAT. AND IF IT HAS A  0 MAY REFUSE TO DO ANYTHING ELSE UNTIL YOU FEED IT!

YOUR PET WILL ALWAYS EAT TREATS, EVEN WHEN IT'S FULL! THOSE TREATS TASTE SO GOOD, IT'S IMPOSSIBLE TO SAY NO! BUT BE CAREFUL, TOO MANY TREATS WILL MAKE YOUR KITTY FAT.

SLEEP

SELECT THIS **ICON** TO TURN OUT THE LIGHT WHEN YOUR PET WANTS TO SLEEP. YOUR PET LIKES TO TAKE NAPS DURING THE DAY. IF YOU TURN OUT THE LIGHT FOR IT, IT WILL HAPPILY GO TO SLEEP. A NIGHT, YOUR PET WILL BE VERY TIRED, AND JUST FALL ASLEEP RIGHT ON THE FLOOR. IF YOU WANT YOUR PET TO HAVE GOOD DREAMS, TURN OUT THE LIGHT AT NIGHT, TOO.



SOMETIMES IT'S HARD TO TELL WHEN YOUR PET NEEDS TO SLEEP. IF YOU TRY EVERYTHING ELSE-- FEEDING, PLAYING, OR CLEANING-- AND YOUR PET STILL SEEMS UPSET, MAYBE IT'S TIME FOR A LITTLE NAP.

PLAY

TO KEEP YOUR **BARBIE PRECIOUS KITTY** HEALTHY AND HAPPY, YOU SHOULD PLAY WITH IT OFTEN. WHEN YOU SELECT THIS ACTIVITY, YOUR PET WILL PLAY A GAME WITH YOU.



TO PLAY WITH YOUR **PRECIOUS KITTY**, WATCH FOR THE BUTTERFLY AND HELP YOUR KITTY POUNCE ON IT! QUICKLY PRESS THE **LEFT** OR **RIGHT** KEY IN THE DIRECTION OF THE BUTTERFLY TO POUNCE ON IT. YOUR KITTY WILL LET THE BUTTERFLY GO EACH TIME, SO YOU CAN PLAY AS OFTEN AS YOU LIKE!

DOCTOR

IF YOUR PET'S HEALTH DROPS, YOU CAN ALWAYS TRY A VISIT TO THE DOCTOR. BUT BE CAREFUL! THERE'S ONLY SO MUCH THE DOCTOR CAN DO, AND YOUR PET DOES NOT LIKE TO GO. **BARBIE** SAYS, "ONLY ONE TRIP TO THE DOCTOR EACH DAY. MORE THAN THAT WILL MAKE YOUR PET UNHAPPY!"



CLEANING

SOMETIMES YOUR PET WILL LEAVE DROPPINGS, AND YOU MUST CLEAN THEM UP. IF THERE ARE DROPPINGS ON SCREEN, SELECT **CLEANING** TO CLEAR THEM AWAY. IF THERE ARE NO DROPPINGS ON SCREEN, YOU CAN SELECT THIS ACTIVITY TO GIVE YOUR PET A THOROUGH, ALL OVER CLEANING. IF YOU WANT YOUR PET TO STAY HEALTHY, DON'T LEAVE DROPPINGS ON THE SCREEN, AND DON'T FORGET TO GIVE YOUR PET A BATH AT LEAST ONCE A DAY.





SCORE CHOOSE THIS ICON TO CHECK ON YOUR PET'S PROGRESS. USE THE **LEFT/RIGHT** TO DISPLAY SCREENS SHOWING YOUR PET'S **AGE** AND **WEIGHT**, **HEALTH** AND **HAPPINESS** , **HUNGER** AND **DISCIPLINE** , AND **TOTAL SCORE**.

YOUR PET'S **AGE** INCREASES BY 1 EVERY DAY. WHAT SEEMS LIKE A DAY TO YOU IS ACTUALLY ONE COMPLETE YEAR TO YOUR **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!

YOUR PET'S **WEIGHT** WILL VARY DEPENDING ON YOUR PET'S AGE, DIET, AND EXERCISE. TOO MANY TREATS AND TOO MUCH SLEEP WILL MAKE YOUR PET FAT AND LAZY. MAKE SURE YOUR PET GETS ENOUGH EXERCISE.

HEALTH , **HAPPINESS** , **HUNGER** , AND **DISCIPLINE** RANGE FROM 0 (BAD) TO 100 (GOOD) AND HELP YOU DETERMINE WHAT YOUR PET NEEDS. IF ANY OF THESE FALLS BELOW 20, YOU SHOULD TAKE CARE OF YOUR PET 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 YOUR PET CAN DO ALL SORTS OF INTERESTING THINGS. TRAINING YOUR PET TO PERFORM TRICKS ON COMMAND IS VERY ENTERTAINING! SELECT THE **TRAIN** ICON AND PRESS **ENTER**. THE WORD **REWARD** WILL APPEAR. BUT DON'T REWARD YOUR PET YET! FIRST, PRESS **LEFT** OR **RIGHT** UNTIL THE WORD **TRICK** APPEARS. NOW PRESS **ENTER** AGAIN.

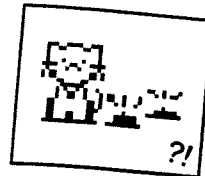
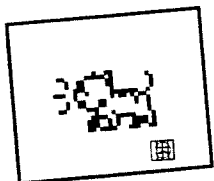
A LIST OF TRICKS WILL APPEAR. YOU CAN PRESS **LEFT** OR **RIGHT** TO SEARCH THROUGH ALL THE TRICKS YOUR PET CAN LEARN. WHEN YOU SEE THE TRICK YOU WANT TO TEACH YOUR PET, PRESS **ENTER**. YOUR PET WILL TRY ITS BEST TO DO THE TRICK YOU ASKED FOR.

IF YOUR PET DOES NOT GET THE TRICK RIGHT, TRY AGAIN! IF YOUR PET DOES THE TRICK CORRECTLY, PRESS **ENTER** AGAIN. THE WORD **REWARD** SHOULD APPEAR. PRESS **ENTER** AGAIN TO REWARD YOUR PET WITH A TREAT. NOW YOUR PET KNOWS THIS TRICK. CONGRATULATIONS!

IF YOU WANT YOUR PET TO PERFORM ITS TRICK AT YOUR COMMAND, SELECT THE **TRAINING** ICON AGAIN. NOW PRESS EITHER THE **LEFT** OR **RIGHT** KEY UNTIL THE WORD **TRICK** APPEARS. PRESS **ENTER**. NOW PRESS **LEFT/RIGHT** UNTIL THE TRICK YOU WANT APPEARS ON THE SCREEN, AND PRESS **ENTER**.

DISCIPLINE SELECT THIS ACTIVITY TO DISCIPLINE YOUR PET. YOUR PET DOES NOT LIKE TO BE DISCIPLINED, SO YOU SHOULD ONLY DISCIPLINE YOUR PET IF ITS **DISCIPLINE** FALLS BELOW 20. DON'T SELECT THIS ACTIVITY TOO OFTEN, OR YOUR PET WILL BECOME UNHAPPY AND UNHEALTHY!

ALERT ?! WHEN THIS ICON LIGHTS UP, IT MEANS YOUR PET NEEDS SOMETHING. USE THE **SCORE** ACTIVITY TO TRY TO FIGURE OUT WHAT YOUR PET NEEDS: FOOD? SLEEP? PLAY TIME? DISCIPLINE?



MEETING YOUR PETS NEEDS IF YOU TRY TO SELECT AN ACTIVITY THAT YOUR PET DOES NOT WANT TO DO, IT MAY REFUSE. TRY SELECTING A DIFFERENT ACTIVITY UNTIL YOU FIGURE OUT WHAT YOUR PET NEEDS.

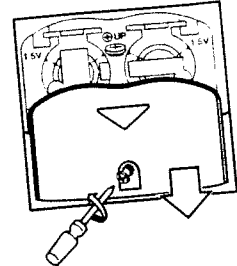


GAME OVER THE GAME IS OVER WHEN YOUR PET DIES. YOUR PET CAN DIE FROM BAD HEALTH OR OLD AGE. IF YOUR PET DIES FROM BAD HEALTH, YOU SHOULD RESTART THE GAME AND TRY AGAIN, TAKING CARE TO PAY CLOSE ATTENTION TO YOUR PET'S NEEDS.

YOUR PET CAN ALSO DIE FROM OLD AGE. YOUR PET IS DESIGNED TO LIVE FOR ABOUT 2 WEEKS. HOWEVER, IF YOU TAKE VERY GOOD CARE OF YOUR PET, IT MAY LIVE LONGER. KEEP YOUR PET'S HEALTH ABOVE 95 AND IT MAY LIVE INDEFINITELY.

WHEN THE GAME IS OVER, YOU WILL SEE YOUR PET TURN INTO AN ANGEL. YOU CAN PRESS **MODE** TO SEE YOUR FINAL **SCORE**, AND PRESS **MODE** AGAIN TO SEE THE ANGEL AGAIN.

RESTARTING THE GAME IF YOUR PET DIES AND BECOMES AN ANGEL, PRESS **MODE** + **ENTER** TO RESTART THE GAME. IF YOU JUST WISH TO START OVER FROM THE BEGINNING, PRESS THE **ACL** BUTTON LOCATED ON THE BACK OF YOUR GAME.



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 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 60066, 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 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 60066 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.