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TAMAGOTCHI

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Instruction Manual

SKU# 89490 (Item# 89491, 89492)

Notice

Please read before use.

- The product is intended for ages 8 and older. Do not give the product to anyone below the specified age.

Caution

Improper use of the battery may lead to overheating, exploding, and fluid leakage. Please see the following Caution content.

- Swallowing the button cell battery can be lethal. Do not store in a place that can be reached by children. If swallowed, please consult your doctor immediately.
- If battery liquids go into the eye, immediately contact a doctor. If battery liquids come in contact with skin or clothes, immediately wash with water.
- Please have the parents or guardians change the batteries.
- Please do not use old batteries with new batteries, or use different types of battery together.
- Please set the battery in its proper + and - position.
- Do not short-circuit, recharge, dismantle, heat, or place the battery into a fire.
- Please follow your local district and area rules when discarding the product or batteries.
- Non-rechargeable batteries are not to be recharged.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.



Do not place in your mouth



WARNING!

Contains Button Battery
Button batteries are hazardous and can cause serious injuries if swallowed or placed inside any part of the body. Keep batteries away from children whether new or used. Dispose of used batteries immediately.
If you think that batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention

<Usage Warnings>

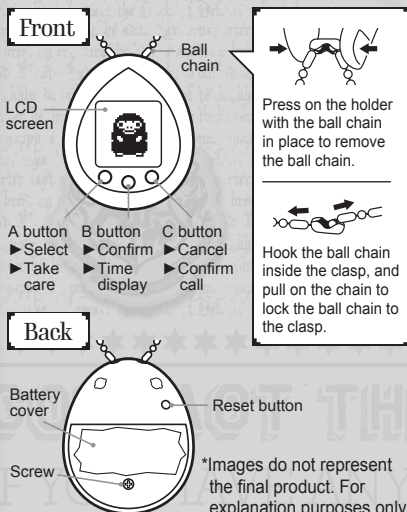
- We are not responsible for loss of data from use of the product.
- Discard plastic packaging immediately after opening.
- Do not place the product on resin treated products such as sofas, seats, and tiles. Long-term exposure may discolor the product.
- Do not forcibly pull or bend moveable parts or attachments.
- The battery included is only for demonstration purpose. Please replace the battery if the screen does not show properly.
- The product is composed of various electronic components. Do not drop, wet, dirty, or dismantle the product. Do not use or store the product under extreme temperatures.
- Please press the reset button if the product encounters an error.
- Clock precision: ±10 seconds daily

Please be careful not to place Tamagotchi in the washer or dryer.



Do not douse the product in water or wet the product. Do not use or place the product in humid or high-moisture conditions.

1 | Product Details



2 | Start Magical World

- Pull out the tab from the casing.
▶ A sound will ring, and the time setting screen will appear.
- Reset instructions
Press on the reset button on the back of the casing with a thin-tipped object to perform a reset.
▶ A sound will ring if successful.



*Do not press hard on the reset button using sharp objects, such as mechanical pencils, to prevent damage to the device.

*Please press the reset button after changing the batteries.

*Please refer to "Reset instructions" if the device or screen doesn't function properly.

*There is no save function to the product. Please be warned that changing batteries or going through the "Reset instructions" will reset your current play data.

- Setting the clock
Use the A button to set the time in order of "hours" ▶ "minutes". Use the B button to confirm the changes. Press the C button to return a step back.

*Be sure to set the time properly to "AM" or "PM".



- Choose a World Line
Once time is set, choose between "Harry Potter" or "Fantasitic Beast".

*The two world lines contain different magical creatures.



- Hogwarts Castle or suitcase
After the opening animation ends, Hogwarts Castle will appear if you chose "Harry Potter" or a suitcase will appear if you chose "Fantastic Beast".

3 | Clock Controls

To view the time

Press the B button while the Hogwarts Castle, suitcase, or magical creature is being displayed on screen. Pressing the B button again will return you to the previous screen.

To adjust the time

Press the B button to transition to the clock screen, then press the A button while the C button is pressed to transition to the clock setting screen.

To set the time, please follow the instructions under "Setting the clock" (see "2. Start Magical World").

4 | Turning The Sound On And Off

Press the A button while the C button is pressed while the Hogwarts Castle, suitcase, or magical creature is on screen to transition to the sound select screen. Use the A button to select between [ON] or [OFF] then press the B button to confirm the change.

*Please be warned that turning the sound "OFF" will prevent the call sound.



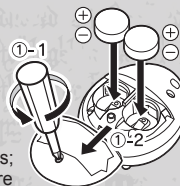
5 | Changing Batteries

Low batteries may cause the screen to go blank and may lead to control loss. Please replace the batteries when the replace battery icon is displayed.



- Remove the battery cover located on the back of the device.

- 1-1 Use and turn a screwdriver in the direction of the arrow, 1-2 Remove battery cover.



- Remove the batteries and replace them with new batteries (2 x LR44 batteries; sold separately) making sure that the ⊕ and ⊖ of the batteries are properly set.

*Always replace both batteries at the same time.

- While making sure the hook of the cover is properly set on the back of the device, turn the screwdriver in the opposite direction as ①-1 to close the cover.

After replacing the batteries please reset the device. (see "2. Start Magical World").




6 | How To Take Care


How to take care of magical creature, if you chose "Harry Potter" in Hogwarts Castle.

In Hogwarts Castle, you can either go to classes or read books about magical creatures.

Class

When this icon  is displayed above the Hogwarts Castle, press A and select **[LESSON]** by pressing the A button to select and B button to confirm to enter class.

Read

When this icon  is displayed above the Hogwarts Castle, press A and select **[LESSON]** by pressing the A button to select and B button to confirm to start reading.

Pet

When the magical creature is unhappy press the A button, choose **[CARE]** with A button to select and B button to confirm, to pet them.

*When sleeping, hairball/dust/feathers has/have accumulated, pouting, or right before farewell, you cannot give magical creature food.

Mini Games

There are 4 mini games.

Press A button to select **[GAME]** and choose among 4 games by pressing the A button to select and B button to confirm.

*When sleeping, hairball/dust/feathers has/have accumulated, pouting, or right before farewell, you cannot play any mini games.

LESSON GAME



In Class

LESSON GAME



Reading

CARE GAME



Pet

CARE GAME



Catch Gold



Mail Delivery



Fly! Hippogryph!




Open the Lock!


How to take care of the magical creature inside the suitcase, if you chose "Fantastic Beast".

You can give the magical creature either food or candy.

Food

When this icon  is displayed above the suitcase, press A and select **[CARE]** by pressing the A button to select and B button to confirm feeding magical creature.

Candy

When this icon  is displayed above the suitcase, press A and select **[CARE]** by pressing the A button to select and B button to confirm giving magical creature a candy.

CARE GAME



Food nom nom

CARE GAME



Candy lick

Light

When the magical creature goes to sleep press the A button, choose **[OFF]** with A button to select and B button to confirm, to turn off the lights.

(When the magical creature is sleeping, the only options available are lights options, clock controls, and sound controls.)

Sleeping



Lights Off

Hairball/Dust/Feathers

Depending on the magical creature you are taking care of, they will accumulate either hairball, dust, or feathers. Press the A button before one of these things occupy the screen to clear out the screen.

*When sleeping, pouting, or right before farewell, you cannot clear out the screen.

Accumulating Feathers



Brushing

Mini Game / Catch Gold

Move cursor around to catch the falling **[COIN]** (Coins) and **[BAR]** (Gold Bar). (A button: left, B button: right) Catch 10 to get a perfect.

Catch them all!



Mini Game / Mail Delivery

Rapidly Press the A button for 10 seconds. If you get enough presses, you might get a Firebolt.

If you do not get enough presses, you will get a Howler.

Get a Firebolt?!



How to take care of magical creature after spending time at Hogwarts Castle or after taking care inside the suitcase.

When the magical creature is being displayed, if the magical creature calls out, take care of them accordingly. Even if you miss the call, you can press the C button to confirm status.

Food

If the magical creature is hungry, press the A button, choose **[CARE]** with A button to select and B button to confirm, to feed them.

*When full, sleeping, hairball/dust/feathers has/have accumulated, pouting, or right before farewell, you cannot give magical creature food.

Hungry



Unhappy

CARE GAME



Food nom nom

Memorable Scenes

At certain times, depending on which world line is chosen, you might encounter a memorable scene from the "Harry Potter" series or the "Fantastic Beast" series. These scenes will be displayed for 3 minutes, during which if a button is pressed, the rest of the scene (if available) will be played.

*If button is not pressed within the 3 minutes or if there was no available additional scenes, the screen will return to normal.

Memorable Scenes



Mini Game / Fly! Hippogryph!

When the **[H]** is displayed on the top of the screen press either the A or B button to fly high.

Get 5 successful presses to get a perfect. Any misses will result in a fail.

Fly high!



Mini Game / Open the Lock!

Quickly press the corresponding button that gets displayed on the top of the screen. (When either **[A]** or **[B]** is displayed twice, press button twice)

If you can press the buttons correctly 5 times, you will get a perfect.

Pressing the wrong button or not pressing the buttons quick enough will cause a failure.

Press the correct buttons!



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If you do not clear hairball/dust/feathers or not properly take care of magical creature they will pout.

When the magical creature pouts, press the A button repeatedly until they stop pouting.

If they stay pouting too long, they will leave.

(When the magical creature is pouting, the only options available are clock controls and sound controls.)



If you properly take care of the magical creature, you can stay with them indefinitely. If you leave them pouting for too long or if they pout too many times, they will leave you.



In order to start taking care of another magical creature

► After saying good bye, press the A button while holding the C button to start again from the “2.Start Magical World” screen.

Different magical creatures
will show up depending on
how you take care of them!

Magical Creatures if "Harry Potter" is selected



Magical Creatures if "Fantastic Beast" is selected



CONTACT THE MINISTRY
IF YOU HAVE ANY INFORMATION



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**SEE PAGE 5
FOR MORE
INFORMATION**

YOU-KNOW-WHO'S BETTER THAN EVER

EXTRACURRICULAR ACTIVITIES

IT'S HERE...



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