

Giga Pets™

INSTRUCTIONS

"ME TAZ HUNGRY!"

HE IS THE WILDEST, HUNGRIEST, TAZMANIAN DEVIL ON THE PLANET! TAZ NEEDS YOUR HELP TO BE HEALTHY AND HAPPY! HE NEEDS TO EAT, PLAY, EAT SOME MORE, SLEEP, AND STAY CLEAN! HE ALSO NEEDS TO GO TO THE DOCTOR OCCASIONALLY AND EVEN BE DISCIPLINED ONCE IN A WHILE. CAN YOU HELP?

CONGRATULATIONS!

IT'S TIME TO PLAY WITH TAZ AND TAKE GOOD CARE OF HIM. HE IS GOING TO NEED LOTS OF ATTENTION TO STAY 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 UNIT. THE PLASTIC TAB IS NOT PART OF THE TOY AND SHOULD BE THROWN AWAY. ONCE YOU TURN TAZ ON, HE SHOULD START ON. YOU NEVER NEED TO TURN HIM OFF.

SETTING THE CLOCK

IT'S VERY IMPORTANT THAT YOU SET THE CLOCK FOR THE CORRECT TIME. TAZ EATS, PLAYS AND SLEEPS ACCORDING TO A NATURAL SCHEDULE. IF YOU DON'T SET THE TIME CORRECTLY, HE MAY GET CONFUSED -- YOU DON'T WANT TAZ TO SLEEP ALL DAY AND KEEP YOU AWAKE ALL NIGHT! WHEN YOU FIRST START THE GAME, YOUR UNIT WILL BE IN **CLOCK MODE**. HERE'S HOW TO SET THE CLOCK:

- 1) THE **HOOR** 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

TAZ ALREADY HAS HIS OWN NAME. SO ENTER YOUR OWN NAME -- OR ANY OTHER FUN NAME YOU WANT!

- 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

IF YOUR UNIT DOES NOT HAVE A SOUND SWITCH, YOU CAN TURN THE SOUND OFF AS FOLLOWS:

- 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 TAZ ARRIVE! TAZ WILL SPIN THROUGH A TREE FOREST, THEN YOU'LL SEE A CLOSE UP OF TAZ WALKING OR SPINNING AROUND.

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 YOU ENTERED WILL APPEAR. PRESS **ENTER** IF YOU WANT TO ADJUST THE NAME.
- 3) TO RETURN TO **GAME MODE**, PRESS **MODE** UNTIL TAZ APPEARS AGAIN.

THE GAME SCREEN

THE GAME SCREEN IS HOME FOR TAZ. YOU WILL SEE TAZ MOVE AROUND THE SCREEN AND GO ABOUT HIS 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 TAZ.

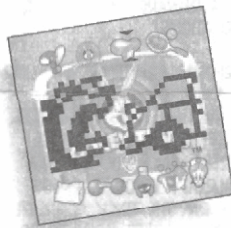
HOW TO PLAY

TAZ NEEDS YOU IN ORDER TO STAY HAPPY AND HEALTHY. AT VARIOUS TIMES, HE WILL REQUIRE A CERTAIN KIND OF ATTENTION FROM YOU. HE WILL MAKE NOISE AND THE **ALERT** ICON will light up.

NOW YOU'VE GOT TO FIGURE OUT WHAT HE NEEDS! IF TAZ IS HUNGRY FEED HIM. IF TAZ IS LONELY, PLAY WITH HIM. IF TAZ IS DIRTY, CLEAN HIM. THERE ARE MANY DIFFERENT WAYS FOR YOU TO INTERACT WITH HIM. THE TRICK IS TO FIGURE OUT WHAT HE NEEDS FROM YOU! USE THE **LEFT/RIGHT** KEYS TO MOVE TO THE ACTIVITY YOU WANT, AND PRESS **ENTER**. HERE ARE THE ACTIVITIES:

FEED

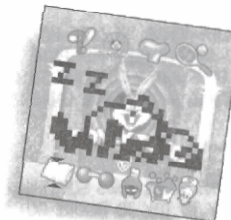
WHEN YOU SELECT THIS ACTIVITY, YOU WILL BE GIVEN A CHOICE OF FOODS FOR TAZ. USE THE **LEFT** OR **RIGHT** KEY TO SELECT EITHER HEALTHY FOOD OR TREATS. TAZ NEEDS A CAR TO STAY HEALTHY (HIS **HEALTHY FOOD**), AND A RUBBER TIRE TO STAY HAPPY (HIS **TREATS**). YOU CAN SEE HOW HUNGRY HE IS BY CHECKING HIS **HUNGER** ON THE **SCORE** SCREEN. A 100 MEANS HE HAS A FULL TUMMY -- AND A 0 MEANS HE IS FAMISHED! IF HE HAS A 100 HE MAY REFUSE TO EAT.



TAZ WILL ALWAYS EAT TREATS, EVEN WHEN HIS FULL! THOSE RUBBER TIRES TASTE SO GOOD; IT'S IMPOSSIBLE TO SAY NO! BUT BE CAREFUL, TOO MANY TREATS WILL MAKE TAZ SICK.

SLEEP

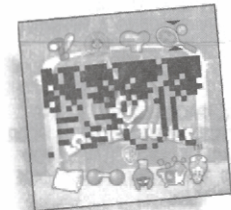
SELECT THIS ICON TO TURN OUT THE LIGHT WHEN TAZ WANTS TO SLEEP. TAZ LIKES TO TAKE NAPS DURING THE DAY. IF YOU TURN OUT THE LIGHT FOR HIM, HE WILL HAPPILY GO TO SLEEP. AT NIGHT, TAZ WILL BE VERY TIRED, AND JUST FALL ASLEEP RIGHT ON THE FLOOR. IF YOU WANT TAZ TO HAVE SWEET DREAMS, TURN OUT THE LIGHT AT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



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

PLAY

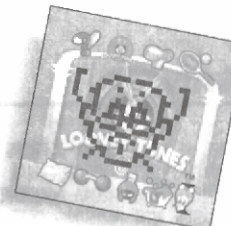
TO KEEP TAZ HEALTHY AND HAPPY, YOU SHOULD PLAY WITH HIM OFTEN. WHEN YOU SELECT THIS ACTIVITY, TAZ WILL PLAY A GAME WITH YOU. HERE'S HOW TO PLAY THE TAZ GAME:



TAZ MUST SPIN THROUGH A FOREST SLICING DOWN TREES. QUICKLY PRESS THE CORRECT **LEFT** OR **RIGHT** KEY REPEATEDLY TO GET TAZ THROUGH THE FOREST. IF YOU DON'T PRESS THE CORRECT KEY REPEATEDLY, TAZ WILL SMACK INTO A TREE! WHEN YOU **WIN** THE GAME, YOU WILL SEE TAZ SMILE.

DOCTOR

IF HIS HEALTH DROPS, YOU CAN ALWAYS TRY A VISIT TO THE DOCTOR. BUT BE CAREFUL! THERE'S ONLY SO MUCH THE DOCTOR (EVEN GRANNY!) CAN DO, AND TAZ DOES NOT LIKE TO GO. WE RECOMMEND NO MORE THAN ONE TRIP TO THE DOCTOR EACH DAY.



CLEANING

TAZ WILL GET DIRTY. WHEN YOU HEAR THE ALERT, USE THE **CLEAN** OPTION TO GIVE TAZ A BATH! (IT'S BEST TO ONLY GIVE HIM ONE BATH PER DAY.)

SCORE

SELECT THE **SCORE** ICON TO CHECK ON TAZ AND HIS PROGRESS. USE THE **LEFT/RIGHT** KEYS TO DISPLAY SCREENS SHOWING HIS **AGE**, **WEIGHT**, **HEALTH**, **HAPPINESS**, **HUNGER**, AND **DISCIPLINE**, AND **TOTAL SCORE**. TAZ'S AGE INCREASES BY 1 EVERY DAY. WHAT SEEMS LIKE A DAY TO YOU IS ACTUALLY ONE COMPLETE YEAR TO HIM! TAZ REACHES ADULT AGE AT ABOUT 5 DAYS, AND OLD AGE AT 14 DAYS.



HOW HEAVY CAN TAZ GET? WEIGHT WILL VARY DEPENDING ON HIS AGE, DIET, AND EXERCISE. TOO MANY TREATS AND TOO MUCH SLEEP WILL MAKE HIM TIRED AND LAZY. MAKE SURE HE GETS ENOUGH EXERCISE.

HEALTH, **HAPPINESS**, **HUNGER**, AND **DISCIPLINE** RANGE FROM 0 (BAD) TO 100 (GOOD) AND HELP YOU DETERMINE WHAT TAZ NEEDS. IF ANY OF THESE FALLS BELOW 20, YOU SHOULD TAKE CARE OF HIM 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

TAZ CAN DO ALL SORTS OF INTERESTING THINGS. TRAINING HIM TO PERFORM TRICKS ON COMMAND IS VERY ENTERTAINING! SELECT THE **TRAIN** ICON AND PRESS **ENTER**. YOU WILL SEE A CHOICE OF **TRICKS** ON THE LEFT AND **REWARD** (TREAT) ON THE RIGHT. PRESS **LEFT** OR **RIGHT** TO TOGGLE BETWEEN **TRICKS** AND **REWARD**. PRESS **LEFT** FOR THE **TRICKS** -- AND THEN PRESS **ENTER** AGAIN.

YOU CAN NOW USE THE **LEFT** AND **RIGHT** KEYS TO SEARCH THROUGH VARIOUS TRICKS FOR **TAZ**, INCLUDING WALK, RUN, SPIN, SPIN OFF SCREEN, AND BURROW. WHEN YOU SEE THE TRICK YOU WANT TO TEACH **TAZ**, PRESS **ENTER**. **TAZ** WILL TRY HIS BEST TO DO THE TRICK YOU ASKED FOR.


IF **TAZ** DOES NOT GET THE TRICK RIGHT, TRY AGAIN! IF **TAZ** DOES DO THE TRICK CORRECTLY, YOU WILL SEE THE **TRICK** AND **REWARD** SCREEN AGAIN. USE THE **RIGHT** BUTTON TO SELECT THE **REWARD** (TREAT) AND **TAZ** WILL EAT HIS TREAT AS A REWARD. NOW **TAZ** KNOWS THIS TRICK. CONGRATULATIONS!

IF YOU WANT **TAZ** TO PERFORM HIS TRICK AT YOUR COMMAND, SELECT THE **TRAINING** ICON AGAIN. SELECT THE **TRICK** ICON AND THEN PRESS **ENTER**. NOW PRESS THE **RIGHT** KEY UNTIL YOU SEE THE PREVIOUS LEARNED TRICK SCREEN. ONCE YOU SEE THE SCREEN OF A TRICK **TAZ** ALREADY KNOWS, PRESS **ENTER**. **TAZ** SHOULD PERFORM THE TRICK CORRECTLY AGAIN. DON'T WORRY IF **TAZ** FORGETS HOW TO DO HIS TRICK BECAUSE YOU CAN ALWAYS TRAIN HIM OVER AGAIN!"

DISCIPLINE

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

ALERT

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

WHAT DOES TAZ NEED

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

GAME OVER

THE GAME IS OVER WHEN **TAZ** PACKS UP HIS THINGS AND WALKS OFF THE SCREEN. **TAZ** WILL LEAVE FROM POOR HEALTH, UNHAPPINESS OR OLD AGE. IF **TAZ** LEAVES, YOU SHOULD RESTART THE GAME AND TRY AGAIN, TAKING CARE TO PAY CLOSE ATTENTION TO HIS NEEDS.

TAZ IS DESIGNED TO STAY ACTIVE FOR ABOUT 2 WEEKS. HOWEVER, IF YOU TAKE VERY GOOD CARE OF HIM, HE CAN STAY ACTIVE LONGER. KEEP **TAZ'S** HEALTH ABOVE 95 AND HE CAN HANG AROUND INDEFINITELY.

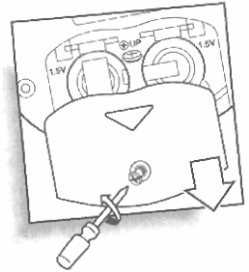
WHEN THE GAME IS OVER, YOU WILL SEE **TAZ** WILL PACK UP HIS THINGS IN A BAG, EAT THE BAG AND WALK OFF THE SCREEN. YOU CAN PRESS **MODE** TO SEE YOUR FINAL **SCORE**.

RESTARTING THE GAME

WHEN **TAZ** LEAVES AFTER A GAME OVER, PRESS **MODE** + **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

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 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, LTD. (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, LTD.

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, LTD. 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.

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.

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