

8-years old and above

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 MADE IN CHINA

Jujutsu Kaisen Tamagotchi



Instruction Manual

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 battery brands 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>

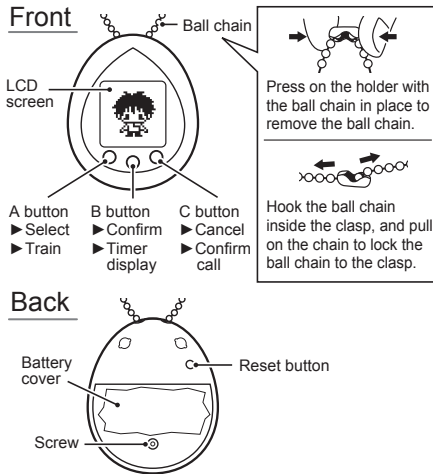
- We are not responsible for loss of data from use of the product.
- Discard plastic packaging immediately after opening.
- Do not place the product on resin treated products such as sofas, seats, and tiles. Long-term exposure may discolor the product.
- Do not forcibly pull or bend moveable parts or 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



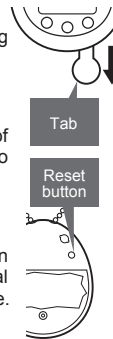
**Images do not represent the final product.
For explanation purposes only.

2. The Arrival of Yuta Okkotsu

- 1_ Pull out the tab from the casing.
▶ A sound will ring, and the time setting screen will appear.

- 2_ 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.



- 3_ 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".

- 4_ The Arrival of Yuta Okkotsu
Once the timer is set, a movie animation will be played and then Yuta Okkotsu will arrive.



**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.

3. Clock Controls

To view the time

Press the B button while the character is on screen to open the clock screen.
Pressing the B button again will return you to the character display screen.

Setting the clock

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. The Arrival of Yuta Okkotsu").



Press the A button while the C button is pressed during the character display 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 character call from making a sound.

4. Turning the sound on and off

5. Changing Batteries

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



- 1_ Remove the battery cover located on the back of the device.

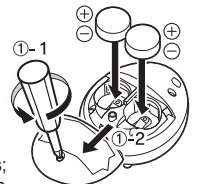
- ①-1 Use and turn a screwdriver in the direction of the arrow,
①-2 Remove battery cover.

- 2_ 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.

- 3_ While making sure the hook of the cover is properly set on the back of the device, turn the screw driver in the opposite direction as ①-1 to close the cover.

After replacing the batteries please reset the device. (see "2. The Arrival of Yuta Okkotsu")



6. Train your character

Call

You will need to take the proper action depending on the state of your character when your character calls for you.

If you miss a call from your character, press the C button to confirm your character's state.



Rice Ball

If your character is hungry, press the A button to open the select screen, then use the A button to select "Rice Ball", and then press the B button to give the rice ball to your character.

**You cannot give a rice ball to your character when a cursed spirit is present, or when your character is full, sleeping, injured, or is about to die.



Snack

If your character is unhappy, press the A button to open the select screen, then use the A button to select "Snack", and then press the B button to give your character a snack.

**You cannot give a snack to your character when a cursed spirit is present, or when your character is sleeping, injured, or is about to die.



Lights

When your character goes to sleep, press the A button to open the select screen, then use the A button to select "OFF" and then press the B button to turn the lights off. (You cannot control anything other than turning the lights on or off, displaying and fixing the time, or turning the sound on or off while your character is asleep.)

**You cannot turn the lights on or off while your character is awake.

Cursed Spirits

After a certain amount of time passes, a cursed spirit will appear. The cursed spirit will slowly take over the screen.

Press the A button to exorcise the cursed spirit before it takes over the screen completely.

**You cannot exorcise the cursed spirit if your character is asleep, injured, or is about to die.



There are 3 different cursed spirits.

One of them will randomly appear to attack your character.



Mini Game

There are 3 mini games that are inspired from the movie.

From the select screen, use the A button to choose "VS Miguel", then use the A button to select one of the three mini games and the B button to confirm the selection.

**You cannot play mini games when a cursed spirit has appeared, or when your character is asleep, injured, or is about to die.



Mini Game VS Miguel

Repeatedly press the A button for 10 seconds.

You will win the fight against Miguel if pressed a sufficient number of times.

If a perfect is achieved the Satoru Gojo animation will be played. Press enough to get the perfect.



Mini Game Crepe Photo

It's a photo opportunity when the crepe is in the middle of the screen! Press the A or B button.

If you take a good photo it is a success.

If all 4 of your photos are a success you will get a perfect. If the crepe is off frame or if you don't press the button early enough it will be considered a fail.



Mini Game I♡Panda Roulette

The very right of the roulette will randomly alternate between "Ring" (Ring icon), "Panda" (Panda icon), "Glasses" (Glasses icon), and "Onigiri" (Onigiri icon).

When "Panda" (Panda icon) reached the middle, time your B button press so it shows "I♡Panda".

If you can get 5 consecutive "I♡Panda" you will get a perfect.

If no button is pressed for 10 seconds, it will be considered a failure.



Surprise characters appear!

You can verify the status of different other characters from the movie.

Once done, press the A button, B button, or the C button to continue.



Injury

Your character will be injured if the cursed spirit is left alone or if you do not train your character. If injured, press the A button until the character fully recovers. (Rika will show up when Yuta Okkotsu is healing.) If left injured, your character may die, so please be careful.

**You cannot display or fix the time, or turn the sound on or off while your character is injured.

**When your character is about to die, a cursed spirit will occupy the screen and all controls will be inaccessible.



Death

Your character will die if left injured or is injured a number of times.

After that, Suguru Geto will occupy the screen.

If you are training Suguru Geto, at death Satoru Gojo will occupy the screen.



►How to train a new character

Press the A button while the C button is pressed to restart from the arrival of Yuta Okkotsu.

Your character can turn into a variety of jujutsu sorcerers depending on the training!

