



# INSTRUCTIONS

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## CONGRATULATIONS!

You've just adopted and become the proud parent of the Cabbage Patch Kids Giga Pets Plus! Take them with you wherever you go! Care for them, love them, interact with them, and watch them grow!

## TO START

To start your game, pull the plastic tab from the back of the unit and throw it away. Once you turn the unit on, it should stay on. You never need to turn it off!

## TO SET THE CLOCK

It is very important that you set the clock for the correct time. Your Cabbage Patch Kids eat, play, and sleep according to a natural schedule. If you don't set the time correctly, they may get confused! You don't want them to sleep all day and keep you awake all night! When you first start the game, you will be in CLOCK MODE.



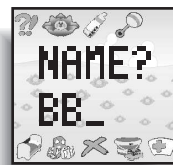
Here's how to set the clock:

- 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, you will automatically start the intro sequence and the NAME MODE.

## TO PAUSE

While in the NAME MODE enter the word "STOP". This will then "pause" the clock. Your CPK Giga Pet will still be able to move around the 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. However you must also reset the clock to the current time since the clock time hasn't advanced. Please Note: Not having the clock set properly will throw off the Cabbage Patch Kids schedule.

## TO NAME



- 1) A flashing bar will appear under the space for each letter and numbers.
- 2) Press LEFT/RIGHT to search through the alphabet and numbers.
- 3) Press ENTER to select a letter or number and move to the next space in the Cabbage Patch Kid name. You may use up to 12 letters or numbers.
- 4) Press ENTER twice to accept the current name and return to GAME MODE.

## SOUND EFFECTS

Your Giga Pets Plus generates sound effects for specific activities in the game. For example: When disciplining your Cabbage Patch Kid, you will hear a special sound effect relating to the event happening to your character on the screen.

## 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. Press MODE again to return to GAME mode.

## THE HAPPY ARRIVAL

When you enter GAME MODE for the first time, you will witness the magical birth of each Cabbage Patch Kid. Bunnybee's will fly over the expecting Mother Cabbages and sprinkle magic crystals onto the Cabbage Patch to pollinate the cabbages so the babies can be born. After each birth, Colonel Casey, BabyLand General Hospital's resident stork, will deliver the babies to your home.



## 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) After you set the time, the name you typed in for yourself will appear. Press ENTER to adjust the name.
- 3) To return to GAME MODE, press MODE and your Cabbage Patch Kid will appear again.

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 Cabbage Patch Kid.

## NIGHT-LIGHT

Your Giga Pet has a night-light feature which allows you to play with and care for your Cabbage Patch Kid in... dark. Press the center button to turn the night-light on.

## DON'T HESITATE TO ACTIVATE

Four Cabbage Patch Kids can be "alive" at once in the game but you can only play with one at a time. The scores and other important information for each of your kids will remain suspended until they are selected. You begin the game with one kid. If you are able to keep its' health above 80% or better for 2 days, you then activate a second Kid. If you are able to keep the health of both 'Kids' above 80% two or more days (which is day four) a third 'Kid' will be born. Finally if you keep all three 'Kids' health above 80% for one more day (which is day five) you will activate the forth and final Cabbage Patch Kid.

## HOW THE KIDS ARE SELECTED

Like all Kids no two Cabbage Patch Kids are alike. Each Cabbage Patch Kid is a unique and lovable individual. When you start the game, the computer will randomly generate a 'Kid for you to take care of. Once you have more than one Cabbage Patch Kid "alive", return to CLOCK MODE by pressing MODE. Press MODE again to see a profile screen of the current 'Kid you are playing with. Press RIGHT to cycle through the different 'Kids. To return to GAME MODE, press ENTER and your new Cabbage Patch Kid will appear.

## BONUS CABBAGE PATCH KID

The bonus Cabbage Patch Kid will be a twin of one of the already active 'Kids you have in the game. To unlock the bonus Cabbage Patch Kid you must enter a SECRET password in the NAME MODE screen. The password is "CPK".

## HOME SWEET HOME

The game screen is your Cabbage Patch Kids "home". You will see the Kids move around the screen and go about their daily routine.

## WATCH THEM GROW UP

The Cabbage Patch Kids have two stages of development! The first stage is the baby stage, which will last for three days. In this stage the Cabbage Patch Kids will act just like a real baby. They will crawl around, eat baby food, cry a lot, and play baby games.



The second and last stage of development is the kid stage. The Cabbage Patch Kids will reach this stage at four days old and will remain at this stage for the duration of the game. The unit will continue to advance in age but the Cabbage Patch Kids won't. The age of the unit can be used as a record, to see how long you can keep your Cabbage Patch Kids active.



In the Kid stage the Cabbage Patch Kids have different food, play more advanced games, and can perform more downtime activities than in the baby stage. Also in this stage the Cabbage Patch Kids will talk to you to let you know if they need or want something. So be a good parent and tend to their needs!

## HOW TO PLAY — FIGURE OUT WHAT YOUR FRIENDS NEED!

At various times, your Cabbage Patch Kid will require a certain kind of attention from you. Your Cabbage Patch Kid will make noise and the ALERT icon (🔔) will light up, when this happens, you need to figure out what your Cabbage Patch Kid needs!

If your Cabbage Patch Kids are hungry, feed them. If they're bored, play with them. If they're dirty or need their diaper changed, give them a bath. There are many different ways for you to interact! The trick is to figure out what your Cabbage Patch Kid needs from you! Use the LEFT/RIGHT keys to move to the activity you want, then press ENTER. Here are the activities:

## VOICE ACTIVATION (🗣️)

Your unit is equipped with unique voice activation that responds to your voice or clapping. This feature is can be used with the four main and one bonus character. If voice activation is turned on, certain activities can be triggered by sound. If one of your 'Kids is climbing on the furniture, voice activation will DISCIPLINE this behavior.

## 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 RIGHT again to turn the voice activation on — the VOICE ACTIVATION ICON (🗣️) will appear again.

Press MODE again to return to GAME MODE.

## FEED (🍼)

When you select this activity, you will be given a choice of foods for your 'Kid. There is a different food group for each of the two stages of development in the game. Use the LEFT or RIGHT key to select either healthy food or treats. The healthy food is shown on the left side of the screen and the treats are shown on the right side. Your 'Kid needs Healthy food to stay healthy and treats to stay happy.

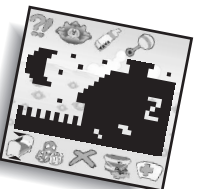


You can check how hungry your 'Kid is by checking its' HUNGER (🍴) on the SCORE screen (📊). A hunger (🍴) 100 means your Cabbage Patch Kid has a full tummy — and a (🍴) 0 means your 'Kid is famished! If your 'Kids have a (🍴) 100 they may refuse to eat. If they have a (🍴) 0 they may refuse to do anything else until you feed them! Try to keep the Hunger score above 80 at all times.

Your Cabbage Patch Kids will always eat treats, even when they're full! Those treats taste so good; they're impossible to resist! But be careful, too many treats will make your 'Kids sick and unhealthy.

## SLEEP (🛏️)

Select this icon to turn out the light when your 'Kids want to sleep. Your 'Kids may want to take naps during the day. If you turn out the light for them, they will happily go to sleep. At night, your 'Kids will be very tired; they might even fall asleep right on the floor. If you want your 'Kids to have pleasant dreams, turn out the light at night, as well.



Sometimes it's hard to tell when your Cabbage Patch Kids need sleep. If you've tried everything else — feeding, playing, or cleaning — and your Cabbage Patch Kids still seems upset, maybe it's time for a little nap!

## PLAY (🎮)

To keep your 'Kids healthy and happy, you should play with them often. When you select this activity, your 'Kids will play a game with you. There are two different games for each Cabbage Patch Kid development cycle. Press RIGHT to select which game you want to play, then press ENTER to start.

## BABY STAGE GAME 1: STAND UP

Like all good parents, you must help your Cabbage Patch Kids to stand up. The baby will be sitting in the center of the screen; you must alternate tapping the LEFT and RIGHT keys to get the baby to stand. Timing is the key for this activity. If you hit the keys too slow or too fast the baby will fall.



## BABY STAGE GAME 2: THE CHASE

Your baby will be sitting in the center of the screen with his bottle and all of the sudden a second Cabbage Patch Kid will appear on the screen and take your baby's bottle. Alternate tapping the LEFT and RIGHT keys to make your baby crawl after the second Cabbage Patch Kid to get the bottle back. If you're not fast enough in tapping the LEFT and RIGHT keys you will lose the chase and the bottle.



## KID STAGE GAME 1: BUILDING BLOCKS

The object of this game is to stack a pile of blocks three high. The supply of blocks will be on the left side of the screen; you must press the LEFT key to make the Kids grab the first block. Next press the RIGHT key to pick up the block and face the opposite direction. To place the block on the ground, press the LEFT and RIGHT key at the same time. Repeat this play pattern two more times to win the game.



## KID STAGE GAME 2: BUTTERFLY CATCHING

Your Kid will chase a butterfly and try to catch it with a butterfly net. Depending which direction the butterfly is flying you must repeatedly tap that arrow key to chase after the butterfly. For example if the butterfly is flying towards the right, you must repeatedly tap the RIGHT key to chase after it. Once you get in close to the butterfly press the ENTER key to swing the net at the butterfly to catch it.



## BIRTHDAY PARTY GAME

In both stages of development your Cabbage Patch Kid will have a birthday party everyday at 11:00 AM. The party will include friends, presents, and of course cake. After the birthday music stops playing and the cake appears on screen you must blow out the candles by tapping the LEFT and RIGHT buttons repeatedly.



## MORE ACTIVITIES

Of course, there are even more activities to help you provide for the well being of your Cabbage Patch Kids! Here are the others:

### DOCTOR (🏥)

If your Cabbage Patch Kids health drops, you can always try a visit to the doctor. But be careful! There's only so much he can do. We recommend no more than one trip to the doctor each day. If you take your Cabbage Patch Kid to the doctor more than once a day it will deduct points off your total score.



### CLEANING (🧼)

Give your Cabbage Patch Kids a bath to keep them clean. You can also brush your Cabbage Patch Kids hair in this activity.



### SCORE (🏆)

Choose this icon to check the progress of your Cabbage Patch Kid. Use the LEFT/RIGHT keys to display screens showing your Cabbage Patch Kids TOTAL SCORE (🏆), HUNGER (🍴), TRAINING (🎓), HEALTH (❤️), HAPPINESS (😊), AGE (🎂), and WEIGHT (🏋️).

TOTAL SCORE (🏆), HEALTH (❤️), HAPPINESS (😊), HUNGER (🍴), and TRAINING (🎓) range from 0 (bad) to 100 (good) and help you determine what your Kid needs. If any of these fall below 20, you should take care of your Cabbage Patch Kid right away. You should try to keep them at 80 or above.

The first 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 TRAINING. This means you must keep your HEALTH, HAPPINESS, HUNGER, and TRAINING high or your Cabbage Patch Kid will suffer

## TRAINING (🎓)

Your Cabbage Patch Kid can do all sorts of interesting things. Training them to perform tricks on command is very entertaining! Select the TRAIN (🎓) and press ENTER. You will see two icons on the screen. The whistle icon starts the training activity and the food icon is the reward if the Cabbage Patch Kid performs the right trick. First, press LEFT or RIGHT until the arrow is pointing towards the whistle icon. Now press ENTER again.



A list of trick screens will appear. You can press RIGHT to search through all the tricks your Cabbage Patch Kids can learn. When you see the trick you want to teach them, press ENTER. Your Cabbage Patch Kids will try their best to do the trick you asked for.

If your Cabbage Patch Kids do not get the trick right, try again! If they do the trick correctly, REWARD should appear. Press ENTER to reward them with a treat. Now your Cabbage Patch Kids know this trick. Congratulations!

If you want your Cabbage Patch Kids to perform a trick at your command, select the TRAINING icon again. Now press either the LEFT or RIGHT key until the Whistle icon is selected. 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 Cabbage Patch Kids. They don't like to be disciplined, but some discipline is necessary. Don't select this activity too often, or they will become unhappy and unhealthy! After disciplining your Cabbage Patch Kids, it is good to play with them to raise his HAPPINESS. Disciplining your Cabbage Patch Kid several times in one day will make your TOTAL SCORE drop.



## ALERT (??)

When this icon lights up, it means your Cabbage Patch Kids needs something. Use the SCORE (🏆) activity to try and figure out what your Cabbage Patch Kids needs: food? sleep? play time?

## MEETING YOUR FRIEND'S NEEDS

If you try to select an activity that your Cabbage Patch Kid does not want to do, it may refuse. Try selecting a different activity until you figure out what your Cabbage Patch Kid needs!

## GAME OVER

The Cabbage Patch Kids never die. If their total score drops below 20 points, they will pack up their things in a bag and walk off the screen.

You will have to reset the unit to reactivate that character. If you reset the unit while other characters are still alive, ALL characters will be reset.

## RESTARTING 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 BATTERY

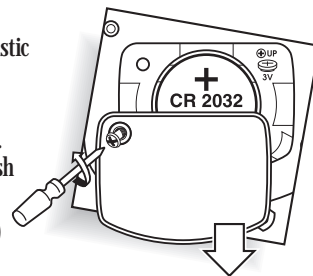
To activate your Giga Pets game, pull the plastic tab from back of game.

To insert the battery, 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 a CR2032 cell battery (battery included) as shown.

### CAUTION:

Not suitable for children under 36 months, may contain small parts.



## TO ENSURE PROPER FUNCTION :

- Battery installation should be done by an 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 ELECTRONICS, LTD. REPAIR CENTER  
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.

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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.

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Belvedere House, Victoria Avenue,  
Harrogate, North Yorkshire, HG1 1EL, England.  
[www.tigertoys.com](http://www.tigertoys.com)

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