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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO GIGAPET DIGIPOOCH. You'll find the answers to all your questions on the HASBRO GIGAPET DIGIPOOCH in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual HASBRO GIGAPET DIGIPOOCH User guide HASBRO GIGAPET DIGIPOOCH Operating instructions HASBRO GIGAPET DIGIPOOCH Instructions for use HASBRO GIGAPET DIGIPOOCH Instruction manual HASBRO GIGAPET DIGIPOOCH

TIGER ELECTRONICS
ELECTRONIC LCD GAME

AGES 5 & UP
MODEL 70-207



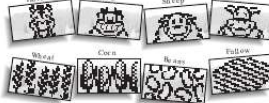
INSTRUCTIONS

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CONGRATULATIONS!

Welcome to the Giga Farm! We've got a lot of work and responsibilities ahead of you. But you'll be able to do it! There's nothing quite so rewarding as taking care of your own farm. Your farm has four pastures. Each pasture can hold one of the following:

—HORSE, PIG, SHEEP, COW, WHEAT, CORN, BEANS, or FALLOW (empty field)



TO START

To start the game, pull the plastic tab from the back of your Giga Farm and throw it away. Once you turn your Giga Farm on, a shoulday you never have to turn it off!

TO SET THE CLOCK

It's really important that you set the clock on your Giga Farm to the correct time. Because you can't see the time on the Giga Farm, you need to set the clock manually. If you don't set the time correctly, the animals could get confused — and they might even fall asleep and never wake up at night! After you start the game, the clock will be in CLOCK MODE.



How to set the clock

1) The **BACK** of the Giga Farm. Press **LEFT/RIGHT** to adjust the hour. When the correct hour is set, press **ENTER**.

2) The **MINUTES** will now be flashing. Press **LEFT/RIGHT** to adjust the minutes. When the correct minute is set, press **ENTER**.

TO PAUSE

When in the **NAME MODE** or the word "STOP". This will turn "pause" the clock. Your GIGA FARM animals and crops will still move on screen but the clock will not advance. To exit pause the "pause" button, or enter the **NAME MODE** or on the word "NORMAL". This will resume the clock to real time.

CHOOSING YOUR ANIMAL OR CROP!

After the clock is set, you will see an opening sequence that scrolls you around the screen to show you your happy farm! Then you can select the first animal or crop for your farm by pressing the **LEFT/RIGHT** buttons to see the various forms of the animal and crop! Keep in mind that not all animals are always available. Some might be "locked" before they have an available.

The **COW** becomes available when you have 100% of each **SEED** or you enter the code "MILK WHITE" on the name screen.

The **SHEEP** becomes available when you enter the code "RAMBAMBE" on the name screen.

The various will vary the different animal and crop. After you use the **LEFT/RIGHT** buttons to scroll through the various fields of the animals and crops, press the **ENTER** button to choose that animal or crop you wish to bring to life!

You can have more than one animal of the same type or crop going at a time if certain conditions are met. When the game begins, you may only activate one animal or up to 3 crops.

When the timer reaches the first animal at 5, the player can go right to add an animal or crop! You can press the **MODE** button on the left and right to find an empty field (quarter). Then press **ENTER** to activate the field. When you select an animal, and crops will appear on the screen when you are available to be you to select!

YOUR NAME

Enter your name. After all, it's your farm!



1) Press **LEFT/RIGHT** to search through the alphabet and numbers.
2) Press **ENTER** to select a letter or number and move to the next space to continue typing out your name choice. We may use up to 12 letters or numbers.
3) Press **ENTER** twice to accept the current name and go to **GAME MODE**.

SOUND EFFECTS

You will hear special sound effects relating to the event happening to your animal or crop on the screen. Each kind of animal has two sounds: a **HAPPY** and an **UNHAPPY** sound. You will hear the **HAPPY** sound for an animal and the **HAPPY** or **UNHAPPY** sound for a crop. Each kind of animal has two sounds: a **HAPPY** and an **UNHAPPY** sound. You will hear the **HAPPY** sound when your animal is enjoying "down time" activities. Down time activities are when you see the animal resting in the field when you are not engaged in any activities. You will hear the **UNHAPPY** sound when an animal is **UNHAPPY** or **UNHEALTHY** requires a check. We will hear the **UNHAPPY** sound from your animal at the **ALERT** sound, telling you that your animal needs something!

TURNING OFF THE SOUND

1) Press **MODE** to enter **CLOCK MODE**.

2) Press **LEFT** to turn the sound off — the **SOUND** will disappear.

3) Press **LEFT** again to turn the sound on — the **SOUND** will appear again.

4) Press **MODE** in any state you need to return to game mode. Each press of **MODE** skips you through the various fields before you get back to the game mode.

RETURNING TO CLOCK MODE

Once the game begins in **GAME MODE**, you can return to **CLOCK MODE** by pressing **MODE**.

1) If you wish to adjust the clock, press **ENTER**. The clock will start flashing.

2) As you set the time, then you can enter your name. Press **ENTER** twice after you finish.

3) To return to **GAME MODE**, press **MODE** and your **GIGA FARM** character will appear again.

NIGHT LIGHT

Your GIGA FARM has a night light feature which allows you to keep farming in the dark. (A battery that must be replaced does not have!) Press the center button to turn the night light on.

CARING FOR YOUR FARM

It is up to you to take care of your farm animals and crops, and to respond to their needs! This is the fun part of the game. Each animal and crop has different needs. Animals have a **AGE**, **WEIGHT**, **HEALTH**, **HAPPINESS**, **HUNGER**, and **LOCKED** — or the **EMOTION**. **COW** will emit a sound that **FEED** every **HOURS** (EMOTION) have a **POTENTIAL**, **POTENTIAL** (EMOTION) at 80. **CROPS** have a **WATER** and a **MAXIMUM POTENTIAL** based on the **FIELD** where they are planted.

Fields are three potential holding animals and growing crops. **HORSES**, **SHEEP** and **COWS** have a **FIELD** potential but not as much as **COWS**. **BEANS** actually increase a **FIELD** potential. **FALLOW** (empty field) also increase potential but not as much as **BEANS**. **POTENTIAL** can not go over 100.

Every day counts as 1 year. Crops should be planted in the spring (morning, between 7am and 11am) and harvested at the fall (3pm). If the crops are not harvested on time, they become compost. If the crops are planted too early or too late, this can affect the yield.

When an animal needs something, it will whistle (if one is on) and the **ALERT** tone will light up in the lower right and screen. You should respond to your animal needs at that time with the correct activity.

If an animal or crop needs food, **FEED**! If an animal is bored, **PLAY** with it. If it's dirty, **CLEAN**! There are many different ways to interact with your farm animals. We try to figure out what your animals and crops need in order to thrive!

Use the **LEFT/RIGHT** keys to move in the activity you think your animal or crop needs, then press **ENTER**.

If you need help understanding what your animal or crop needs, you can check the **SCORE** (only on the bottom of the screen). You should also check your farming tips with your **Book**, and see if they have any tips for you. Finally, more information can be found at the Giga Pets website at www.gigapets.com.

VOICE ACTIVATION (VA)

Your GIGA FARM is equipped with a unique voice activation that responds to your voice or CROPPING. This feature can be used with all the animals and crops you activate.

If voice activation is turned on, certain activities can be triggered by sound. (A message like this follows.)

1) If the animal is named, voice activation can be triggered by sound.

2) If the animal is **SUPPORT**, voice activation will wake up your animal.

3) If the animal is **OFF SCREEN**, voice activation will trigger the animal to walk back on screen.

4) Voice activation will also trigger the **CROPS** to **CROWD** when it is feeding.

TURNING OFF VOICE ACTIVATION

1) Press **MODE** to enter **CLOCK MODE**.

2) Press **RIGHT** to turn the voice activation off — the **VOICE ACTIVATION** icon will disappear.

3) Press **MODE** again to turn the voice activation on — the **VOICE ACTIVATION** icon will appear again.

Press **MODE** again to return to **GAME MODE**. Press **MODE** several times to skip over the various fields before entering the game mode.

ACTIVITIES

We are reviewing the best ways to manage the needs of your farm animals. The needs include: **FOOD**, **SHEEP**, **PLAY**, **DOCTOR**, **CLEAN**, **TRAIN** and **LOCKED**.

Here are some other facts you should know about your animals:

FEED will degrade the condition of their field. The you can use **FEED** **DROPPINGS** to fertilize your crops. Pigs will get hungry very quickly!

SHEEP don't require any crops to feed. They can graze on grass from their field **COWS** like grass. But they grow much quicker than other animals when fed properly.

As the farmers you must carefully use your resources!

Your resources are: **WHEAT**, **SHEEP**, **CORN**, **SEED**, **BEANSEED**, **COMPOST** and **TOTAL**.

COWS require a field requires 10 **SEEDS** of the correct type. An available **CROP** will have a **FIELD** based on the **POTENTIAL** of the field and its existing seed level.

As it is some other facts you should know about your crops:

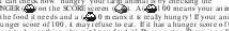
BEANS are the easiest to grow, and actually improve the condition of the field after harvest.

WHEAT is an easy crop to grow, and does not take much out of the condition of the field.

CORN is harder to grow. You must have seeds to feed your animal. Corn quickly degrades the condition of the field.

A field that is left empty or **FALLOW** will improve its condition slightly each day.

FEED



HORSES eat **CORN** or **WHEAT**. **SHEEP** eat **GRASS** or **CORN**. (Grass is free!) **COWS** eat **CORN**, **WHEAT**, **CORN**, or **GRASS**.



CROPS (WHEAT, CORN, BEANS) feed on **WATER** or **COMPOST**.

Every kind of animal and crop has two kinds of food.

Food for the animal comes from your **SEED** (fields). If you run out of seed, your animal will starve! (Actually, we do, and sheep can also get grain on grass!) So you have to make sure you have the right kind of crops planted to feed your animal! Each time you feed an animal requires 1 **SEED**. This amount is deducted from your **SEED** total. You can have up to 100 of each **SEED**.

Just like **ANIMALS**, **CROPS** get hungry through the day and require water. "Water" for crops are **COMPOST**. A crop's maximum potential is based on the condition of the field. **WATER** increases the **FIELD** of the crop. **COMPOST** raises this maximum potential!

When you select that activity, you're given a choice of foods. Use the **LEFT** or **RIGHT** keys to select either **HEALTHY** food or **TRY**. The healthy food is shown on the left side of the screen and the try is shown on the right side. Your animal will only eat **HEALTHY** food to stay **HEALTHY** and **TRY** to stay **HAPPY**.

You can check how "hungry" your farm animal is by checking the **HUNGER** icon on the **SCORE** screen. **ANGRY** 90 means your animal has all the food needs and is **ANGRY** in need of a healthy thing! If your animal has a hunger score of 100, it may refuse to eat. If it has a hunger score of 0, it will refuse to do anything else and you feed it. Please enter. There are **HUNGER** for crops.

Your animal or crop will always eat **try** if it's **try** when it has all the food it needs. But be careful, low in **try** can make your animal or crop sick and ultimately they should never give your animal or crop more than 2 to 3 **try** a day.

SLEEP

Sleep is important for your animals. Your animals may want to take naps during the day. At night, your animals will be especially tired.

Send an **1** hour to tell when an animal needs to sleep.



Your user manual
HASBRO GIGAPET DIGIPOOCH
<http://mypdfmanuals.com/dref/1193769>

Manual abstract:

WHEAT reduces a field's potential but not as much as CORN will. BEANS actually increase a field's potential. FALLOW (empty fields) also increase potential but not as much as BEANS do. POTENTIAL can not go over 100. Every day counts as 1 year. Crops should be planted in the spring (mornings, between 5am and 7am) and harvested in the fall (3-6pm). If the crops are not harvested on time, they become compost. If the crops are planted too early or too late, this can affect the yield. When an animal needs something, it will whine (if sound is on) and the ALERT icon will light up in the lower right hand corner. You should respond to your animal's needs at this time with the correct activity.

If an animal or crop needs food, FEED it! If an animal is bored, PLAY with it! If it's dirty, CLEAN it! There are many different ways to interact with your farm animals. The trick is to figure out what your animals and crops need in order to thrive! Use the LEFT/RIGHT keys to move to the activity you think your animal or crop needs, then press ENTER. If you need help understanding what your animal or crop needs, you can check the SCORE activity (see below) for some hints. You should also share your farming tips with your friends, and see if they have any tips for you. Finally, more information can be found at the Giga Pets website at www.gigapets.com.

TO PAUSE While in the NAME MODE enter the word "STOP". This will then "pause" the clock. Your GIGA FARM animals and crops will still move on screen but the clock will not advance.

To deactivate the "pause" function, re-enter the NAME MODE and enter the word "NORMAL". This will resume the clock to real time. CHOOSING YOUR ANIMAL OR CROP! After the clock is set, you will see an opening sequence that scrolls you around the screen to show you your happy farm! Then you can select the first animal or crop for your farm by pressing the LEFT/RIGHT buttons to see the various faces of the animals and crops! Keep in mind that not all animals are always available. Some must be "unlocked" before they become available. The COW becomes available when you have 100 of each SEED or you enter the code "MILKY WHITE" on the name screen. The SHEEP becomes available when you enter the code "BAARAMEWE" on the name screen. The statistics will vary for different animals and crops. After you use the LEFT/RIGHT button to cycle through the various faces of the animals and crops, press the ENTER button to choose that animal or crop you wish to bring to "life" first. SLEEP () Sleep is important for your animals. Your animals may want to take naps during the day.

At night, your animals will be especially tired! Sometimes it's hard to tell when an animal needs to sleep. If you try everything else --feeding, playing, and cleaning, and the alert icon won't go away, maybe it's time for a little nap! PLAY () Farm animals need to play to keep happy. The PLAY activity for each animal consists of alternately pressing the LEFT/RIGHT buttons before time expires to "power up" the animal and take it through three levels of animations. When you WIN the play activity, you will hear the animal make happy noises! The animal will start with the first animation, and continue this first animation until it is powered up to the next level! Each animal has a medium level animation and can either power up to the next level or slowly fall down to the previous level. The HORSE animations are WALK, RUN, and JUMP THE FENCE. animal seems to forget the trick from day to day. You can always teach the trick again. Your tricks are: A HORSE can WALK, RUN, JUMP BUCK, NAP and MAKE NOISE. , , A PIG can WALK, RUN, take a MUD BATH, ROOT NAP and MAKE NOISE. , , A COW can WALK, SWISH ITS TAIL, LIE DOWN, CHEW CUD, NAP and MAKE NOISE. , , A SHEEP can WALK, RUN, JUMP LIE DOWN, NAP and MAKE NOISE. , , DISCIPLINE () Discipline can be used to raise the discipline of the animals. However, too much discipline will also reduce its HEALTH () and HAPPINESS (). You must learn to balance your animal's need for discipline with its other needs.

TO ENSURE PROPER FUNCTION : - 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).



[Your user manual](#)

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