



**Manual abstract:**

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

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

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

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

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

*TO ENSURE PROPER FUNCTION : - battery installation should be done by adult.*

*- non-rechargeable batteries are not to be recharged. - rechargeable batteries are to be removed from the toy before being charged (if removable).*



[Your user manual](#)

[HASBRO GIGAPET DIGIPOOCH](#)

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