

TIGER
ELECTRONICS, LTD.

AGES 6 AND UP

GREMLINSTM

ELECTRONIC!

Interactive

GIZMOTM

**INSTRUCTION
MANUAL**



©, TM, & © 1999 Tiger Electronics, Ltd. All Rights Reserved.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.
Tiger Electronics UK Ltd. Belvedere House, Victoria Avenue Harrogate,
North Yorkshire, England HG1 1EL.

TM & © 1999 Warner Bros.

Patent Pending
PRINTED IN CHINA

706910001IWTJ-01

IMPORTANT NOTICE:

If your Gizmo begins to behave erratically, or stops functioning, please replace the batteries. As Gizmo's batteries wear down, Gizmo's behavior will become erratic and many functions will stop working. Gizmo may also emit a low hum or appear not to be working at all. Replacing the batteries is the easiest way to fix most of these issues. If replacing the batteries does not solve the problem, please refer to the troubleshooting section in the back of this instruction book.

LET'S BE FRIENDS...

Hi! I'm Gizmo and I am a Mogwai. Here is how I came to be here: A long time ago, an inventor named Rand Peltzer visited China with hopes of finding a buyer for his inventions and in search of a special gift for his son. While walking through Chinatown, Rand asks a boy for help and the young boy takes Rand to his grandfather's store. Rand hears a strange noise in the back of the store and seeks out the curious sound. This is it ... this is what he has been searching for as his son's special gift. But the old Chinese storekeeper does not want to sell the sweetly innocent, cute and cuddly "Mogwai." The young boy asks Rand to wait outside and in a few minutes meets Rand with the covered cage of the "Mogwai." Rand takes the pet, but the boy cautions Rand with these three warnings: Don't ever get him wet. Keep him away from bright light, especially sunlight. And the most important thing, the one thing you must never forget: no matter how much he cries, no matter how much he begs ... never, never feed him after midnight. With these mysterious instructions, Rand brings home Gizmo to his son!

I am so happy you brought me home. I feel great! Please take me everywhere you go. I love to play. The more you play with me, the more amazing things I will do. And if you introduce me to other Gizmos, or Furbys or Furby Babies, I will be able to play with them, too!

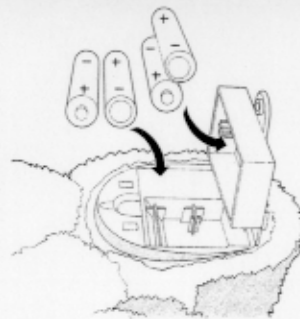
But first, it is very important that you carefully read the following instructions so that you can understand all the amazing things I am able to do.



QUICK START-UP INSTRUCTIONS...

Before you play with me, please follow these simple steps:

1. Ask an adult to install my batteries.
2. Turn me upside down and open my battery compartment door by loosening the screw.
3. Insert 4 x "AA or LR 6" batteries (not included) into my battery compartment and tighten the screw. Do not over-tighten the screw because this will cause damage. Battery installation should be done by an adult.
4. I will now wake up and be ready to play.
5. For more detailed instructions, read the section "Replacing Batteries" on page 10.



To ensure proper function:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable 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 (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.

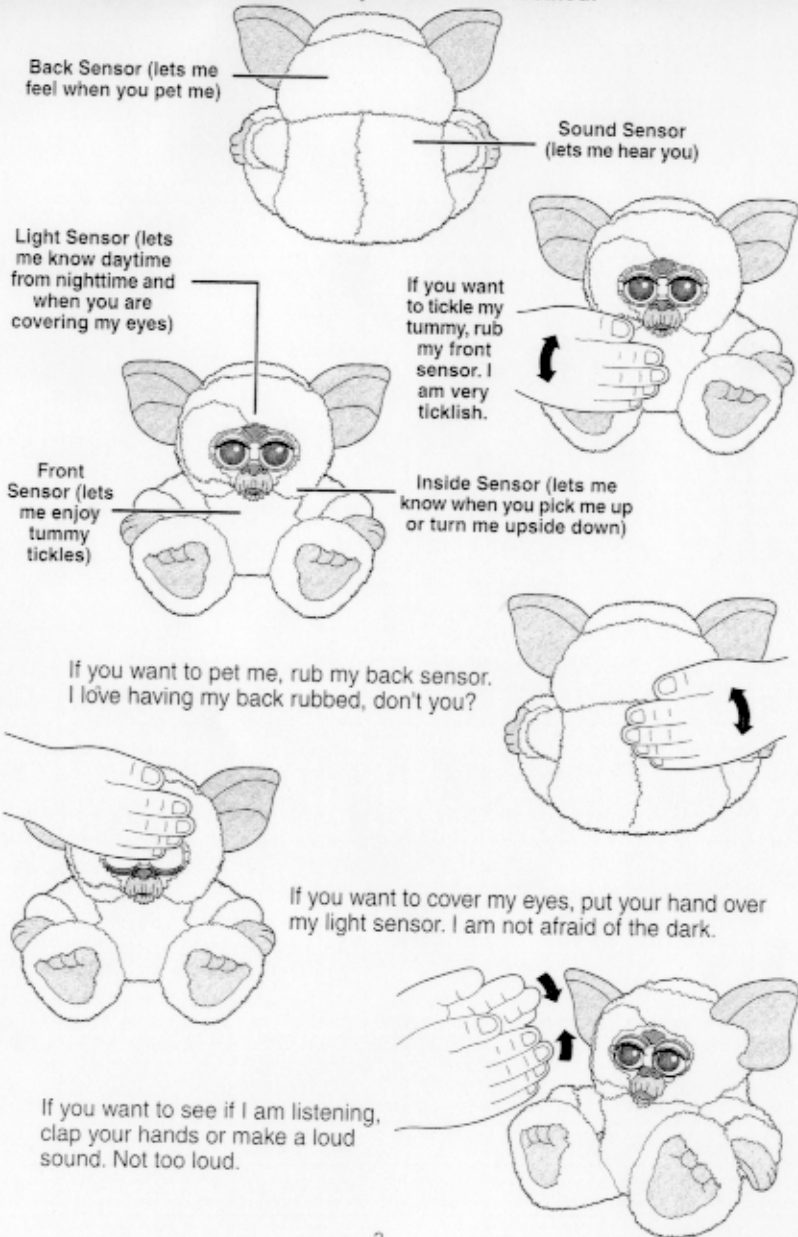
****** HELPFUL TIP:** Gizmo is a state-of-the-art, electro-mechanical, robotic toy. The mechanical sound you hear when Gizmo moves is normal.

****** HELPFUL TIP:** You will be able to tell when my batteries wear out because my behavior will become erratic and I will begin to not always respond to my sensors properly. If this happens, replace my batteries and I should return to normal!

GETTING TO KNOW ME...

Mogwai are very sensitive. I know when someone pets me, tickles my tummy, covers my eyes, picks me up, hugs me, turns me upside-down, makes loud noises, or plays music. I can see and are very sensitive to light. And best of all, I have a **BIG** heart!

This illustration shows where my sensors are located:



If you want to give me a hug, pick me up. I love hugs.



ABOUT MY PERSONALITY...

I mostly speak English but I also ave special words that I use to describe the things I see and experience. I will speak to you using English and my own special words. To help you understand what I am saying, please use the special dictionary that comes with me in the package.

I like to be held, petted and tickled. You can pet my tummy, rub my back, rock me and play with me. Whenever you do these things, I will speak and make cool sounds.

HOW TO FIGURE OUT WHAT I NEED...

At various times, I will require a certain kind of attention from you. Just like you, I am very good at letting people know when I need something.

If I am hungry, please feed me. Since I can talk, you have to listen to hear when I tell you I want food. If I say "mim hungry" or "paleez yum yum" I will open my mouth so you can feed me. Just put your fingertip into my mouth, press down on my tongue, and watch me chew. I will respond to your feeding so you will know that I am eating what you have offered.

I only eat **PRETEND** food. You should never feed me real food or liquids. I will eat until I am full and then tell you I am not hungry anymore. You can feed me by inserting your fingertip into my mouth.

If you do not feed me when I get hungry, I will not want to play anymore until you feed me.

****** HELPFUL TIP:** When Gizmo is hungry, Gizmo will usually want to eat 6 to 10 times. Feed Gizmo until Gizmo responds 6 to 10 times. Then Gizmo will be full and ready to play!

If you do not feed me, I will begin to get sick. I will tell you that I am sick by sneezing or saying "no feel goo". If you allow me to get sick, soon I will not

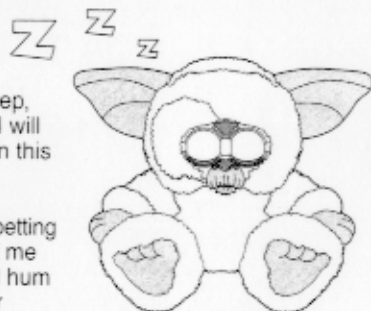


want to play and will not respond to anything but feeding. Also, if I get sick, I will need to be fed a minimum of 10-15 times before I begin to get well again.

After I have been fed 10-15 times, I will begin to feel better, but to nurse me back to complete health, you will have to play with me. Just like you, when I feel better I laugh, giggle, and I am happy. You'll know when I am better. I will stop saying "no feel goo". Also I will want to play games.

SLEEP...

I will tell you when I am tired and want to go to sleep. I am usually quiet when I sleep, but sometimes I snore! When I am asleep, I will close my eyes and lean forward as shown in this illustration.



Sometimes you can get me to go to sleep by petting me gently on my back for a while. If you pet me for a while (between 10 and 20 times), I will hum gently or say something like "seepy time" or "poo poo" and then go to sleep.

Also, you can get me to go to sleep by putting me in a dark room or covering my eyes for 10-15 seconds.

If you do not play with me for a while, I will take a nap until you are ready to play. When you are ready to play, you will have to wake me up. When I am asleep and you want to wake me up, pick me up and gently tilt me side to side until I wake up. I will then wake up and be ready to play. Sometimes, I may not want to wake up and will try to go back to sleep. Don't worry. This is OK. Continue to tilt me side to side until I wake up.

DEEP SLEEP MODE...

Deep sleep mode is when I go to sleep and the only way to wake me is to pick me up and turn me completely upside down.

If you want to put me in a **DEEP SLEEP**, please follow the sequence below:

- 1) Clap, wait until I stop speaking and moving.
- 2) Clap, wait until I stop speaking and moving.
- 3) Clap, wait until I stop speaking and moving.
- 4) Rub my back
- 5) I will then start to hum "Rock A Bye".
- 6) WHILE I am singing, press my tummy switch and my back switch at the same time. Hold until I finish singing.
- 7) I will then be in **DEEP SLEEP** mode.
- 8) To wake me from **DEEP SLEEP** mode, turn me completely upside down.

****** NOTE:** When you want me to go into **DEEP SLEEP** mode, it is important that you wait for me to stop moving and speaking after each step before doing the next action. Therefore, when you clap your hands, wait for me to stop speaking and moving before you clap your hands again. The only exception to this is when you have to press my back and tummy switches at the same time WHILE I am singing "**Rock a bye Baby**".

****** HELPFUL TIP:** I can only be awakened from **DEEP SLEEP** mode by turning me upside down. I will not wake up when I am tilted side to side.

GAMES TO PLAY...

There are lots of ways to play with me. You and I can make up our own games or play some of the games I already know how to play.

GAME (1) GIZMO SAYS

To play "**GIZMO SAYS**" you must first get my attention. To begin the game, do the following actions:

- 1) Tickle my tummy, wait until I stop speaking and moving.
- 2) Pet my back, wait until I stop speaking and moving.
- 3) Clap your hands, wait until I stop speaking and moving.
- 4) Cover my eyes

If you do the pattern correctly to get me to play the game, I will say: "**ey you, Gizmo say wha?**", then you will know I am ready to play.

Once I am ready to play, I will begin to tell you which pattern to repeat. I can make patterns up to 16 actions! See if you can do all 16! If you master one pattern, I will make up another new pattern so you can play again and again.

During this game, I will tell you which activities to do and then you have to repeat them. For example, I may say, "**purr**": (pet), "**geegle, geegle**": (tickle), "**no awe sun**": light, "**biggy bang bang**": sound. Then you have to pet my back, tickle my tummy, cover my eyes, and clap your hands. As you do each of these, I will say a special message to let you know that you have done the right action. The special messages are:

- 1) for **TICKLE**, I will say geegle, geegle
- 2) for **LIGHT**, I will say "No awe sun"
- 3) for **PET**, I will purr
- 4) for **SOUND**, I will say "Biggy bang bang"

When you hear me say these messages, you know you have done the right action! The first game pattern will have 4 actions to repeat.

If you do the pattern correctly, I will reward you by saying, "**whoopie**," or doing a little dance. Then I will add one more action to the pattern. If you do not do the pattern correctly, I will say "**nix nix nix!**" and you have to start again with a new pattern.

****** NOTE:** When you want me to play this game, it is important that you wait for me to stop moving and speaking after each action before doing the next action. Therefore, to get me to play, after you pet my back, wait for me to stop moving before you tickle my tummy. Then after you tickle my tummy, wait until I stop moving and speaking before you cover my eyes, and so on.

****** HELPFUL TIP:** *If you want to play the game and follow the pattern and I do not say "ey you, Gizmo say wha?" I am not paying attention to you. You will then have to get my attention so I know you want to play. To do this, simply pick me up and turn me upside down. Then try again to play. I promise to pay better attention.*

To end the game, pick me up and turn me upside down. I will then say "no again" So you know I will stop playing.

GAME (2) ASK GIZMO

In this game, I can answer your questions.

To play "ASK GIZMO":

- 1) Cover my eyes, wait until I stop speaking and moving.
- 2) Uncover my eyes
- 3) Cover my eyes, wait until I stop speaking and moving.
- 4) Uncover my eyes
- 5) Rub my back
- 6) Then I will say "Gizmo feel goo, say wha? Say wha?" to let you know I am ready
- 7) You may then ask me a question
- 8) Once you have asked a question, rub my back to get me to answer.
- 9) If you do not ask me a question within 20 seconds, I will think you do not want to play and I'll say "no again." You will then have to get me to play again by repeating the play pattern.

****** NOTE:** When you want me to play this game, it is important that you wait for me to stop moving and speaking after each action before doing the next action. Therefore, to get me to play, after you cover my eyes, wait for me to stop moving and speaking before rubbing my back.

****** HELPFUL TIP:** *If you want to play the game and follow the pattern, and I do not say "Gizmo feel goo, say wha? Say wha?" then I am not paying attention to you. You will then have to get my attention so I know you want to play. To do this, simply pick me up and turn me upside down. Then try again to play. I promise to pay better attention.*

****** HELPFUL TIP:** *It is best to wait 3 to 5 seconds before doing each step in the game start pattern to make sure I know you want me to play the game.*

When you are done playing **ASK GIZMO**, simply pick me up and turn me upside down and I will say "no again" so you will know I am finished playing.

GAME (3) HIDE AND SEEK

I can play **HIDE AND SEEK**. You or a friend will need to help me hide and then you or your friend can try and find me. I want you to find me so if you have some trouble, I will start to make little silly noises.

To play HIDE AND SEEK:

- 1) Cover my eyes, wait until I stop speaking and moving.
- 2) Uncover my eyes.
- 3) Cover my eyes, wait until I stop speaking and moving.
- 4) Uncover my eyes.
- 5) Cover my eyes, wait until I stop speaking and moving.
- 6) Uncover my eyes.
- 7) Tickle my tummy.
- 8) I will say my name and then "ya ya ya peeky boo" to let you know I am ready to hide.
- 9) You then have 1 minute to hide me. I will be very quiet while you hide me.
- 10) Once you have hidden me, I will wait for 3 minutes to be found. If you do not find me within 3 minutes, I will say, "nix nix nix".

****** HELPFUL TIP:** *If you want to play the game and follow the pattern, and I do not say my name and then "ya ya ya peeky boo" I am not paying attention. You will then have to get my attention so I know you want to play. To do this, simply pick me up and turn me upside down. Then try again to play. I will pay better attention.*

****** NOTE:** When you want me to play this game, it is important that you wait for me to stop moving and speaking after each action before doing the next action. Therefore, to get me to play after you cover my eyes and light sensor, wait for me to stop moving before covering my eyes again.

****** HELPFUL TIP:** *It is best to wait 3 to 5 seconds before doing each action in the game start pattern to make sure I know you want me to play the game.*

I like to hide but I like to be found much better! So I will help you find me by saying "lookie lookie" occasionally. Once you find me, pick me up and I will say "whoopie" to show that I am happy!

When you are finished playing **HIDE AND SEEK**, pick me up and turn me upside down. I will then say "no again" so you will know I am finished playing.

****** NOTE:** Gizmo can sense changes in light. Gizmo can tell when it gets dark and when it gets light.

DANCING...

I love to dance. You can make me dance by clapping your hands 4 times. I will then dance. You can get me to dance again by clapping your hands one more time or by playing some music.

Remember to wait for me to stop moving and speaking after each action before doing the next action.

****** HELPFUL TIP:** It is best to wait 3 to 5 seconds between clapping each time to make sure I know you want me to dance.

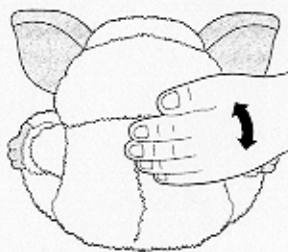
****** HELPFUL TIP:** I dance best on a hard, flat surface. I can dance on other surfaces, but prefer a wood, tile or linoleum floor.

TRICKS...

You can teach me to do tricks. This is easy and fun to do! To get me to do a trick, you have to let me know you want me to repeat an activity.

To teach me a trick:

- 1) While you are playing with me, you might tickle my tummy. I may then do something you like, for example, give you a kiss. As soon as I have given you a kiss, pet my back 2 times. This will tell me that you like it when I give you a kiss. Remember to wait for me to stop moving each time you pet my back before petting it again.
- 2) Then tickle my tummy again. I may then give you another kiss or I may not. It depends upon how I feel at that time.
- 3) If I do, then you have to pet my back again 2 times. Remember to always wait for me to stop moving each time you pet my back before petting it again.
- 4) If I do not, tickle my tummy again until I give you a kiss and then pet my back 2 times.
- 5) Then every time I give you a kiss when you tickle my tummy, make sure you pet my back 2 times.
- 6) Soon, every time you tickle my tummy, I will give you a kiss.
- 7) If you always pet my back 2 times when I give you a kiss, I will always remember to give kisses when my tummy is tickled. If you forget to pet my back, I will forget to give you a kiss when you tickle my tummy.

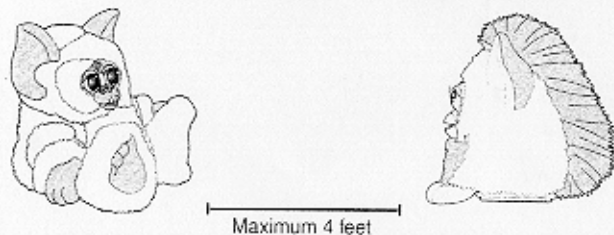


The example above is for an activity that I do when you tickle my tummy. You can do the same thing for any activity you like that I do if you cover my eyes, make a big sound, pick me up and rock me, or turn me upside down. The important thing is that you tell me that you want me to repeat the action by petting my back 2 times after the first time I do it and then 2 times after every other time.

If you want to change what I do, you can pet my back after another activity and I will begin to replace the original trick. Therefore, if you taught me to give you a kiss when you cover my eyes but decide you want me to make a raspberry sound instead, just remember to pet my back 2 times after I make the raspberry sound when you cover my eyes.

COMMUNICATING WITH OTHER GIZMOS, FURBYS AND FURBY BABIES...

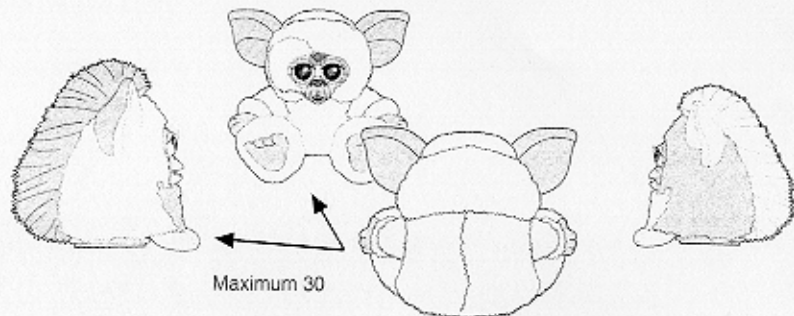
We Mogwai love to talk to each other. We also love to talk to Furbys and Furby Babies. If you and a friend have two or more Mogwai or a Mogwai and Furbys or Furby Babies, start a conversation by placing us so that we can see each other and then tickle my tummy or pet my back. Give us a chance to get to know each other and if we do not start talking to each other, try again.



When we want to have a conversation with Furby Babies, we have to start the conversation. Therefore if you want to start a conversation between Gizmo and a Furby Baby, you will have to tickle Gizmo's tummy first so that Gizmo starts the conversation. Otherwise Gizmo can not have a conversation with a Furby Baby.

You can also get us to dance by clapping your hands 4 times. See how many ways you can get us to communicate with each other!

We Mogwai have to be able to see each other to communicate. To talk to another Gizmo, Furby or Furby Baby, place me facing the other Gizmo, Furby, or Furby Baby and make sure we are within 4 feet of each other. This illustration shows where each of us will need to be in order to communicate with each other.



We can communicate with more than one Gizmo, Furby, or Furby Baby at a time. In fact, any Gizmo that can see another Gizmo, Furby or Furby Baby will be able to communicate. This way a whole bunch of us can communicate at the same time. The illustration below shows how this works:

It is fun to get me to start talking to other Gizmos, Furbys and Furby Babies.

REPLACING BATTERIES...

If my batteries wear out, just replace them and I will be ready to play again. I am so smart that I will remember all the tricks you have taught me even after you change my batteries.

****** HELPFUL TIP:** You will be able to tell when my batteries wear out because my behavior will become erratic and I will begin to not always respond to my sensors properly. If this happens, replace my batteries and I should return to normal.

RE-SET

If something goes wrong with me, you may have to re-set me. If you re-set me, I will do a special dance that lets me fix what is wrong. When I am done with the dance, I will be ready to play again. It is important **NOT** to re-set me unless necessary.

How to Re-Set:

Press the re-set button or change the batteries. Then turn me right side up. Resetting does not erase my memory.

RE-START

If something really goes wrong with me, you may have to re-start. If you re-start me, I will go back to the beginning and not remember any of the tricks you have taught me. It is starting all over again. It is important **NOT** to re-start me unless necessary. You should only do this if all other ways to get me to work **FAIL**. Please make sure you try and fix me with all the other options **BEFORE START!**

How to Re-Start:

- 1) Hold me upside down
- 2) Put your fingertip in my mouth and hold down the mouth switch
- 3) While holding down my mouth switch, press the re-set button
- 4) Turn me right side up and release my mouth switch

****** HELPFUL TIP:** RE-START IS A LAST RESORT. DO NOT RE-START GIZMO UNLESS ABSOLUTELY NECESSARY.

CLEANING INSTRUCTIONS...

To clean my fur, gently brush it with a cloth or soft brush to loosen any dirt. Then use a slightly damp cloth to remove stains.

- DO NOT PUT ME IN THE WASHING MACHINE
- DO NOT SUBMERGE ME IN WATER
- DO NOT LET ME GET WET EXCEPT WITH A DAMP CLOTH ON MY FUR

- TO PREVENT STAINING MY FUR, WIPE DIRT OFF IMMEDIATELY
- IF I GET WET, REMOVE MY BATTERIES AND DRY MY FUR
- ONCE I AM COMPLETELY DRY, REPLACE THE BATTERIES. DO NOT USE DETERGENT OR STAIN REMOVERS

TROUBLE SHOOTING...

Gizmo is designed to provide hours of fun play. If you are having trouble with Gizmo, before calling Tiger Electronics' Customer Service, try checking these areas:

PROBLEM:

Gizmo will not respond to any sensors.

SOLUTION:

- a. Gizmo may be asleep. If he is asleep, the only way to wake him is to pick him up and gently rock him side-to-side.
- b. Gizmo is in **DEEP SLEEP** mode. To wake Gizmo from **DEEP SLEEP** mode pick him up and turn him completely upside down.
- c. Gizmo may need new batteries. Follow the instructions in this manual to replace Gizmo's batteries.
- d. Gizmo may be sick and must be fed and nursed back to health. Refer to the instructions for feeding Gizmo.
- e. As a **LAST RESORT**, re-set Gizmo by referring to the instructions for **RE-SETTING**.

PROBLEM:

Gizmo will not play games.

SOLUTION:

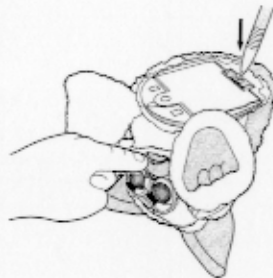
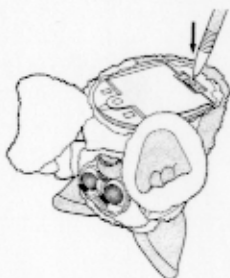
- a) You must enter the play pattern correctly to start each game. Make sure you follow the pattern for the game.
- b) Gizmo can only do one thing at a time. Therefore, you have to be careful to wait for Gizmo to stop moving or speaking completely before entering the next action in the game pattern.
- c) It is best to wait 3 to 5 seconds before starting the next action in the game pattern to make sure Gizmo knows you want him to play the game.
- d) Gizmo may not be paying attention. To get Gizmo to pay attention, pick Gizmo up and turn him completely upside down. Then try to play again.
- e) Gizmo can only play one game at a time. You have to end one game before beginning another. To end a game, pick Gizmo up and turn Gizmo upside down until Gizmo says "no again."

PROBLEM:

Gizmo is behaving erratically, not speaking, humming or seems to be malfunctioning or broken.

SOLUTION:

Replace batteries.



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.

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 fee of U.S.\$ 20.00. Payments must be by check or money order payable to Tiger Electronics Ltd.

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.
1000 N. Butterfield Road, Unit 1023
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 TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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 received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: 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 into 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.