



Dear Diary... **Giga Pets**



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**TIGER[®] ELECTRONICS
INC.**

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INSTRUCTIONS

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INTRODUCTION

The **DEAR DIARY GIGA PETS** organizer combines the functionality of an organizer with the fun of a Giga Pet! Your organizer has a nine function diary, including a calculator, an address book, a homework file to help you remember all of your assignments and a file for your secrets. Keep all your entries private with your own special password!

In addition to the diary, your organizer contains your own Giga Pet that challenges you to raise a Digital Doggie from baby to adult! There are nine functions used to identify its needs and care for it. Just like a real pet, you've got to feed it, clean up after it and even take care of it when it gets sick! The unique design makes it easy for you to care for your Giga Pet because you can meet all of its needs with the lid closed. The happier and healthier your new pet grows, the higher your score!

BEFORE YOU START . . .

Be sure to press the reset button before you use **DEAR DIARY GIGA PETS** organizer for the first time.

Reset Button:

Pressing the reset button deletes all of the information currently stored in your organizer.

Use the tip of a pen to depress the reset button located on the back of the unit. The display screen will ask you, **CLEAR ALL? Y/N** (Figure 1). Press Y (for yes) to delete all of the information currently stored or press N (for no) to return to the initial screen showing the date and time.

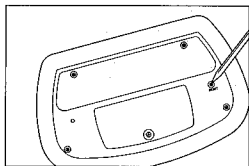


Figure 1

REPLACING BATTERIES

Two 3V button-cell batteries, both type CR2032, power this diary. One is the main battery and the other is the back-up battery. The main battery provides power for normal operations. The back-up battery protects data stored in memory when changing batteries.

If the LCD display becomes dim, you should turn off the diary and replace the main battery. The back-up battery protects your information during main battery replacement.

Memory contents are lost when both the main battery and the back-up battery are removed at the same time. Be sure to always leave one of the batteries in place to protect memory contents. If you remove the main battery for any time, memory retention will depend entirely on the condition of the back-up battery and memory contents are likely to be damaged. If memory seems corrupted, clear it using the reset button.

IMPORTANT:

We recommend that an adult install the batteries.

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the diary. Note the following precautions:

- Be sure that the positive (+) side of each battery is facing up, so you can see it.
- Never leave dead batteries in the battery compartment.
- To avoid damage to the unit from leaky batteries, replace both the main battery and the back-up battery every three years. Batteries should be replaced no matter how much you use the diary during that time.

CAUTION:

To ensure proper function:

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- 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.
- 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.
- Never try to recharge the batteries supplied with your diary.
- Do not expose batteries to direct heat.
- Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

TO REPLACE BATTERIES:

Switch power off, remove the screw holding the battery compartment cover in place. Then, remove the battery compartment cover (Figure 2). You will see the main battery and the back-up battery. The back-up battery has an additional cover.

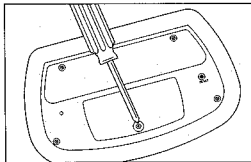


Figure 2

TO REPLACE MAIN BATTERY:

Insert a thin, pointed, non-metallic object (a toothpick for example) into the small hole and remove the old main battery (Figure 3).

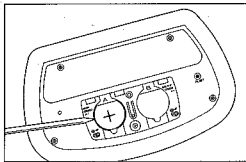


Figure 3

Wipe the surface of a new battery with a soft, dry cloth. Insert the new battery, making sure its positive side is facing up. (You should see the + marking).

Replace the battery compartment cover. Press down on the cover as you replace the screw.

TO REPLACE BACK-UP BATTERY:

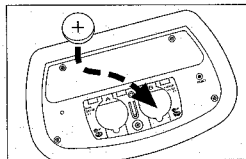


Figure 4

Remove battery compartment cover.

Remove the battery cover from the back-up battery.

Wipe the surface of a new battery with a soft, dry cloth. Insert the new battery, making sure its positive side is facing up. (You should see the + marking).

Replace battery cover, pressing down as you replace screw.

After you have replaced the battery, replace battery compartment cover, pressing down on the cover as you replace the screw.

Remember to replace the batteries **ONE AT A TIME**. If both batteries are removed at the same time, all data will be lost.

GETTING FAMILIAR WITH YOUR ORGANIZER

WORDS YOU SHOULD KNOW

CHARACTER: Any letter, number or punctuation mark (also see letter and digit)

CURSOR: A blinking line under a space on the screen

where any character is or where one can be entered

DELETE: Pressing this key removes the character or symbol above the cursor. Delete also erases information in a file.

DIGIT: 1, 2, 3, 4, 5, 6, 7, 8, 9, or 0

EDIT: Changing information stored in the diary

ENTER: Pressing this key verifies (stores) information you have put in your diary. This key is used in the calculator mode as the equal (=) function.

ICON: One of 18 pictures representing different functions-9 for your diary and 9 for your pet.

LETTER: A - Z

MENU: A list of icons that identifies the 9 main functions of your diary.

MODE: The function your diary is performing
Example: Diary is operating in the **HOMEWORK** mode.

PASSWORD: You may use up to 4 characters to protect the information you have in the following files: Homework, Scheduler, Reminders, Pet Journal, Secrets, and Address Book. Only by using the password (or deactivating the password) can you enter these files.

PROMPT: A question on the screen that asks you to do something

QUIT: Stops using the file you are in and returns to initial screen. Also, leaves initial screen and returns to Menu.

SCREEN: The LCD of your diary. The screen is sometimes called the display.

SCROLL: Moving the cursor to the right or left to read information on the screen.

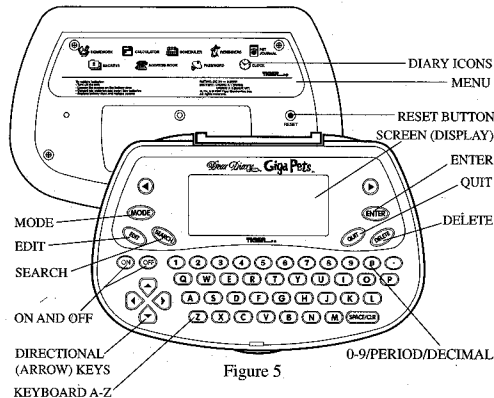
SEARCH: Diary automatically looks for words that you previously stored.

SPACE/CLEAR: Pressing the **SPACE** key puts a space above the cursor for separating words and numbers. In the calculator mode, pressing the **CLEAR** key clears the calculator screen.

STORE: Records information in the diary (usually by pressing the **ENTER** key).

CONTROLS AND INDICATORS

The controls and indicators that you use to operate your organizer are explained below. Note that control names appear in boldface type throughout this book.



MENU: The Menu consists of nine icons that appear on the screen. Use the Menu to enter any of the nine functions of your organizer.

SCREEN: A bright LCD displays all your files and information recorded in them.

DIARY ICONS: Nine pictures appear on the Menu screen. Use the right and left directional keys to move through the icons. Use ENTER to select a icon. The selected icon blinks when chosen. Icons are described on page 11, 12, 13 and 14.

0-9/PERIOD/DECIMAL Keys: Pressing 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 or the "." key makes that character appear on screen above the cursor.

ALPHABET Keys A - Z: Pressing any key A through Z makes that letter appear on the screen above the cursor. The keys are laid-out like a typewriter or computer (QWERTY) keyboard.

DIRECTIONAL (ARROW) Keys: Four keys move the cursor around the screen. Pressing the ▲ (up) key moves the cursor up one line. Pressing the ▼ (down) key moves the cursor down one line. Pressing the ► (right) key moves the cursor one space to the right. Pressing the ◀ (left) key moves the cursor one space to the left.

NOTE: When the message is too long to fit on the screen, small arrowheads appear at one or both ends to indicate more characters are off the screen. **RIGHT ARROW** tells you more characters are right of the screen. **LEFT ARROW** tells you there are more characters left of the screen. Use the right and left arrow keys to scroll back and forth to view or edit any part of the message.

ON and OFF: Press the **ON** key to turn on your diary. Press the **OFF** key to turn off your diary and get to the Giga Pet function. Press the **OFF** key a second time and it will turn off the LCD, but the Giga Pet will still be functioning and let you know when it needs something.

QUIT Key: Press the **QUIT** key to go back to the initial screen of a file. Press **QUIT** twice when in a file to return to the Menu.

EDIT Key: Pressing the **EDIT** key starts the edit function.

SEARCH Key: Pressing the **SEARCH** key starts the search function

DELETE Key: Press the **DELETE** key to cancel the character above the cursor on the screen. Also use this button to erase a file.

SPACE/CLEAR Key: Pressing the **SPACE** key puts a space above the cursor. In the calculator mode, pressing the **CLEAR** key clears the calculator screen

ENTER Key: Press the **ENTER** key to verify (store) information you have put in a file. This key is used in calculator mode as the equal (=) function.

RESET Button: Pressing the **RESET** button deletes all of the information currently stored in your organizer.

DIARY ICONS

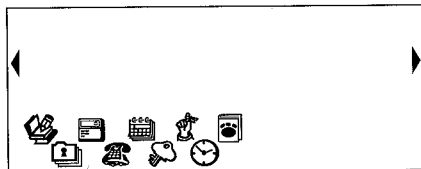


Figure 6



Homework

Keep track of what's due every day and you will never forget an assignment



Calculator

Add, subtract, multiply or divide quickly and easily



Scheduler

Stores your appointments and sounds an alarm so you don't miss them



Reminders

Make a list of things you want to remember



Pet Journal

Keep track of important details about your pet



Secrets

A private place to keep secret information



Address Book

Keep addresses, phone numbers and birthdays of your friends



Password

Certain files in your diary can be "locked" with your own special password



Clock

Displays the time day and date

PET ICONS

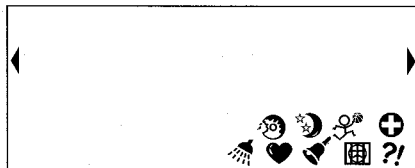


Figure 7



FEED

For feeding your dog



SLEEP

For giving your dog a nice rest



PLAY

For playing with your dog



DOCTOR

For keeping your dog healthy



CLEANING

For cleaning up after your dog



SCORE

To check the score and well-being of your dog



TRAINING

For training your dog



DISCIPLINE

For disciplining your dog



ALERT

Lets you know your dog needs something

USING YOUR DEAR DIARY GIGA PETS ORGANIZER

Remove the label adhered to the LCD screen before use.

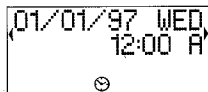


Figure 8

Procedure:

1. Press **ON**.
2. The initial screen (Figure 8) shows:
 - a. Month, day, and year
 - b. Day of the week
 - c. Current time, **AM** or **PM**
 - d. The clock icon
3. If day, date and time are correct, go to step 6. To set the day, date and time, go to step 4.
4. If the time has not been set, the display shows **01/01/97 WED 12:00 A** and the clock icon. The clock starts automatically once the batteries are inserted and the unit is turned on.
5. If the initial screen is incorrect, press **EDIT** and follow the steps listed below.
 - a) The **DATE? MMDDYY** prompt appears with the date from the initial screen. The digit under the first "M" blinks.
 - b) Type in a total of six digits for the month **MM** (01 - 12), day **DD** (01 - 31), year **YY** (97, 98, 99 etc.).
The cursor moves one character to the right as each digit is entered. Example: For August 25, 1998, key in 082598.

c) To change only a few numbers, use the **RIGHT ARROW** and **LEFT ARROW** keys to move the cursor to the digit you want to change and type the new digit.

d) When all the changes have been made, press **ENTER** to store the date. If the date does not exist (for example, June 43, 1998), **INVALID!** appears on the screen. Press any key and the screen prompts you to input a valid **MMDDYY**. Press **ENTER**.

e) The **TIME? HHMM** prompt appears with the time from the initial screen, followed by an **A** or **P** (for **AM** or **PM**). The digit under the first "H" blinks.

f) To edit the time, type in the correct hour, minutes, and **A** or **P**, indicating **AM** or **PM**, or use the **RIGHT ARROW** and **LEFT ARROW** keys to move the cursor to the digits you want to change. Example: **02:30 P** means **2:30 PM**.

g) Press **ENTER** to store the time. (Colon blinks to show the clock is running.) If an impossible time is entered, the word **INVALID!** appears on the screen. Press any key and the screen prompts you to input a valid **HHMM**. Put in the correct time and press **ENTER** to accept the change and return to the initial screen.

h) To cancel the procedure at any time, press **QUIT**.

6. When initial screen is correct, press **ENTER**.

7. The Menu screen appears. The clock icon is blinking. Press **ENTER** to select **CLOCK** mode, or select a different function using the **RIGHT ARROW** and **LEFT ARROW** keys.

NOTE: You can only set the clock while in the diary mode.

DELETE PROCEDURE

DELETE will completely remove information from your files. You may not need the information you had previously stored, or you may need to make room for new information.

Procedure:

1. When you are in a file go to the record you want to delete.
2. Press **DELETE** and the record will be permanently removed.

NOTE: Once information is deleted, the only way to get it back is to retype the information.

EDIT PROCEDURE

Editing allows you to change information in your files. You may make typing errors or decide to change words and numbers.

Procedure:

1. When you are in a file go to the record you want to change.
2. Press **EDIT** and the cursor will appear beneath the first character.
3. Use the **RIGHT ARROW** and **LEFT ARROW** keys to move the cursor to the character or space you want to change.
4. You can delete characters, add new characters or just add a space. To edit the character above the cursor, type the new character over the existing character or press **DELETE**, then type the new character. The cursor automatically moves one place to the right.

5. When you finish editing, press **ENTER** to store all changes.

6. If you want to stop editing at any time, press **QUIT**. The changes you made will not be stored.

PASSWORD



If you would like to protect secrets in some of your files so that no one can read them except you, use a 1- to 4-character secret password. When activated, you can enter the Homework, Scheduler, Reminder, Pet Journal, Secrets, and Address Book only when you enter your password first. The other files cannot be locked with a password.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Select the key icon. A prompt asks you to store a 4-character **PASSWORD** (Figure 9).



Figure 9

3. Choose 1-4 characters, key them in, press **ENTER**. The unit will ask you to **RETYPE** your password to check for spelling errors.

4. Key in the password again. Press **ENTER**.

IMPORTANT NOTE: You must remember your password. Write it down somewhere if necessary. If you forget your password and have not written it down, you will be locked out of very important files. The only way

to re-enter these files without your password is to press the reset button. This procedure will allow you to open the files, but it will also delete all information currently stored in your diary.

5. The organizer then prompts you with three options (Figure 10).

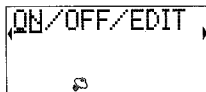


Figure 10

ON - Pressing **ENTER** activates the password.

OFF - If you do not want to use the password, use **RIGHT ARROW** to select **OFF** (cursor will be under the word **OFF**). Pressing **ENTER** turns off the password.

EDIT - If you want to change the password, press **RIGHT ARROW** to select **EDIT** (cursor will be under the word **EDIT**). Pressing **ENTER** allows you to change the password. Pressing **ENTER** twice deletes the password.

NOTE: When the password is on, you must use the password to access the following files: **HOMEWORK**, **SCHEDULER**, **REMINDERS**, **PET JOURNAL**, and **ADDRESS BOOK**.

6. Press **QUIT** to return to **PASSWORD?** screen. Press **QUIT** twice to return to Menu.

HOMEWORK



Keep track of up to five homework assignments. Each of the homework files can be given a **DATE**, a **SUBJECT**, and an **ASSIGNMENT**.

Procedure:

1. Press **ON** and **ENTER**. (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the arrow keys to select the **HOMEWORK** icon.
3. Press **ENTER** to select the **HOMEWORK** file. (Figure 11)

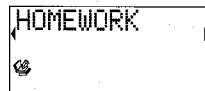


Figure 11

IMPORTANT NOTE: If the password feature is on, you will be prompted to enter your password. Type in your password and press **ENTER**.

4. The **DATE? MMDDYY** prompt will appear.
5. Type in the **MM/DD/YY**. The month and the day must contain two digits. Insert a 0 in front of the month or day when necessary. Press **ENTER**.
6. **SUBJECT?** prompt will appear. Type in the subject (up to 10 characters.) Press **ENTER**.
7. **ASSIGNMENT?** prompt will appear. Type in the assignment (up to 30 characters.) Press **ENTER** to store the date, subject, and assignment.
8. The **DATE?** prompt appears again. Repeat the steps above to store up to four more homework dates/ subjects/assignments.
9. To view, edit, or delete previously stored homework records, first access the homework date by pressing the **▼** key or press **SEARCH** to go to the first date that has a homework entry stored.

10. To view a homework record if you are in the main menu screen, go to the **HOMEWORK** icon, press **ENTER** twice, then press the **▼** and **▲** to review the stored information.

11. If no information is stored, **END OF FILE!** message appears when the **▼** is pressed. Press any key to go back to the **DATE? MMDDYY** prompt.

12. Once a homework record has been accessed, press **EDIT** to make any changes to the stored information. Use the **◀** and **▶** keys to move through the record to the information you want to change. Press **ENTER** to move the cursor through the file, save editing changes, and return to the **DATE? MMDDYY** prompt.

13. Once a record has been accessed, press **DELETE** to erase the record and return to the **DATE? MMDDYY** prompt.

14. Press **QUIT** to return to **DATE? MMDDYY** screen.

15. Press **QUIT** twice to return to the Main Menu.

CALCULATOR

Your diary includes a calculator so you can add, subtract, multiply or divide quickly and easily.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** and **ENTER** if you are using another file to access the Menu).
2. Use the directional keys to select the **CALCULATOR** icon.
3. Press **ENTER** to call up the calculator.
4. Do addition, subtraction, multiplication, and division as follows:

NOTE: Use the decimal point (light purple) key to enter a decimal point in any computation. Use the directional keys as designated to perform the four mathematical functions.

ARROW (▲) = $(\div)$

ARROW (▶) = $(-)$.

ARROW (▼) = $(+)$.

ARROW (◀) = $(\times)$.

Use the **ENTER** key to perform the = function.

Addition: Press 2, press + (**▲**), press 2, press = (**ENTER**). The sum is 4.

Press **SPACE/CLEAR** to clear the screen at any time.

Subtraction: Press 8, press - (**▶**), press 4, press = (**ENTER**). The difference is 4.

Multiplication: Press 4, press $\times$ (**◀**), press 4, press = (**ENTER**). The product is 16.

Division: Press 2 and 5, press $\div$ (**▲**), press 5, press = (**ENTER**). The dividend is 5.

5. Press **SPACE/CLEAR** to clear the screen.

6. Go back to step 4 to use calculator again.

NOTE: Press **QUIT** once at any time to return to Menu.

SCHEDULER

You can store up to 10 scheduler files. Each schedule has a date and time and up to 15 characters for a message. Your unit will sound an alarm as a reminder for each appointment, just like an alarm clock. It shows the current date and other dates to let you know that appointments are stored in the file.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the directional keys to select the **SCHEDULER** icon.
3. Press **ENTER** to open the **SCHEDULER** file. The first screen that appears displays the current day and date as it is set in the calendar.

IMPORTANT NOTE: If the password feature is on, you will be prompted to key in your password.

4. To select a day on which you wish to enter a scheduler file, you can either use the **ARROW KEYS** to scroll through the days before and after the initial date displayed until you find the date you want, or, press **ENTER** to get the **DATE?** prompt (see Figure 12) and key in a specific date. If you have scrolled to a date on which you want to enter a schedule, press **ENTER** twice. If you have keyed in a date on which you want to enter a schedule, press **ENTER** once.



Figure 12

EXCEPTIONS TO THIS INSTRUCTION:

- A. If the initial date displayed has a previously scheduled appointment (indicated by 3-star symbol—see Figure 13), you cannot key in a specific date after pressing **ENTER**. In this case, to key in a specific date, scroll to a date with no previously entered schedule. Press **ENTER**. Key in your selected schedule date and press **ENTER**. Display described in Step 5 will appear.

- B. If the date you wish to select has a previously entered schedule, in order to enter another schedule for the same date, scroll to date with no previously entered schedule. Press **ENTER**. Key in the date you want to schedule. Press **ENTER**. Display described in Step 5 will appear. You can schedule up to 10 schedules for the same date, but they all must have different times.



Figure 13

5. The **TIME?** prompt is displayed (Figure 14), prompting you to enter the time of your appointment. Enter the time using two digits for both the hour and the minute, and indicate a "P" for P.M. (the diary automatically defaults to A.M., unless you press "P").

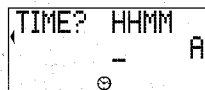


Figure 14

- For example, the time of 3:15 P.M. (Figure 15) is entered by keying in 0315P, and pressing **ENTER**.

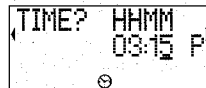


Figure 15

6. The **MESSAGE?** prompt is displayed (Figure 16). Using the alphanumeric keys, enter up to 15 characters as your message. Press **ENTER** to store message.



Figure 16

7. To view messages, scroll to the date you want to review and press **ENTER**. Use the directional keys to move through the message.
8. Use **EDIT** to make changes to date, time or words in a file. To edit, select the file, by scrolling to it. Press **EDIT**. After keying in changes, press **ENTER**. Display will automatically return to current **DAY/DATE**.
9. To erase information, select the entry you wish to erase by scrolling to it and press **DELETE**. Display will automatically return to current **DAY/DATE**.
10. Press **QUIT** to return to Menu.

REMINDERS



Keep a list of the most important things you want to remember! You can store up to five reminder files.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the directional keys to select the **REMINDERS** icon.
3. Press **ENTER** to select **REMINDERS**. Press **ENTER** again, and **DON'T FORGET TO...?** appears on the screen (Figure 17).



Figure 17

IMPORTANT NOTE: If your password is on, you will be prompted to key in your password.

Use the **LEFT** and **RIGHT** directional keys to see the rest of the message.

4. Type in your reminder message (up to 30 characters per message). Press **ENTER** to store reminder.
5. To review your list, use the **UP** and **DOWN** directional keys from the **DON'T FORGET** prompt, to scroll through the list.
6. To edit a reminder, scroll to the record you want to change and press **EDIT**. Type the changes and press **ENTER** to store them.
7. To delete a reminder, scroll to the record you want to delete and press **DELETE**.
8. Press **QUIT** once to return to initial screen, press **QUIT** twice to return to Menu.

PET JOURNAL



Keep a list of important memories about your pet—either your virtual Digital Doggie or your actual pet. You can store up to 10 memos about your pet!

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the directional keys to select the **PET JOURNAL** icon.

3. Press **ENTER** to select **PET JOURNAL**. (Figure 18)



Figure 18

IMPORTANT NOTE: If your password is on, you will be prompted to key in your password.

4. Type in up to 10 journal entries (up to 30 characters for each journal entry). Press **ENTER** to store entry.
5. To review your list, use the **UP** and **DOWN** directional keys from the **PET JOURNAL** prompt, to scroll through the list.
6. To edit a journal entry, scroll to the record you want to change and press **EDIT**. Type the changes and press **ENTER** to store them.
7. To delete a journal entry, scroll to the record you want to delete and press **DELETE**.
8. Press **QUIT** once to return to initial screen, press **QUIT** twice to return to Menu.

SECRETS



This is your private place to keep secret information.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the directional keys to select the **SECRETS** icon.
3. Press **ENTER** to select **SECRETS**. (Figure 19)



Figure 19

IMPORTANT NOTE: If your password is on, you will be prompted to key in your password.

4. Type in up to five secrets (up to 30 characters for each secret). Press **ENTER** to store secret.
5. To review your list, use the **UP** and **DOWN** directional keys from the **SECRET** prompt, to scroll through the list
6. To edit a secret, scroll to the record you want to change and press **EDIT**. Type the changes and press **ENTER** to store them.
7. To delete a secret, scroll to the record you want to delete and press **DELETE**.
8. Press **QUIT** once to return to initial screen, press **QUIT** twice to return to Menu.

ADDRESS BOOK



The **ADDRESS BOOK** is where you put names, phone numbers, addresses and birth dates of up to 20 of your favorite people. This file may be locked, and can only be opened with a secret password (unless your password is deactivated).

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use directional keys to select **NAME** icon.
3. Press **ENTER**. The **B/G?** (Boy/Girl) prompt appears (Figure 20).



Figure 20

IMPORTANT NOTE: If the password feature is on, you will be prompted to key in your password.

4. Press the **B** or **G** key to indicate whether you are entering or searching a boy's or girl's phone number and address.

NOTE: To view names/addresses/phone numbers, use **▲ UP** and **▼ DOWN** keys to read the file, or key in the name and press **SEARCH**.

5. **NAME?** appears on screen. Press letter keys to store the name of your friend (up to 12 letters). Press **ENTER**.

6. **TEL. NO.?** prompt appears. Press number keys to store phone number (12 digits maximum).

Example: Press 638.138.1986 to store area code (638) phone number 138-1986. Press **ENTER**. (Figure 21)



Figure 21

7. **ADDRESS?** prompt appears. Press keys to store address (up to 36 characters). Press **ENTER**.

8. **BIRTH? MMDD** prompt appears. Press number keys to store a friend's birth date **MMDD** (2 digits each for month and day).

Example: Press 0806 for August 6. (Figure 22)

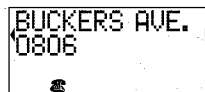


Figure 22

Press **ENTER**. All data is saved in memory.

9. **NAME?** prompt appears on screen again. Follow steps 5-8 to store another friend's information. You can store up to 12 friends.

10. To search for a specific record in your address book, return to **B/G?** prompt. Choose **B** to review a boy's record, choose **G** to review a girl's record. Use the **UP** and **DOWN** arrows to scroll through the file, or type the name and press **SEARCH**.

11. To edit a record in your address book, use the search function to retrieve the record you want to change and press **EDIT**. Type the changes and press **ENTER** to store the new information.

12. To delete a record in your address book, use the search function to retrieve the record you want to delete and press **DELETE**.

13. Press **QUIT** once or twice at any time to return to Menu.

CARING FOR YOUR GIGA PET

Your unit also has a **PET FUNCTION**. Press the **OFF** button to enter the pet mode!

Now your unit will act as a Giga Pet. Even when you switch back to the Dear Diary functions, your pet will call out for things that it needs by beeping! When it does, you need to switch from the diary to the pet mode and take care of your precious Digital Doggie!

Be sure that you set the time correctly in the **DIARY** because when you switch over to play with your Giga Pet, the time in the **DIARY** will apply to your doggie. The correct time is very important because your doggie eats, plays, and sleeps according to a natural schedule. If you don't set the time correctly in the **DIARY**, your pet may get confused—you don't want your pet to sleep all day and keep you awake at night! Now it's time to learn all you need to know about your Digital Doggie:

YOUR DIGITAL DOGGIE CONGRATULATIONS!

You are the proud new owner of a **GIGA PET**, and not just any Giga Pet - you own the Digital Doggie that lives within your Dear Diary! Your new dog is going to need lots of attention to grow up healthy and happy. The healthier and happier your dog is, the higher your score will be! These instructions will help you on your way.

You can interact with your Giga Pet with the lid of your organizer closed just use the yellow buttons! (Figure 23)

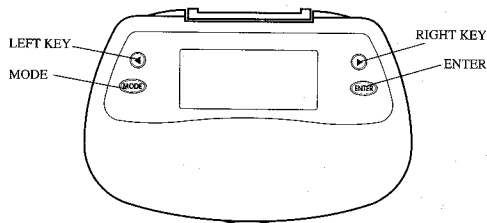


Figure 23

Press **OFF** to exit the diary and enter the world of your Giga Pet! Press the **ON** button at any time to exit the Giga Pet world and re-enter your diary functions.

NAMING YOUR DIGITAL DOGGIE

The cursor will appear under the space for each letter. You may use up to 12 letters.

Press **ENTER** to store your pet's name and return to **GAME MODE**. When you return to the game mode, you will see the **SELECT** menu, which shows the nine pet icons! (Figure 24)



Figure 24

SOUND

Procedure:

1. Press **MODE** to enter the option 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.
4. Press **MODE** to return to the **SELECT** menu.

HAPPY BIRTHDAY!

When you enter the game mode for the first time, you will see the arrival of your new dog. A baby dog will move round in a basket and jump out. The basket will disappear and the baby dog is left behind.

You can press **MODE** to re-enter the option mode to edit your pet's name. When you're satisfied with the name, press **MODE** to return to the game mode.

THE GAME SCREEN

The game screen is your dog's "home." You will see the

dog move around the screen and go about his daily routine, just like a real pet.

Once you've entered the **SELECT** menu, press the **LEFT/RIGHT** keys to select the different **ICONS** in the lower right-hand corner 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 dog needs you in order to grow up happy and healthy. At various times, your dog will require certain kinds of attention from you. Your dog will beep for 5 seconds and the **ALERT** icon (?) will be displayed. If you are responsible and alert, and respond to these needs within 15 minutes, you will earn the best score.

Now you've got to figure out what your dog needs! If your dog is hungry, feed it. If your dog is lonely, play with it. If your dog is dirty, give it a bath. There are many different ways for you to interact with your pet. The trick (and overall objective of the game) 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**.

After 15 minutes, if you do not respond properly, the correct icon will flash as a **HINT**. You then have 5 minutes to respond. If you respond correctly, you will earn points-but not as many as you would have earned without a **HINT**.

If you still do not do the right thing, then points will be deducted from your score and your doggie will become unhappy and unhealthy.

Your pet also has "down time," when it does not specifically require any attention from you. During these times, it will move around and otherwise act alive by barking, sniffing, sitting, and running!

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 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 activity until you figure out what your pet needs.

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. Your pet likes different kinds of food. Your dog needs rice to grow, and doggie bone treats to stay happy.

If you feed your dog on time, you will get + 2 **HEALTHY** for healthy food (rice) or + 2 **HAPPINESS** for treats (bones). Your dog will gain weight when he is fed—and more weight if he is fed **TREATS**.

Don't overfeed your pet! Your pet only needs to be fed once each time. Extra **HEALTH** food does not add any more health. He will refuse to eat and make an unhappy face. Extra treats will add + 1 **HAPPINESS** and - 1 **HEALTH**, and will also add more **WEIGHT**. If your doggie is over the normal weight for its age, it will get a **FAT BODY**.

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. If it has a  0, it may refuse to do anything else until you feed it!

Your pet will always eat treats, even when it's full! Those doggie bones taste so good, it's impossible to say no! Be careful, too many treats will make your dog fat.

If you feed your dog during the "**HINT**" time, you only get half the points: + **1 HEALTH** (for healthy food) or + **1 HAPPINESS** (for treats). He still gains **WEIGHT** as normal.

If you do not feed your doggie at all, you will get - **2 HEALTH** and - **2 HAPPINESS** and your pet will lose **WEIGHT**.

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. At 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.

If you send your dog to bed on time, you will get + **1 HEALTH** and + **1 HAPPINESS**. If you put him to bed during the "**HINT**" time, you will only get + **1 HEALTH**.

If you do not turn out the light for your dog, he will fall asleep on his own, but you get - **4 HAPPINESS**.

If you send your dog to sleep when it's not sleep time, you get - **1 HEALTH** and your pet gains **WEIGHT**.

PLAY

To keep your dog healthy and happy, you should play with it often. When you select this activity, your dog will play a game with you. Here's how to play the doggie game. Your dog likes to play catch. When your dog appears on the screen, you have to control him to make him jump to the other side of the screen. If you press the **LEFT/RIGHT** keys at just the right moment, your doggie will chase the ball step-by-step and will finally catch it! Then, you will see your dog on screen with a happy face. If you don't succeed in catching the ball, your doggie will show you his unhappy face!

If you play with your dog on time, you get + **2 HEALTH**. If you play with your dog during "**HINT**" time, you only get + **1 HEALTH**.

You can play with your dog at other times. If you play with your dog at least once each hour, you will get + **1 HAPPINESS** for that hour. However, if you play with your dog during an hour with **SLEEP** on the schedule, you will get - **2 HAPPINESS**.

If you do not play with your dog on time, you will get - **2 HEALTH** and - **2 HAPPINESS**, and your pet will gain **WEIGHT** from being lazy.

CLEANING

Sometimes your doggie 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 doggie 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. If you leave many droppings on the screen, your dog will become unhappy at first, and eventually unhealthy.

If you clean up the droppings on time, you will get + 2 **HAPPINESS**.

If you clean up the droppings during "**HINT**" time, you only get + 1 **HAPPINESS**. If you do not clean up the droppings on time, your dog loses **HAPPINESS**, and the droppings remain on the screen. Your pet loses **HEALTH** each hour there are droppings on the screen.

Your dog needs to take a bath, too. Use the **CLEANING** icon to wash your dog. You will see the dog jump into the bath tub (wearing its shower cap). If you clean him this way once each day, you get + 1 **HEALTH**. If you try to clean him more than once each day, you will get - 1 **HAPPINESS** each time you try.

TRAINING

Your pet can do all sorts of interesting things. There are two options: **REWARD** or **COMMAND**. Your doggie has several activities that he will randomly do during his "down time"—bark, sniff, run, sit. A good pet owner can actually train his pet to perform these activities on command.

You can **COMMAND** your doggie to perform a trick. If your dog has been trained and rewarded often, he

will perform the trick you have trained him to do. It takes some time for your dog to learn to do tricks. At first, he may not respond to the **COMMAND** at all. Other times, he may respond, but he will do the wrong action. Eventually, he will get it right.

When your pet correctly performs the activity at your command, you can enter the **TRAIN** menu and select **REWARD**. The doggie will remember that you have rewarded him for this action.

Training your pet to perform tricks on command is very entertaining!

Procedure:

1. Select **TRAIN** (✓) and press **ENTER**. The word **REWARD** will appear. But don't reward your pet yet!
2. First, press **LEFT** or **RIGHT** until the word **TRICK** appears. (Figure 25) Now press **ENTER**.
3. A list of tricks will appear. You can press **LEFT** or **RIGHT** to scroll through all the tricks your pet can learn.

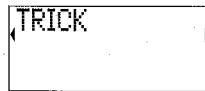


Figure 25

4. When you see the trick you want to teach your pet, press **ENTER**. Your pet will try its best to do the trick you selected.
5. If your pet does not get the trick right, try again! If your pet **DOES** the trick correctly, press **ENTER**.
6. The word **REWARD** will appear.
7. Press **ENTER** to reward your pet with a treat. Now your pet knows this trick. Congratulations!

8. If you want your pet to perform its trick at your command, select the **TRAIN** icon and repeat step 2-7.

HEALTH CARE

If your doggie gets really unhealthy, you can take him to the doctor.

In this setting, you can take drastic steps to make your dog healthier. You will see the ambulance take your dog to the doctor, and the doctor will examine him. You get - 4 **HAPPINESS** and + 4 **HEALTH** when you use the doctor. Your dog does not like to go to the doctor. If you try to take him more than once each day, you will get - 1 **HAPPINESS** each time you try. (You will see the dog's unhappy look.)

DISCIPLINE

Select this activity to discipline your pet. Sometimes your dog will make lots of noise. When this happens, you should **DISCIPLINE** your pet using this option. If your dog is making noise because he really needs attention, you will get -1 **HAPPINESS** if you discipline him.

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!

SCORE

Choose this icon to check on your pet's progress. Use the **LEFT/RIGHT** keys to display screens showing your pet's **NAME**, **AGE** and **WEIGHT**, **HEALTH**  and **HAPPINESS** , 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.

Your pet's **HEALTH**  score increases by feeding your pet healthy food, playing with your pet on time, and keeping it clean. Health ranges from 0 to 100, and the game begins with a health of 80. Health can not go over 100.

Your pet's **HAPPINESS**  increases by feeding your pet treats, playing with your pet on time, and getting enough sleep. Happiness ranges from 0 to 100, and the game begins with a happiness of 80. Happiness can not go over 100.

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 **TOTAL SCORE** is an indication of how well you are doing. The higher your score, the better you are doing. Your **TOTAL SCORE** depends on the **WEIGHT** of your pet, times the average percentage of **HEALTH** and **HAPPINESS**. This screen also displays your pet's name.

GAME OVER

The game is over when your pet dies. Your pet can die of

BAD HEALTH, UNHAPPINESS, or OLD AGE.

BAD HEALTH

If your dog's health reaches zero, it dies. You will see your little pet turn into an angel and go to heaven. Try again!

UNHAPPINESS

If your dog's happiness reaches zero, and it continues to lose **HAPPINESS**, it will begin to lose **HEALTH** instead. This could cause it to die.

OLD AGE

Of course, every pet owner must face the fact that your pet will eventually die. The average maximum age of your pet is 14 days. However, if your pet is at 95 **HEALTH** or more on the 14th day, it will live another day. This can continue up to 99 days.

When the game is over, you will see your pet turn into an angel. Press **MODE** once to see your final **SCORE**. Press **MODE** twice to see the angel again.

RESTARTING THE GAME

If your pet dies and becomes an angel, press **MODE** to receive the status and **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.

NOTE: THIS WILL ALSO ERASE ALL DIARY INFORMATION.

CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Replace batteries when the screen become dim.

Do not use pencil or pin to press the reset button. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

TROUBLESHOOTING

SYMPTOM

Unit will not function after initial battery insertion.

Unit freezes or will not turn off.

The screen become dim, cursor movement slows or functions do not work consistently.

The screen is too light or too dark.

SOLUTION

Press **RESET** on the back of the unit. **RESET MUST** be pressed before using for the first time.

Press **RESET** on the back of the unit.

Main battery requires replacement.

Adjust screen contrast. At initial screen, in the clock mode, touch the ▲ to darken or ▼ to lighten.

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 parts. Instead, write to us at:

TIGER ELECTRONICS REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also, include the sales slip, date and 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 material 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 charge of US\$20.00. 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 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 PRODUCT.

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