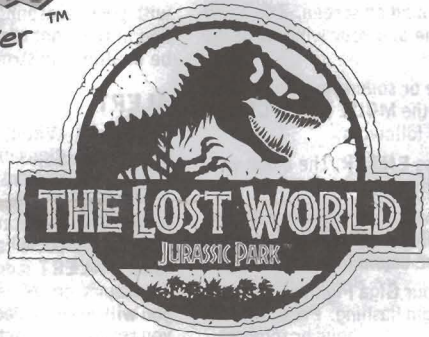


Giga Fighters

Your Virtual Fighter™

TIGER
ELECTRONICS, LTD.



WARNING:
CHOKING HAZARD - SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YEARS.

AGES 5 AND UP
MODEL 70-354

INSTRUCTION

WELCOME!

Welcome to the world of the Giga Fighters! Giga Fighters is a new kind of game that challenges you to care for and train your very own virtual fighter.

You can also use your fighter to spar against a computer opponent or link to another Giga Fighter unit and fight head-to-head!

TURNING ON THE GAME

To start the game, pull the plastic tab from the back of your Giga Fighter.

The plastic tab is not part of the toy and should be thrown away. Once you turn your Giga Fighter unit on, it should stay on. You never have to turn it off!

SET THE CLOCK

It's really important that you set the clock on your Giga Fighter to the correct time, because Giga Fighters eat, train and sleep on a natural schedule. If you don't set the time correctly, your fighter could get confused — it might sleep all day and keep you awake all night!

After you start the game, the game will be in **CLOCK MODE**. Here's how to set the clock:

- 1) The **HOUR** will be flashing. Press ◀/▶ to adjust the hour. When the correct hour is set, press **ENTER**. Make sure AM or PM is set correctly.
- 2) The **MINUTES** will now be flashing. Press ◀/▶ to adjust the minutes. When the time is set to the right minute, press **ENTER**.

CHOOSING YOUR PADDOCK



There are 3 different paddocks for you to raise and train your dinosaurs in. Use the ◀ and ▶ arrow keys to highlight a paddock and press enter to select. You can only raise 1 dinosaur in each paddock.

CHOOSING YOUR DINO FIGHTER!

Once you have chosen a paddock, you can choose a dinosaur to live there. You will see the head of the first available dinosaur. Use the ▶ arrow key to move to the next dino. You begin with 5 different dinosaurs to choose from: **T-Rex** (Tyrannosaurus Rex), **Compy** (Procompsaurus), **Pachy** (Pachycephalosaurus), **Stego** (Stegosaurus), or **Tri-Tops** (Triceratops). When the dino you wish to train is on the screen, press the **ENTER** button to select. This will now become your active dino fighter.



NAME YOUR UNIT

After you have set the clock, and placed a dinosaur in a paddock it is time to give your Giga Fighter unit a name.

- 1) Press ◀/▶ to search through the alphabet and numbers.
- 2) Press **ENTER** to select a letter or number and move to the next space to continue spelling out your name choice. You may use up to 12 letters or numbers.
- 3) Press **ENTER** twice to accept the current name and begin **GAME MODE**.

Once you select your dinosaur and name press **ENTER**, you will enter **GAME MODE** and the training can begin.

GAME MODE and CLOCK MODE

While the game is in Game Mode, you will see your active dino fighter moving around on screen. The game screen is your dinosaur's home and your window to the Lost World.

If you need to adjust the time or sound you can go back to **CLOCK MODE** by pressing the **MODE** key. In **CLOCK MODE** you can do any of the following:

- 1) To change the **TIME**, press **ENTER**. The clock will begin flashing and you can adjust the time.
- 2) To turn the **SOUND** off, press the ◀ arrow key. The sound icon will disappear. To turn the sound on, press the ◀ arrow key again. The sound icon appears.
- 3) To change the **NAME** of your Giga Fighter unit press **ENTER**. The clock will begin flashing. Press **ENTER** without changing the time on the hour or minutes. The **NAME** will appear and begin flashing. Use the arrow keys to change the letters and the **ENTER** key to select.
- 4) To select a new dinosaur, press the **MODE** key when in **CLOCK MODE**.

Press the **MODE** key again to see the 3 paddocks. Use the left and right arrow keys to select a paddock and activate a dinosaur (for more information see **ADDING MORE DINOSAURS**).

THE CARE AND TRAINING OF YOUR GIGA FIGHTER

There are many different activities that you can do with your Lost World Giga Fighter. Each activity is important for keeping your dinosaur healthy and fit for combat.

It is up to you to care for your dinosaur, and to respond to its needs. When your dino needs something, the **ALERT** icon will light up in the upper left corner. You should respond to your dinosaur's needs at this time with the correct activity.

If it is hungry, **FEED** it! If it is bored, it may need to **TRAIN**! If it is dirty, give your dino a shower! There are many different ways to interact with your dinosaur. The trick is to figure out what is needed! Use the ◀/▶ keys to move to the activity you think it needs, then press **ENTER**.

If you need help understanding what your dinosaur needs, you can check the **SCORE** activity (see below) for some hints. You should also share your training skills with your friends, and see if they have any tips for you.

Finally, more information can be found at the Giga Fighters website at www.gigafighters.com.

ACTIVITIES!?

These are the 10 activities that will help you interact with your dinosaur. Learn to do each at the proper time and in the right amount and your dinosaur will grow to be healthy and strong.

ALERT



When this icon flashes, it means your dinosaur needs something. Use the **SCORE** screens to try to figure out what it needs. Is it food? Sleep? Or something else? Try selecting a different activity until you figure out what it needs. Following the prompts of the **ALERT** icon is a good way to get to know your dinosaur's needs. If you respond quickly to its needs you will be rewarded. However, if you wait too long before you respond, the activity your dinosaur is requesting will also begin to flash. Your rewards may not be as great, but you will know exactly what your dino needs.

SCORE

Choose this icon to check on your dino's progress. Use the ◀/▶ keys to display screens showing the **NAME** of the unit, **NAME** of the active dinosaur, **AGE**, **WEIGHT**, **HEALTH**, **TRAINING**, **DISCIPLINE**, **FEROCITY**, **CUNNING**, **TOUGHNESS**, **WIN/LOSS**, **SCORE**, and the **DINO HEAD**. These are the important stats that will help you determine the condition of your dinosaur. Pay close attention to how these stats are affected by when and how much you do the various activities.

JIMMY NAME

This will display the name or code currently entered for the unit.

T-REX NAME of active dinosaur

This tells you what the active dinosaur is.



AGE

This will tell you the age of your dinosaur. The **AGE** will increase by one each day it is in your care.



WEIGHT

This will tell you the weight of your dinosaur. Weight is affected by how much and how often you feed your dinosaur.



HEALTH

This tells you how healthy your dinosaur is.



TRAINING

This tells how much and how well you have trained your dinosaur. Frequent visits to the Training activity will help increase this number.



DISCIPLINE

This tells you how disciplined your dinosaur is. If this number gets below 50 your dinosaur will need some discipline or may become too lazy.



FEROCITY

This stat reflects how well your dinosaur can utilize the **FEROCITY** combat move. Successfully doing the **FEROCITY** training exercise will increase this number.



CUNNING

This stat reflects how well your dinosaur can utilize the **CUNNING** combat move. Successfully doing the **CUNNING** training exercise will increase this number.



TOUGHNESS

This stat reflects how well your dinosaur can utilize the **TOUGHNESS** combat move. Successfully doing the **TOUGHNESS** training exercise will increase this number.



WIN/LOSS record

This will retain your dinosaur's record when you link to another unit for real head-to-head fighting action. A record will track the number of fights won and lost.



TOTAL SCORE

This tells you the overall success you are having with your dinosaur



DINOSAUR'S FACE

Your dinosaur's face will show you how your dinosaur is feeling.



Because dinosaurs have a fairly limited diet, each dino will have only 1 food choice: meat or plant. The carnivorous dinosaurs will eat meat and the herbivores will eat plant food. Press **ENTER** to give your dinosaur 1 portion of food.

VOICE ACTIVATION

Your Giga Fighter comes with a voice activation feature that you can use to interact with your dinosaur! After choosing this activity, press the **◀** arrow key to turn the voice activation on and the **▶** arrow key to turn it off. Press the **ENTER** key to exit this activity.

When this feature is on your dinosaur will respond to your voice or any loud noise. There are 3 ways you can command your dinosaur:

- 1) If your dinosaur walks off the screen, you can command it to return!
- 2) If your dinosaur goes to sleep but the light is still on, you can command it to wake up!
- 3) You can double the effect of discipline by using voice activation to discipline your dinosaur.

LINK



Selecting this will allow you to link to other Lost World Giga Fighters or link to a personal computer to upload your scores and download features and secrets from the Giga Fighter web site at www.gigafighters.com.

- 1) To link to another Giga Fighter for head-to-head combat, place one end of the included link cable into the link port located on the top of the unit. Connect the other end to the link port of another Giga Fighter unit. Select the **LINK** activity on both units and press the **ENTER** buttons at about the same time. If there is too much delay between the linking of either unit, or the cable is not connected properly, your dinosaur will resume his solo training until you try again. For **HINTS** on how to fight see the **SPARRING** exercise under **TRAIN**.
- 2) To link to the Giga Fighter web site, you must have the Web Link Cable (sold separately) and a PC connected to the internet using either Netscape browser 3.0 or higher or Microsoft Internet Explorer browser 3.02 or higher. Make sure the 9-pin connector is securely connected to either serial port on the back of the PC (Comm 1 or Comm 2). Make sure the other end is connected to the link port in the Giga Fighter unit. Select the **LINK** icon, but do not press the **ENTER** button until prompted by the Giga Fighter web site. You must now go to www.gigafighters.com to register and become eligible for uploads and downloads. At **COMM CENTRAL** you may upload your Giga Fighter stats and scores and compare them with other fighter's around the world. You may also download secrets and features to your Giga Fighter.

SLEEP



Select this icon to put your dinosaur to sleep. Make sure the clock is set correctly as your dinosaur will live according to a natural schedule. If the AM and PM on your clock is set incorrectly your dinosaur may want to sleep all day and stay awake all night! To wake your dinosaur up, select this activity and press the **ENTER** key to turn on the light. After a brief moment, your dinosaur will stand and begin to move around.

TRAIN

Training will turn your dinosaur into a vicious fighting machine.

There are 3 different training exercises along with a sparring exercise that allows you to fight against a computer controlled opponent. Each training exercise is designed to improve your skill in each of the three combat moves: **FEROCITY**, **CUNNING**, and **TOUGHNESS**. To exit the training selection screens, press the **MODE** key.

After each repetition of an exercise, your dinosaur will show you a happy face (mouth open) if the exercise was

done correctly and a mad face (mouth closed) if it was not. Here is how each exercise works:

FEROCITY



To increase your dinosaurs **FEROCITY** you must cultivate its natural aggression by chasing and catching either a pig or a human. Your prey will appear in front of your dinosaur and you must rapidly press the key that corresponds with the direction the prey is running. When you are close to the prey, press the **ENTER** key to catch it. So, for example, if your dino appears facing to the left and a pig appears and runs to the left, quickly press the **◀** arrow key until your dino is close to the pig. Now press the **ENTER** key and watch your dino use its' ferocity to attack the pig.

TOUGHNESS



To increase your dinosaur's **TOUGHNESS**, your dino must practice knocking down trees. Your dinosaur will appear facing a tree.

Quickly alternate between pressing the **◀ / ▶** keys to make your dino head-butt the tree. If you hit the tree hard and often, it will break in two.

CUNNING



To increase your dinosaur's **CUNNING**, you must train in the tail sweep exercise. Your dino will be positioned with his back and tail facing you. The dino's prey will appear from either the left or right side and will move towards the dinosaur. When the prey is close to the tail, quickly press the **▶** and then **◀** arrow key to do a tail sweep (only 1 **▶** key press and 1 **◀** key press for the tail sweep). If your timing is good, you will see the prey fly through the air. Remember, this exercise is all about timing and you must do the **◀ / ▶** press at just the right time.

SPARRING



This training exercise will allow you to fight against a randomly selected, computer controlled opponent. Each match consists of 9 rounds. The first dinosaur to win 5 rounds wins the match. In each round, you have the chance to use one combat move:

FEROCITY MOVE Press the **ENTER** key
CUNNING MOVE Press the **▶** arrow key
TOUGHNESS MOVE Press the **◀** arrow key.

There are 3 important points to consider when fighting and training:

Timing - Since each round consists of one move per dinosaur, choosing to move first or second plays an important part in your success. If you choose to move first your attack has a better chance of success. However, if you move second, you have a chance of countering your opponents attack.

Move Selection - Each move has a counter move that will beat it. Knowing your enemy's moves and the correct counters can be your most devastating skill.

Skill Stats - The higher your scores are for each attack move (**FEROCITY**, **CUNNING**, **TOUGHNESS**), the more powerful your attack will be.

Train to increase these stats. Also note your best and weakest move so you may use this to your advantage.

DISCIPLINE



Sometimes your dinosaur gets out of control or becomes sluggish and lazy and needs some discipline. You can select this activity to discipline your dinosaur. This will raise its' **DISCIPLINE** score.

Disciplining your dinosaur can make the health go down so you must learn to balance your dinosaur's need for discipline with its' other needs. **NOTE:** If you wish to terminate a dinosaur's training, continuously discipline your dinosaur until the health drops to 0 (at which point the dinosaur retires). You can then choose another dinosaur. This is especially useful when you are training 3 dinosaurs and would like to get rid of one so you may choose another. However, if your dinosaur dies, you will not be able to activate that particular dinosaur unless the unit is reset.

SHOWER



After frequent training your dinosaur may need a shower to clean up.

Fighting can be dirty work, and your dinosaur does not like to be overly dirty or bloody. When your dinosaur needs a cleaning, select this activity.

DOCTOR



Sometimes the rigors of training can make your dinosaur sick or injured. When your dinosaur's **HEALTH** gets low, a visit to the **DOCTOR** may provide a small boost.

The **DOCTOR** can only do so much for an unhealthy dinosaur and understands that the healing process takes time. The **DOCTOR** may only wish to treat your dinosaur once a day. If your dinosaur does not wish to go, but you think it is necessary, press the **ENTER** button twice to force a visit. This may not be good for the dinosaur.

SECRET CODES!

Your game comes with many secret codes that you can enter to lock and unlock bonus features. Here's how you enter a secret code:

- 1) Press the **MODE** button to enter **CLOCK** mode.
- 2) Press the **ENTER** button twice to move to the name screen.
- 3) Select the correct letters in the code just like setting the name.
- 4) When the code is spelled out correctly, press **ENTER** twice.

Here are some codes for you to try:

SLOW - To slow down the clock.

FAST - To speed up the clock.

STOP - To stop the clock and pause the game completely. This is useful if you cannot attend to your dinosaur's needs for an extended period of time. Your dinosaur will not be harmed when it is paused.

NORMAL - To return the clock to normal settings. This is important to return to your game and exit pause mode. **ALSO MAKE SURE TO SET YOUR CLOCK TO THE CORRECT TIME.**

After the code has been activated, it will stay that way until you turn it off. After you activate a code, you can go back to the **NAME** screen and fix your dinosaur's name - and the code will stay ready for you!

You can also get more secret codes and features from the Giga Fighter web site at www.gigafighters.com.

ADDING MORE DINOSAURS

You can train up to 3 dinosaurs at once. However, once you have three dinosaurs selected, you cannot choose another until one has died or retires.

- 1) Press **MODE** to enter **CLOCK MODE**.
- 2) Press **MODE** again. You can now view the three paddocks where dinosaurs are kept. You can now choose an empty paddock to place a new dinosaur in or choose one that already has a dino in it. If you choose a paddock that currently has a dino in it, then that dino will become active.
- 3) If you have an empty paddock and would like to place a new dinosaur in it, choose the empty paddock and press **ENTER**. Now use the **▶** arrow key to view each available dinosaur. When the dinosaur you wish to train is visible, press the **ENTER** button to select. This is now the active dinosaur. If you are raising more than 1 dinosaur, the dinosaurs in the other paddocks will be paused. This means that to care for and train another dinosaur, you must select its paddock and make it active.

GAME OVER

Unfortunately, your dinosaur will die if **HEALTH** falls to 0. If your dinosaur dies from bad health, don't worry. Just start a new dinosaur and try again, taking better care of it this time.

If one of your dinosaurs dies, it cannot be activated again until the unit is reset.

Your dinosaur can also retire due to old age. When your dinosaur has been alive for 30 days it will retire. However, if you can manage to keep your dinosaur's **HEALTH** over 95, it will continue to stay another day.

RESTARTING THE GAME

If you wish to start over from the beginning, press the **RESET** button located on the back of your game. This will reactivate any dinosaurs that have died and allow you to choose them again. You can also use the **RESET** button to reset the unit if there is a problem, but this will reset the game memory, so you will lose any dinosaurs you are currently raising.

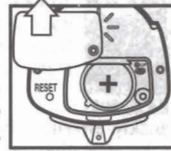
INSERTING THE BATTERY

To activate your Giga Fighter 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 and remove).

Insert one CR2032 battery (battery included), making sure to align "+" and "-" as shown.

CAUTION: Battery should be replaced by adult. Not suitable for children under 36 months, may contain small parts.



TO ENSURE PROPER FUNCTION:

- battery installation should be done by adult.
- non-rechargeable batteries are not to be recharged.
- rechargeable batteries are to be removed from the toy before being charged (if removable).
- rechargeable batteries are only to be charged under adult supervision (if removable).
- only batteries of the same or equivalent type as recommended are to be used.
- batteries are to be inserted with the correct polarity.
- exhausted batteries are to be removed from the toy.
- the supply terminals are not to be short-circuited.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE**. The store doesn't have replacement parts. Instead, write to us at:

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

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

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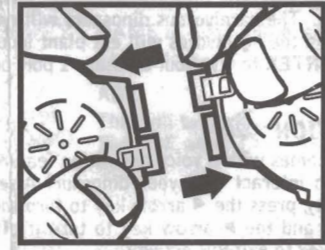
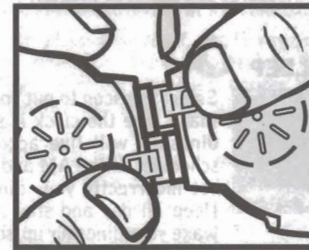
Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

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HEAD-TO-HEAD DISCONNECTION



Press the locking tip and then pull the two units to release the Head-to-Head Connection.

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