

# Harry Potter

**E-PALS  
FLUFFY™**

Asst. No. 36291  
Item No. 36293  
200102890IWTI-01

## INSTRUCTION



### 1 GETTING STARTED

Pull the tab out behind the unit to activate the game.

You will see the word TIME appear on screen with an hour glass.

It's time to set the time. It's important to set the correct time so that you can keep FLUFFY and TREVOR on schedule for their many activities!



Press the ENTER button.

On screen you will see:  
HOUR?  
AM  
12:00

Use the LEFT and RIGHT buttons to move to the correct hour. To move from AM to PM, you will have to scroll through all the AM hours first. When you reach the correct hour, press ENTER.



On screen you will see:  
MIN?  
(plus the hour you already entered)

Use the LEFT and RIGHT buttons to move to the correct minute. Then press ENTER.

This will take you right into the game which begins with an opening animation of a magic wand opening the door that leads to FLUFFY!

The game takes place at HOGWARTS SCHOOL where both FLUFFY and TREVOR live with their masters, HAGRID and NEVILLE. FLUFFY is HAGRID's three-headed dog. TREVOR is the toad that belongs to NEVILLE.

Once you automatically see FLUFFY through the door in the opening of the game, you must keep FLUFFY in good shape for 2 days. You keep FLUFFY in good shape by taking good care of him.

When you see the ALERT icon flash on screen, you need to figure out what FLUFFY is doing.



For example, maybe FLUFFY needs food. So press the MODE button to get into the activity mode selection and then use the LEFT and RIGHT buttons to toggle through the various icon activities. Then press ENTER to go to the activity of your choice.

If you play and win the correct activity, you will score points!

But if you can't figure out which of the activities FLUFFY needs, don't worry. If you don't figure which activity to play, soon the screen will actually flash the icon of the activity that she needs, for example, the FOOD icon would flash on screen.

Then use the LEFT and RIGHT buttons as described above to toggle to the food icon and press ENTER. Then play the FOOD game. If you win the game, you will still score points -- although not as many as you would have scored had you figured out on your own that FLUFFY was hungry and needed food!

If you don't select the correct activity according to the alert within one minute, you will LOSE points.

If you can keep FLUFFY's score above 80 for 2 days, then you will hear RIBBIT! SFX (at 12:00 am on the third day) -- letting you know that TREVOR has been activated!

Once TREVOR has been activated, you can toggle between both pets -- and have two pets to take care of instead of one! But only ONE of these two pets will ever appear on screen at a time.

While the games are all about FLUFFY and TREVOR, you'll also see some other friends appearing on screen from time to time, including HARRY POTTER™, NEVILLE, HAGRID and HERMIONE.



HARRY POTTER



NEVILLE



HERMIONE



HAGRID

Your E-Pals won't die. But if your score for FLUFFY drops below 20, then you see FLUFFY retreat behind the door again. If your score for TREVOR drops below 20, then you see him hop off screen never to return. In order to play with a pet after you've lost him, you need to press the RESET button and start all over again!

If you lose FLUFFY within the first 2 days, then you will not get a chance to play with TREVOR. Playing with TREVOR must be earned -- by keeping FLUFFY in good shape for 2 days first! There is one exception to this -- entering a secret code to activate TREVOR early! More on that later!

There are 7 "games" for the player to play with FLUFFY and TREVOR. Your scores will continually rise and fall depending on how well you perform in the games!

### 2 FUNCTIONS

You can play 7 different games each for both FLUFFY and TREVOR -- 14 games in all. In addition to your games, your game also has a clock, an alarm function, a stopwatch, sound effects, name editing, score keeping, a pause feature, and a contrast level to obtain the clearest possible on-screen action!

The activities include:



**CLOCK**, including clock, alarm, stopwatch and contrast (FIRST ICON IN UPPER LEFT)



**FOOD** (SECOND ICON FROM LEFT)



**SLEEP** (THIRD ICON)



**CLEAN** (FOURTH ICON)



**GAMES** (FIFTH ICON)

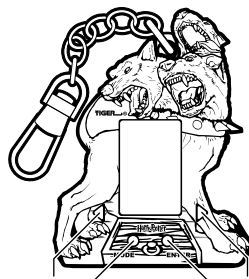


**ALERT** (SIXTH ICON)

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The ALERT icon (the sixth icon) is to remind you of some action your E-Pal needs. The flashing alert icon means your E-Pal needs to feed, sleep, clean and/or play. Remember to try to guess what action is needed for your E-Pal first. If you don't guess right, the icon of the correct action will flash with the alert icon. When you have both E-Pals (FLUFFY and TREVOR) activated, the alert icon may flash for whichever E-Pal needs action! Once you have satisfied your E-Pal's need, the icons stops flashing.

### 3 CONTROLS



LEFT MODE RIGHT ENTER

#### LEFT

- to move left among the activity mode icons for activity selection.
- to move left during a game once you have selected it.

#### RIGHT

- to move right among the activity mode icons for activity selection.
- to move right during a game once you have selected it.

#### MODE

- to go from downtime activities into the selection process for the various activities.
- to quit from selected activity to downtime activities.

#### ENTER

- to confirm a selection from the mode selection screen.
- to move to the center position during a game.

### 4 How To PLAY

After activating the game and setting the clock as described above, you will be asked to enter FLUFFY's name.

So type in F-L-U-F-F-Y in the game screen. Or you can type in your own name!

After entering name, confirm the name by pressing the ENTER button. Now let the games begin!

You are in "downtime" activities and can watch FLUFFY move freely across the screen.

When the alert icon lights up, you know FLUFFY needs something!

When you get to the point where both E-Pals (FLUFFY and TREVOR) are both available to you, you will see there is a arrow for your selection, so you can press the RIGHT key to select TREVOR or you can press the LEFT key to select FLUFFY.

If you don't press any key while you are in the MODE selection, after about 5 seconds, you will go automatically back to downtime mode.

#### SELECTION MODE:

By pressing the MODE key, you will go to the selection mode and can choose among all the activities/functions described above in trying to figure out what your E-Pal needs! Now you can make a selection between clock, food, clean, sleep and games. If you don't select one of these activities, the selection icons will disappear after about 5 seconds and downtime will begin again.

#### DOWNTIME AND SECRET CODES

While you are in downtime, watching your E-Pal move across the screen, you can press the ENTER key.

Then you will see a blank screen.



From this blank screen, you can enter secret codes! By typing in a secret code and pressing ENTER to confirm the secret code, you will be able to activate TREVOR immediately -- without having to play well with FLUFFY for 2 days first!

From this blank screen, there is another special code you can type in and then press ENTER and see a special activity!

At any time, you can press LEFT or RIGHT to return to downtime activities or you can press the MODE button to go back to the selection of activities.

Once you press the MODE key, you will have 30 seconds to make a selection (clock, food, sleep, clean or game).

From the special code screen, if you don't press any key for 5 seconds, you will return to downtime automatically.

#### THE CLOCK

There are 8 functions in selecting the CLOCK activity icon.

Press LEFT or RIGHT to switch the choices. At any time, press the MODE key to exit back to the main menu of activity selections.

Let's go through your clock choices!

#### Set Time:

Press ENTER to set the time. Then use the LEFT or RIGHT buttons to set the hour and press ENTER to confirm. Set the minute time in the same way.

#### Set Alarm:

Press ENTER to set the alarm. Press LEFT to turn it on or RIGHT to turn it off and then press ENTER to confirm. Then follow the same procedure in Set Time to set the hour and minute for the alarm to sound!

#### Stop Watch:

Press ENTER to begin the stopwatch! Press ENTER to stop it. Press ENTER to resume it. Press MODE to reset it to "00:00". Press MODE to exit.

#### Sound ON/OFF

Press ENTER to go into the ON/OFF screen. Press LEFT to choose ON and Press ENTER to confirm. Press RIGHT to choose off and Press ENTER to confirm. Press Mode to quit without changing the setting.

#### Edit name

Press ENTER to edit the name. The old name is shown for you to modify. Press MODE to backspace. Then enter the new name.

If you don't type in anything, press MODE key to quit.

#### Show score

When you select the score, you will see how many points you have. Press Mode key to quit.

#### Pause ON/OFF

Press ENTER to go into the ON/OFF screen. Press LEFT to move to PAUSE ON and Press ENTER to confirm. The clock will then be shown. Press Mode to quit the Pause and resume the game.

#### Adjust the Contrast

There are 5 contrast levels. Press LEFT or RIGHT to adjust. Press either ENTER or MODE to confirm the selection.

#### FLUFFY'S ACTIVITIES

FLUFFY likes to eat steak. HAGRID will appear and toss steaks to FLUFFY. Use the LEFT, RIGHT and ENTER buttons to catch the steaks that HAGRID tosses! So press the LEFT button to catch a steak thrown to the left, press RIGHT to catch a steak thrown to the right and press the ENTER button to catch a steak thrown to the center of the screen.

#### FLUFFY'S FOOD ACTIVITY

Press the MODE button to go from downtime activities to the main menu of activity selection. Move LEFT or RIGHT to toggle from activity to activity. Then press the ENTER button to select the activity you want to play. Then enjoy the fun!



**FLUFFY'S SLEEPING**  
 Music puts FLUFFY right to sleep. HARRY POTTER™ will appear and play HAGRID's flute. This will put FLUFFY right to sleep. It will take a 3 button code to activate HARRY POTTER™ to play the flute and put FLUFFY to sleep.

The combination will be a combination of the LEFT, RIGHT, and ENTER buttons. It is a random combination each time you play. Do the correct 3 code combination, and you will see FLUFFY curl up and go to sleep. When you enter an incorrect combination, FLUFFY will bark at you! When you input a wrong key, the pattern will be shown again.

To wake up FLUFFY, enter the sleep mode and play the mini-game again, once again performing a 3-button code.

When FLUFFY is asleep, he can't perform other activities! So you have to wake him up before playing any other games!

**FLUFFY'S CLEANING**  
 You can only clean FLUFFY when FLUFFY is asleep. So you must have enough "sleep" points stored. If you enter this activity and have enough "sleep" points stored, then you will automatically see HARRY appear and play his flute.

While HARRY plays the flute, you can keep FLUFFY clean and FLUFFY's coat shiny and healthy by combing. It's easy!

You will see the opening animation. Then the game will start with HARRY playing the flute. Then either the 'L', 'R' or 'E' symbol will appear on screen for a very short time. Then one of FLUFFY's heads will appear (the left head when 'L' appears, the right head when 'R' appears and the center head when 'E' appears). When you see the head, press the correct button.

For example, if 'L' appears on screen followed by FLUFFY's left head, then you must press the 'LEFT' button to win the game! If 'R' appeared, you need to press the RIGHT button to win. If 'E' appears, press the ENTER button to win the game!

**FLUFFY'S GAME MODE**  
 Once you enter the game mode, you can use your LEFT and RIGHT buttons to toggle through four different games to choose from. When you decide on which of the four games you want to play, press the ENTER button and enjoy!

**GAME 1: TACKLE HAGRID GAME**  
 FLUFFY is HAGRID's pet. FLUFFY must get a little lonesome guarding the trap door all day and night. So when HAGRID comes to play, FLUFFY is excited! When HAGRID appears from the LEFT, press the LEFT button to jump and knock down HAGRID and lick him! When HAGRID appears from the right, press the RIGHT button. When he appears in the center of the screen, press the ENTER button.

**GAME 2: TRAP DOOR GAME**  
 the trap door that leads the way to the Sorcerer's Stone. A spell is put on the trap door so that it moves about the floor. FLUFFY can NOT leave the trap door unguarded and so he must move to stand over the trap door wherever it moves. When the trap door moves left, press the LEFT button. When the door moves to the right, press the RIGHT button. When the door moves to the center of the screen, press the ENTER button. Track down the trap door 6 times to win this game!

**GAME 3: CHASING PEEVES GAME**  
 The 3rd floor corridor is restricted --even for ghosts like PEEVES! Since PEEVES likes to talk and brag, it's especially important to keep him out! Chase PEEVES off the corridor when he appears! He appears by flying through the wall. Press the LEFT button to chase him left. Press the RIGHT button to chase him right. Press the ENTER button to chase him when he runs down the center of the corridor! Keep chasing him until he dissolves and floats out again through the wall!

**GAME 4: FIND THE BIG BOWLS OF FOOD GAME**  
 HAGRID misses his pet, FLUFFY -- all three heads of him! HAGRID has left 3 big bowls of food (one bowl for each head. Use the LEFT, RIGHT and ENTER buttons to guide FLUFFY left, right and straight in search of the big bowls of food! The big bowls of food are randomly placed in different places along the forbidden corridor each time you play!

**TREVOR'S ACTIVITIES**  
 When you play with TREVOR(after two great days with FLUFFY or after entering the secret code to activate TREVOR sooner), you can also play games with TREVOR and keep his score, too!

**TREVOR'S FOOD**  
 TREVOR likes to eat flies. Flies will fly by the left, right and down the center of the screen. Press the LEFT button to snap out your tongue to eat flies flying from the left. Catch flies from the right with your RIGHT button. Catch flies flying down the center of the screen by pressing the ENTER button.

**TREVOR'S SLEEPING**  
 TREVOR likes to sleep in NEVILLE's pocket! The sleeping activity works the same as FLUFFY's sleeping. The screen will show a 3-code combination composed of L, R or E. You have to enter this 3 part code correctly to have TREVOR fall asleep. Then when you want to wake him up, go back into the sleep activity, see the 3-part code flash on screen and repeat the code to wake him up!

When TREVOR is asleep, he can't perform other activities! So you have to wake him up before playing any other games!

**TREVOR'S CLEANING**  
 TREVOR loves water! He keeps clean in a pond at Hogwarts by diving from lily pad to lily pad. You will see lily pads float by from the left, right and the center of the screen. Press the correct button (LEFT, RIGHT or ENTER (for the center location)) to hop and splash yourself clean on the lily pad as it floats by! But if you press the wrong button, you'll miss the lily pad and land in the water. Yikes! That's too much water! Make 3 successful jumps to win this game!

**GAME 1: TRAIN RIDE GAME**  
 NEVILLE loses TREVOR on the train ride to Hogwarts. But he's got to be somewhere. Use the LEFT, RIGHT, and ENTER buttons to move NEVILLE through the train. TREVOR can be almost anywhere on the train. He will move to different spots on the train each time you play. Use your directional buttons to find TREVOR and win this game!

**GAME 2: HIGH JUMPING GAME**  
 How high can you jump? A power bar will appear on the bottom of the screen. When the power bar is at its fullest, press the ENTER button to jump! Your jumping height will either be low, medium or high. Get four "high" jumps in seven tries to win this game!

**GAME 3: BOAT JUMPING ON THE WAY TO HOGWARTS GAME**  
 As NEVILLE, HARRY, RON, and HERMIONE arrive at Hogwarts for the first time, they are part of a long group of boats HAGRID is navigating around the lake. TREVOR has got to arrive, too! So when you see a boat appear from the left, press your LEFT button to jump aboard the boat! Press your RIGHT button when the boat appears on the right. Press the ENTER button when the boat appears in the center. Make 3 good jumps to win this game.

**GAME 4: LOST AND FOUND GAME**  
 TREVOR loves to hop off from NEVILLE and go exploring. The challenge comes in finding NEVILLE again! So use your LEFT, RIGHT and ENTER buttons to move left, right and straight ahead to go through the garden maze at Hogwarts! When you hear the "RIBBIT" that means you've got to change direction! Find NEVILLE again at the end of the maze to win this game!

## 5 INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screws holding the battery door onto the back of the unit and remove the door.) Insert 1 CR2032 battery (included), making sure to align "+" and "-" as shown.

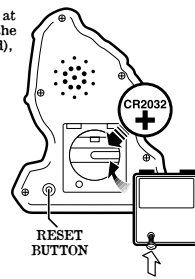
**CAUTION:** Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

To ensure proper function :

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

DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.



## 6 CAUTION / DEFECT OR DAMAGE



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



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



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

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 Repair Department,  
 1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 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.

## 7 90-DAY LIMITED WARRANTY

Tiger Electronics (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.\$6.75. Payments must be by check or money order payable to Tiger Electronics.

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 Repair Department,  
 1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 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.**

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For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: [www.tiger toys.com](http://www.tiger toys.com)

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.

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