



CONGRATULATIONS

You are the proud new owner of a GigaPet the all new virtual pet! The healthier and happier your pet is, the higher your score will be! These instructions will help you along your way.

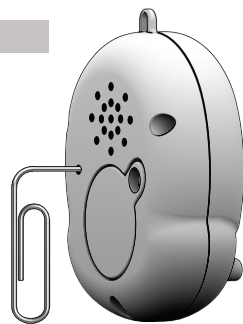
EVOLVING YOUR GIGAPET

At the beginning your new baby will pop on the screen in the form of an egg and then will quickly hatch into the first evolution of the game- the tadpole. As time goes on, the more you care for your pet the bigger it will grow. In this game you will experience 4 main evolutions each which will have their own special games and 1 surprise evolution!



ACTIVATING YOUR DEVICE

To activate your GigaPet, pull the plastic tab from the back of your device. If the screen doesn't turn on right away, try pressing the small button above the battery compartment using a small object like a paperclip or toothpick (this is not a reset button).



INSERTING THE BATTERIES

If you see a low battery flash on your screen you should replace your battery ASAP if you wish to save your progress.



Battery Type: 3V CR2032 button cell

SETTING THE CLOCK (SUPER IMPORTANT)

- 1.) When you first turn the game on, you will be in CLOCK MODE, ready to set the hour.
- 2.) Set the current time. Press LEFT/RIGHT to adjust the hour. When the correct hour is set, press ENTER.
- 3.) Press LEFT/RIGHT to adjust the minutes. When the correct minutes are set, press ENTER.
- 4.) The clock is now set. Now you can name your new pet.

NAMING YOUR GIGAPET

Now that your pet has a birthday, it's time to give it a name.

- 1.) Press LEFT and RIGHT to search through the alphabet.
- 2.) Press ENTER to select a letter and move to the next space in the pet's name. You may use up to 5 letters.
- 3.) Press ENTER twice to accept the current name and return to GAME MODE.



THE GAME SCREEN

The game screen is your pet's "home." You will see the pet move around the screen and go about their daily routine, just like a real pet. Press the LEFT/RIGHT keys to light up the ICONS around the outside of the screen. These icons represent all the different activities that allow you to interact with your pet. If you go more than

15 minutes without interacting with your pet they will sit down to rest. When you would like to play with them again, simply press any button and your pet will start to animate once again.

RESETING THE GAME

If at any point you wish to start over from the beginning, press the MODE button, then press RIGHT three times to open the reset screen. Press LEFT to select Y, then ENTER to reset your device.



MODE MENU FUNCTIONS

When your pet is on the home screen and you press the MODE button, you can review and edit the time, your pet's name, turn the sound on and off, and reset the game. Press RIGHT to scroll through the mode functions and press ENTER to edit them.

-To change the **TIME**, press RIGHT/LEFT to adjust the number and ENTER when you are happy with it.

-To change the **NAME**, press RIGHT/LEFT change the letters and ENTER to select them.

-To turn the **VOLUME** on or off, press ENTER. A speaker with 3 lines indicates that the volume is on and one with no lines means that it is off.

-To **RESET** the game, press RIGHT to move the arrow to the Y and ENTER to select it.

MEETING YOUR PET'S NEEDS

If you try to select an activity that your pet does not want to do, it may refuse. Try selecting a different activities until you figure out what your pet needs or check which stat is low under the heart icon. When your pet wants something, they will sometimes let you know through certain animations like thinking about food when they are hungry. If your pet refuses to do anything there is a good chance they need to sleep for the night.

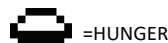
It is important to note that between the hours of 9:00pm-7:00am your pet will only want to sleep. You can still play with your pet at night but it will drop their happiness score.

ALERT?!

You cannot choose this icon. Instead, this icon will light up to let you know that your pet needs something.

SCORE ♥

Choose this icon to check on your pet's progress. Your overall score, which is an indication of how well you are doing, is displayed first. Your score should grow as your pet grows. Use the LEFT/RIGHT keys to display screens showing your pets AGE, WEIGHT, HEALTH, HAPPINESS, HUNGER, and DISCIPLINE. HEALTH, HAPPINESS, HUNGER, DISCIPLINE range from 0 (bad) to 100 (good) and help you determine what your pet needs. If any of those scores fall below 60 you should take care of your pet right away. The last statistic screen is the age and weight of your pet. Each day represents a year in Giga-Time.



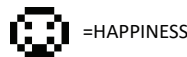
=HUNGER



=HEALTH



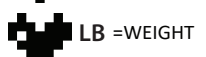
YR =AGE



=HAPPINESS



=DISCIPLINE



LB =WEIGHT

FEED 🦋



When you select this activity, you will be given a choice of foods for your pet. The first food you see is the healthy food and if you press the RIGHT key you see the treat food. Once you have selected your food item press ENTER to feed. Your pet needs healthy food to grow and treats to stay happy.

SLEEP 😴

Your pet needs about 3 naps (10:45am, 2:45pm, 6:45pm) and a full night's sleep between the hours of 9:00pm to 7:00am each day (you can still play with your pet during those hours but it will drop their happiness score). If your pet is looking sluggish or ZZZs start to animate over their head it probably wants to sleep. Select the SLEEP icon to turn out the lights for your pet when it wants to sleep, this will help keep your pet happy and healthy.



PLAY



Ring Jump: Your tadpole just hatched and they need your help to learn some new tricks! In this game you will help your tadpole to jump through a ring that is being held above the water. Your tadpole will randomly swim to either the left or right side of the screen. When they are on the right side of the screen you must press the RIGHT button to jump and when they are on the left side you must press the LEFT button to jump. Jump though successfully 5 times and you will win.



Tadpole Track Race: In this game you must help your tadpole swim to the finish line before time runs out! If your tadpole is swimming towards the right side of the screen rapidly press the RIGHT button to make them go faster and if they are swimming towards the LEFT side of the screen rapidly press the left button to make them go faster.



Munch Madness: Your tadpole is hungry and it's time to eat! In this game food pellets will fall from the top of the screen and it's your job to help your tadpole catch them! Use the buttons to help your tadpole moved towards the food. The RIGHT button will move you to the right, the LEFT button will move you to the left, the ENTER button will move you up, and the MODE button will move you down. If you catch 15 pellets you will win the game, but be careful because there are some dangerous jellyfish floating around and if you bump into them 3 times you will lose the game.



Bird Attack: Your tadpole has grown legs and made it to land but now they are under attack! In this game your tadpole is running away from an oncoming bird. To save your tadpole rapidly press the RIGHT button if they are running towards the right side of the screen and rapidly press the LEFT button if they are going towards the left. As the tadpole runs, the bird will dive down and try to grab it. Press the ENTER button to duck down and dodge its attacks.



Fly Buffet: Test your reflexes by helping your young frog to catch some flies. In this game your frog will be positioned in the center of the screen. If a fly is coming in from the right side of the screen use the RIGHT button to launch your frog's tongue to the right and if it's coming from the left use the LEFT button to launch it left. Catch all 10 flies and you will win the game, miss more than 3 and you will lose.



River Ride: Hop on a lily pad and get ready for a bumpy ride! In this game your frog is floating down the river and it's your job to help them jump and dodge all of the rocks and birds that are coming their way. To jump press either the RIGHT or LEFT button and to duck press the ENTER button.



Highway Escape: How did the frog cross the road? Well with your help of course! In this game it's your job to help your frog avoid the oncoming cars and hop their way to safety. Use the ENTER key to move forward, the RIGHT key to move right, and the LEFT button to move to the left.



Float Down: It's a bird! It's a plane! It's a flying frog?! In this game your frog will puff up into a balloon and start floating down through the trees. As your frog falls you must help them avoid branches by using the RIGHT button to move to the right, the LEFT button to move you to the left. Do a good job and your frog will safely land in the water but if your frog gets hit by more than 3 branches they will deflate and you will loose the game.

DOCTOR



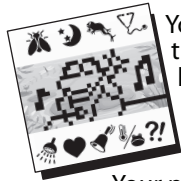
Just like a real pet, your GigaPet will sometimes get sick. Select this activity to take your pet to the doctor but try not to take your pet to the doctor too often or it will drop their happiness score.

CLEANING



Sometimes your pet will leave droppings and you must clean them up. If there are droppings on the screen, select the BATH icon to clear them away. If there are no droppings on the screen, you can select this activity to give your pet a thorough, all-over cleaning. If you want your GigaPet to stay healthy, don't leave droppings lying on the screen, and don't let your pet walk around dirty.

TRAINING



Your pet can do all sorts of interesting things. Select the TRAINING icon and press either the LEFT/RIGHT key until the word TRICK appears then press ENTER. Now you will see the tricks your pet can perform. Press LEFT/RIGHT until the trick you want appears on the screen, and press ENTER.

Your pet will attempt to perform the trick, be sure to reward your pet if they perform the trick correctly to train them properly. To reward your pet, select the TRAINING icon and the word REWARD will appear on the screen. Press ENTER again to reward your pet. If your pet has been properly rewarded for the activity you select, it will obey your commands and boost the pet's discipline score!

TEMPERATURE (TADPOLE STAGE ONLY)



During the first stage of your frog's life you will not need to discipline them but instead monitor their temperature. It's your job to make sure your tadpole's water temperature remains between 50-70° by turning their heat lamp on/off. During the day the water temperature will drop 5° every hour that the lamp is off and it will rise 5° every minute that the lamp is on (at night the temp will only drop 5° every 4 hours). If your tadpole gets too hot or too cold for a long period of time they might get sick and need to go to the doctor.

DISCIPLINE



Select this activity to discipline your pet. Your pet does not like to be disciplined, but some discipline is necessary if you want your pet to behave properly. Don't select this activity too often, or your pet will become unhappy and unhealthy!

TIP: If you don't like this feature you can also raise your discipline score using the training function.

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 for months.

Use the code Giga10 for a 10% off on your next purchase at www.gigapets.com!

IF YOUR PET IS ACTING BUGGY:

Chances are you have a low or malfunctioning battery. Try replacing the battery with a new name brand battery and then press the small button on the back of your device with a paperclip or toothpick. That should hopefully fix any issues you are experiencing.

If you continue to experience issues please contact us at hello@topsecrettoys.us and we will gladly assist you.

WARNING: This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries
- Battery installation should be done by adult
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are only to be charged under adult supervision
- 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.

Keep the instructions since it contains importation information

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference, including interference that may cause undesired operation.

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment to an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help. NOTE: Change or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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