

Keroro 24/Sergeant Frog LCD Vpet

Starting Info

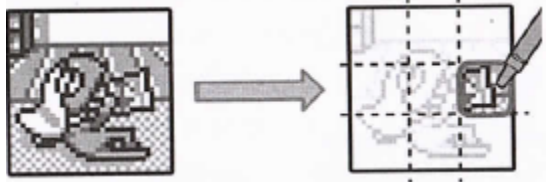
1. The device takes (1) CR2032 batteries
2. You can remove and reattach the Keroro sliding head piece if needed, just requires some pressure to remove.
3. There is a loop on top on the back to attach a strap (which the device comes with if in box) and you can attach the stylus to the strap for safekeeping
4. The reset button is located on the back left side
5. Don't use anything other than the stylus the device comes with, or a similar stylus as you could damage the screen. And make sure not to press too hard on the screen when using the stylus.
6. When you slide the device open, it will power on, and when you slide it closed, it will go into sleep mode/power off. The device will auto shut-off after 5 minutes.

Getting Started/How To Play

When you start the device, a little cutscene will play.

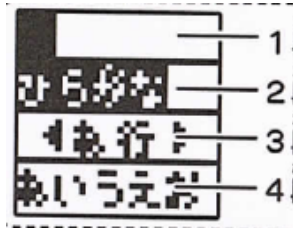
Controls: The left and right buttons scroll left and right respectively, the middle star button is to confirm an option or move to the next screen. There are icons that will appear on the screen to let you know if you need to be using the buttons or the touch screen.

The LCD screen is divided into 9 sections that can be interacted with. Touching a certain part will have something different happen. Example from the directions, Keroro is eating sweets here, touch the sweets to interact with them.



Use of the touch screen is for interacting with Keroro, choosing chores for the week, playing some minigames, and using some items.

Setting Date, Time and Name



First you will set the date and time. Then you can enter your name (using up to 8 characters.) The naming screen shows your name entry on the 1st row, 2nd row is for picking Hiragana or Katakana, 3rd row is your choice of character categories, then the bottom row is each character. So you'd pick Katakana, choose the letter A or ア, then it will give you all the letters in that row (meaning アイウエオ or A I U E O) You can erase a letter chosen by pressing the 'Right' button when you are on row 2.

Once you are finished with that, to end entering your name, go back to row 2, then cycle through options until you hit End, then select by pressing the Star (enter) Button. If you want to go back, choose the “back” or “まだ” option.

There is also English and some emoticons (which take up 3 spaces) available to be used. The Instructions provide a list of where to find all characters, should you need assistance in naming (located in the next image)

しゅるい 種類	ぎょう 行	もじ 文字	しゅるい 種類	ぎょう 行	もじ 文字
ひらがな	あ行 か行 さ行 た行 な行 は行 ま行 や行 ら行 わ行 が行 ざ行 だ行 ば行	あいうえおあいうえお かきくけこ さしすせそ たちつてとっ なにぬねの はひふへほ まみむめも やゆよやゆよ らりるれろ わをん がぎぐげご ざじずぜぞ だぢづでど ばびぶべぼ	カタカナ	ア行 カ行 サ行 タ行 ナ行 ハ行 マ行 ヤ行 ラ行 ワ行 ガ行 ザ行 ダ行 バ行	アイウエオアイウエオ カキクケコ サシスセソ タチツテトツ ナニヌネノ ハヒフヘホ マミムメモ ヤユヨヤユヨ ラリルレロ ワヨン ガギグゲゴ ザジズゼゾ ダチツデド バビブベボ

しゅるい 種類	ぎょう 行	もじ 文字
えいすう	A a 0	ABCDEFGHIJKLMN OPQRSTUVWXYZ abcdefghijklmnopqr stuvwxyz 0123456789
きごう	きごう かおもじ	ー～！？♥★♪♪♠♣ (^_^)(;_;)(-_-)(+_+)(^▽^)(≡≡) (ToT)(>_<)Σ(□□;)(-_-;)m(____)m
END	けってい？	まだ OK

Quick Key for deciphering

(か行 = Ka Line, so the example there shows you each character that starts with 'K', あ行 = A Line which shows you all the vowels, and so on...)

Once you are done with your name, then it will ask you to enter your birthday. After that Keroro will ask you if you are satisfied with the information you have entered. Select the saluting picture for yes, and the grumpy one to go back to the beginning. Now you can finally begin!

Gameplay

Help Keroro get his chores done, play games and more! On the main screen there are 6 icons you can choose from.

1. (Top left) Keroro check: For checking on Keroro's friendship, as well as the players info.



2. (Middle Left) Chore Chart: Decide what chores you want Keroro to work on and when.



3. (Bottom Left) Minigame: Here you can play several Minigames with Keroro



4. (Top Right) Album: Check items that Keroro has, or see his memories.



5. (Middle Right) Kururu's Lab: Where Kururu will make inventions for Keroro



6. (Bottom Right) Options: Change settings



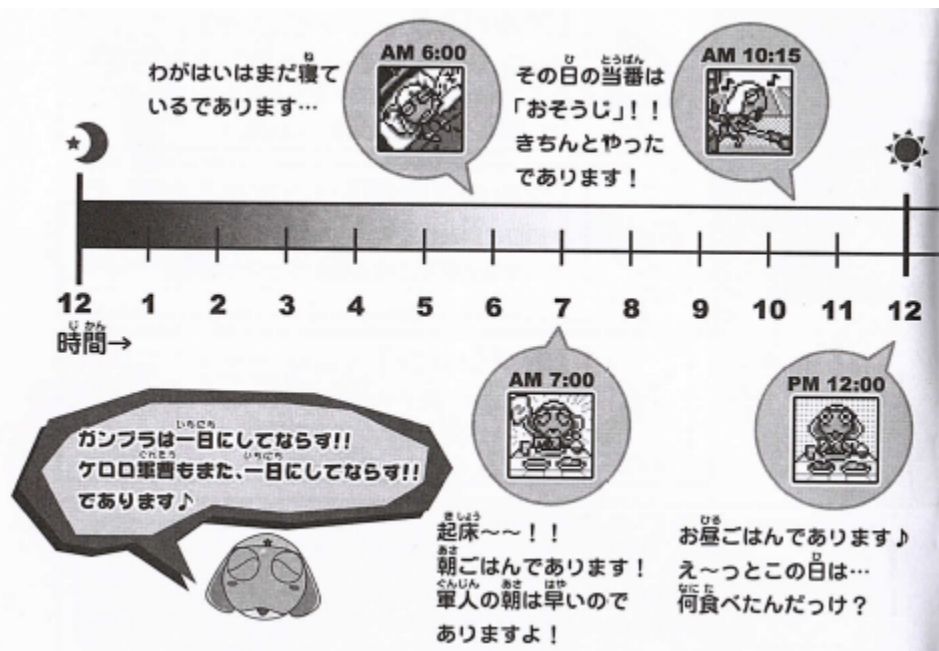
When the screen is idle, you can see Keroro in the living room doing various things. You can click on various parts of the screen to interact with him (as shown earlier.) You can also click on Keroro himself to see how he is feeling. He will have a different icon for each mood. When you click on him it gives you 3 choices.

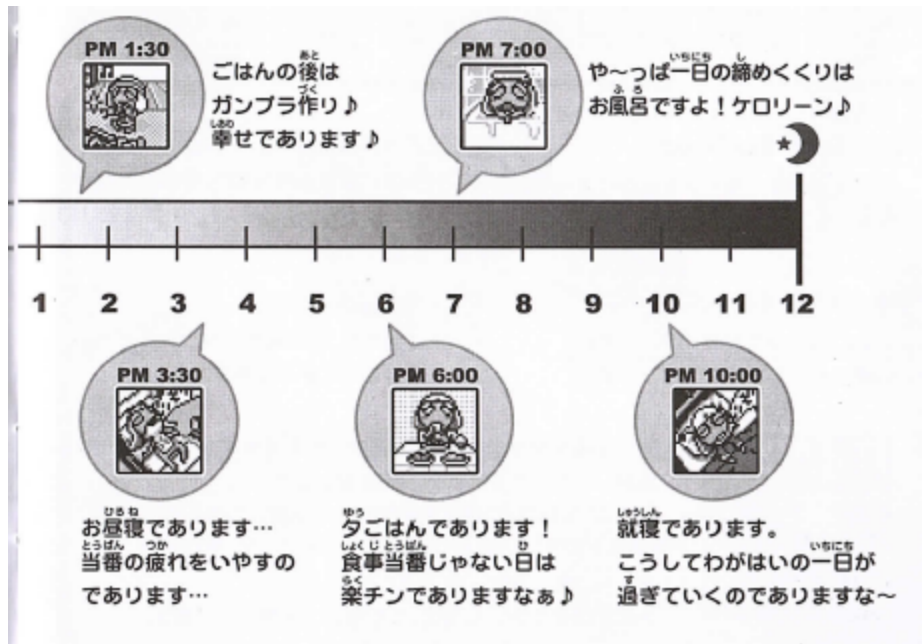
1. Something about deleting/powering off? Not exactly sure
2. Stroke/Pet: Make Keroro happy by petting him
3. Call

Keroro can become good at a skill the more he does it. For example, if he makes a lot of Gunpla, he will improve at making it and increase his skill/rank.

You start with 1000 Yen, and you get 1500 Yen every day from Headquarters. You can use this money to buy more Gunpla and manga, or waste it on other things! The choice is yours on what to buy

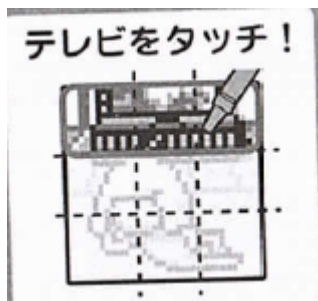
Keroro's daily schedule example: (These are not set in stone these are just examples. As far as I am aware, he does various things depending on what he feels like, your friendship level, and what chores you are having him do)





Starting at 7 AM Keroro will wake up to eat breakfast. Around 10:15 AM he may do some chores. At Noon he will eat Lunch. At 1:30 PM he may put together some gunpla. At 3:30 PM he may nap. At 6 PM he eats dinner. At 7 PM he takes a bath. And at 10 PM he goes to bed for the night.

The TV is interactable. Pressing each of the top 3 squares will yield you different results.



Twice a day, your device will get a call (You will hear a ringing). When you get a call while the device is closed, open it up and press a button. If you don't press a button in 5 minutes, the device will power off. You will see the following icon

when your device is open. If you don't want to answer, closing the device will end



the ringing.

Various characters from the anime/manga can call you. Some characters are more rare than others. You can even get items from these calls, so don't pass on too many!

Seems like there will also be some seasonal events of some kind. The guide mentions something about a beach episode.

Friendship/Scheming



Keroro has a Friendship meter and a Scheming meter. They both start at 50% when you are just beginning. Friendship will naturally go down and Scheming will naturally go up if left unattended.

Things that raise Friendship: Doing chores, Playing minigames, Touching the touch screen and interacting with things.

Keroro emotions icons



High Friendship
Low Scheming

Friendship and
Scheming are
the same

High Friendship
High Scheming

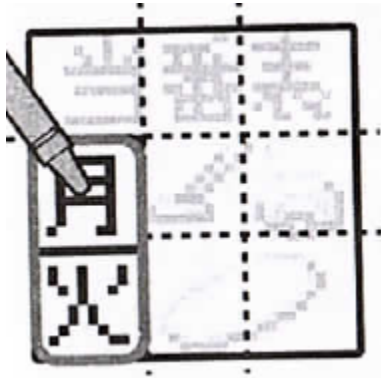
Low Friendship
High Scheming

Low Friendship
Low Scheming

Chores

Select the middle left icon to open the chores menu. When you open the menu you have two options Check (チェック) and Duty (とうばん). Selecting Check will show you if Keroro has done his assigned chore. When you select this option, it will display a scene with Keroro. If he looks happy then he has done his chores, you can either say okay (top option おこうかい) or praise him (bottom option ほめる). If he didn't do his chores, he will be lying down, facing away from you. Tap Keroro a bunch to get his attention.

Selecting Duty will let you plan out when he should do his chores.



Here is the Day of the Week chart. Click on the left boxes to change what day you want to be on.

Monday - 月

Tuesday - 火

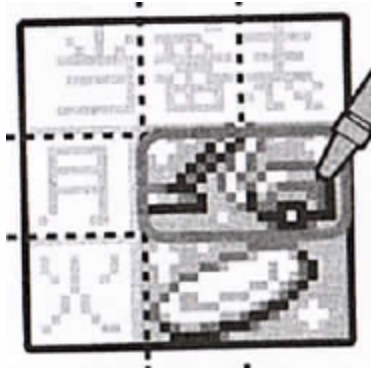
Wednesday - 水

Thursday - 木

Friday - 金

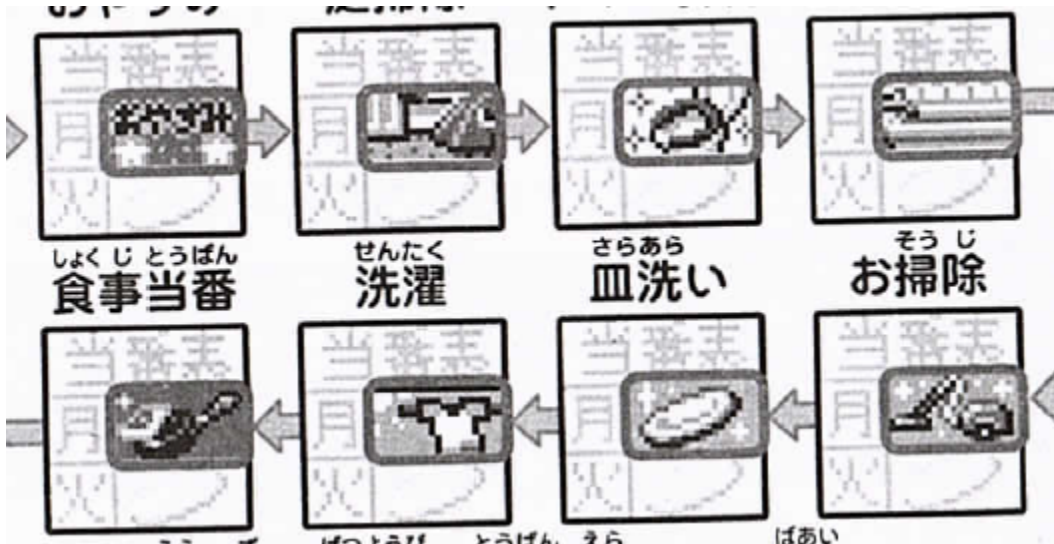
Saturday - 土

Sunday - 日



Click on the right side boxes to scroll through the chores. When you are done, press the middle button. The chores cycle as follows, starting in the upper right. The list of chores Keroro can do are;

1. Good Night (No Chore)
2. Cleaning the Garden
3. Toilet Cleaning
4. Bath
5. Vacuum
6. Dish Washing
7. Laundry
8. Cook a Meal



Minigames

There are three minigames, PK, Rock-Paper-Scissors, and a seasonal one.

PK is a game where Keroro tries to prevent you from kicking a soccer ball into a goal. You can click on any of the top 6 squares to kick the ball to that area. If Keroro blocks, he gets a point. If you score, you get a point. First to 3 points wins.

Rock-Paper-Scissors with Keroro. When you pick this minigame, underneath Keroro will be the options rock, paper, and scissors. Select one and Keroro will select his option as well. Then you will have to pick Helmet or Hammer. Choose one option and Keroro will then choose his. If you and him both pick Hammer, you get a point. If you pick Hammer and he picks Helmet, you get a point. If you pick Helmet and he picks Hammer, or you fail to pick an option, Keroro will get a point. First to two points wins.

The season games are a Memory game for March-May, a Swimming game for June-August, Tug-of-War for September-November, and Building a Snowman for December-February.