

For 2 to 4 players
Ages 7 and up

Livin' the Tamagotchi® Life **ELECTRONIC GAME**

Instructions

Objective:

Be the first player to grow your Tamagotchi® from an egg to an adult!

Contents:

Game board, Electronic Tamascreen game unit, 4 egg movers, 4 baby movers, 5 teen movers, 6 adult movers, 4 colored mover stands, 30 hearts, 4 clocks, 4 clock stands, 4 trophies, 4 wastes, 4 toothaches, 6 school supply cards, 6 speed disks, 18 sports activity cards.

Setup:

- Carefully remove the screw located on the battery door on the back of the Tamascreen. Insert 3 AAA batteries in the direction shown inside the compartment. Replace the battery door.
- Place the Tamascreen unit in the center of the game board. Carefully remove all the cardboard pieces and place them in piles of similar objects.
- Turn the 6 school supply cards face down and mix them up. Place them face down in the spots in Tamagotchi® School.
- Each player chooses an egg card, places it in a mover stand and puts their mover in the Home area. Each player starts with 2 hearts. The youngest player goes first, and then play moves to the left. When it's your turn, move to the Tama Home space.

Batteries note:

1. Only batteries of the same or equivalent type should be used.
2. Different types of batteries -- or new and used batteries - should not be mixed.
3. Batteries are to be inserted with the correct polarity
4. Do not use rechargeable batteries
5. Non-rechargeable batteries should not be recharged.
6. Exhausted batteries should be removed from the unit.
7. The supply terminals should not be short-circuited.

Playing:

Press the center "spin" button screen on the Tamascreen. Move the number of spaces shown on the Tamascreen. You can move in any direction except diagonally. You can move in more than one direction (ex. down, left, left, down) but cannot count the same space twice in one turn. You must move the full number of spaces shown except when entering the School, Office, Sports Arena, Bathroom, Hospital and Home.

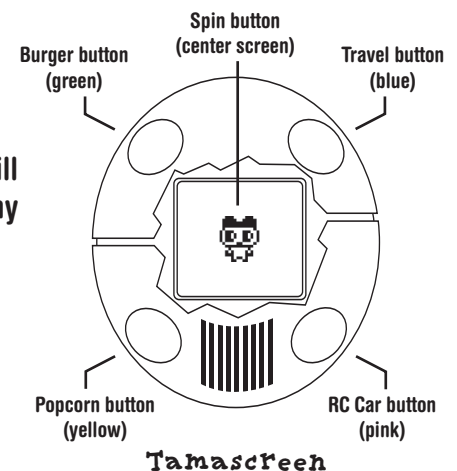


Growing:

You must grow three times to reach the adult level. You will need to hand in hearts each time you grow. Hand in this many hearts to grow from:



- Egg to Baby: 2 hearts ♥♥
- Baby to Teenager: 4 hearts ♥♥♥♥
- Teenager to Adult: 6 hearts ♥♥♥♥♥♥



You may grow only at the beginning of your turn. When you are ready to grow, hand in the correct number of hearts. Press and hold the “spin” button for 2 seconds. Select your next growth level on the screen by pressing the corresponding button: B for Baby, T for Teenager or A for adult. The Tamascreeen chooses your next Tamagotchi® character. Find the new Tamagotchi® card and place it in your stand (keep the old card with you). Each growth level has a different background color:

Egg: Pink Baby: Orange Teen: Green Adult: Blue

You may only grow once per turn. After growing, you may continue your turn by pressing the “spin” button to move.

Game Spaces:



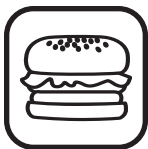
Popcorn:

Land on a Popcorn space to win up to 2 hearts. Press the yellow button on the Tamascreeen. You will see snack items scrolling on the screen. Press any button to stop the screen on an item.

- Ice cream sundae: win 2 hearts
- Cup cake: win 1 heart
- Wormy apple: lose 1 heart (see dying)
- Empty cookie box: no change



- Toothache: place a toothache card in the second slot of your mover stand. **NOTE:** you must move to the hospital space before you can participate in a game board activity (Office, Sports or School), grow or return home to win! On your way to the hospital, you may still land on game spaces to earn hearts and affect movement (Popcorn, RC Car, Burger, Travel). You do not need to move the full amount of spaces to enter the hospital. Once on the hospital space, remove the toothache card from your stand and wait until your next turn.



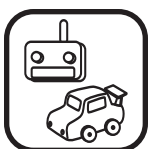
Burger:

Land on a Burger space to earn extra moves. Press the green button on the Tamascreeen.

- Energy drink: move bonus spaces on the game board immediately.
- Tuna Fish: Spin again; you’ve earned an extra turn.
- Bathroom: You ate too much; go directly to the bathroom space (remove a waste if you have one).



- Waste: place a waste card in the second slot of your mover stand. **NOTE:** you must move to the bathroom space before you can participate in a game board activity (Office, Sports or School), grow or return home to win! On your way to the bathroom, you may still land on game spaces to earn hearts and affect movement (Popcorn, RC Car, Burger, Travel). You do not need to move the full amount of spaces to enter the bathroom. Once you enter the bathroom, remove the waste card from your stand.



RC Car:

Land on an RC Car space to win up to 3 hearts. Press the pink button on the Tamascreeen.

- RC UFO: win 3 hearts
- Trumpet: win 2 hearts
- Balloon: win 1 heart
- Deflated soccer ball: lose 1 heart (see dying)
- Broken CD player: lose 2 hearts (see dying)



Travel (plane, bus, taxi, helicopter):

Land on a travel space to be transported to a different area on the game board. Press the blue button to see which travel space to go to. You will need to stay on the same space if tickets are sold out, or if the screen chooses the space you are already on.

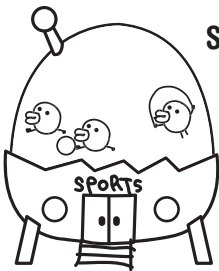
Dying:

If you lose more hearts than you currently have (in RC Car or Popcorn spaces), you die. Remove your Tamagotchi® card from your stand and replace it with your old egg card (keep the other Tamagotchi® card with you). Place your stand at the Tama Home Entrance and collect 2 hearts. This is the end of your turn. You do NOT lose any completed items from the school, office or sports activities.

You must re-grow your Tamagotchi® starting from the egg level. When growing after dying, use the same Tamagotchi® cards that you had collected before dying (do not hold down the “spin” button on the Tamascreeen). If you reach a higher growth level than you achieved before you died, use the Tamascreeen to choose a new card (hold down the “spin” button for 2 seconds).

Gameboard Activities:

Players must complete all three game board activities before winning the game. They can be completed in any order and at any stage of growth. You may not enter an activity with a waste or toothache. You do not need to roll the exact number of spaces to enter a game board activity.

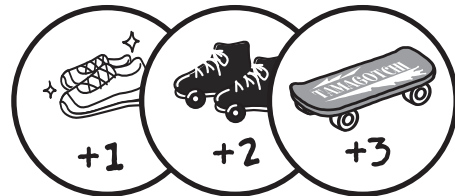


Sports Arena:

To complete this activity, you must exchange sports cards for a speed disk. Once you’ve landed on the Tama Sports Entrance, place your mover on the sports arena start space and wait for your next turn. On each turn, spin, move in either direction around the arena, and collect a sports card with the item you landed on. Collect enough sports cards and exchange them for a sports gear item based on the chart in the center of the arena. Take the corresponding speed disk.

Once you have exchanged your sports cards for a speed disk, place it underneath your mover. From now on, it’s your choice to use or not to use the extra spaces on each turn. If you do, add the number of spaces on the Tamascreeen with the number of spaces on your speed disk. If you choose not to use your speed disk, move the exact number of spaces shown on the Tamascreeen. You can use the speed disk anywhere on the game board.

You’ll be able to move faster if you collect the skateboard, but it will take longer to earn it. There are only two of each speed disk in the game. If you snooze, you lose!



Speed Disks

Once you have collected your speed disk, return to the Tama Sports Entrance. You have completed this activity.



Office:

To complete this activity, you must beat the clock in a race to receive a trophy. Once you reach the Tama Office Entrance, place your mover and a clock (in a stand) on the office start and wait for your next turn.

On each turn, move the clock one space on the inner track. Press the “spin” button on the Tamascreeen and move that many spaces on the longer track (you may use your speed disk). Follow any instructions on the track.

Continue on each turn until you or the clock crosses the finish line. If the clock reaches the finish on a turn before you do, return the clock and your mover to the office and try again on your next turn. If you cross the finish line on the same turn or before the clock, you win! Take a trophy and return your mover to the Tama Office Entrance. You have completed this activity.





School:

To complete this activity, you must find a matching pair of school supplies. Move to the Tama School Entrance and place your mover on the start space in the school area. On each turn, press the “spin” button and move in either direction around the school area (you may use your speed disk). Choose a face down school supply card. As you try to match the space that you landed on with a card. If it’s not a match, return the card to its space, do not show the card to the other players. Repeat on each turn until you find a match.

When you have a matching card, show the card to the other players and keep it with you. Return to the school entrance; you have completed this activity.

Winning the game:

The first player that completes all three game board activities and gets back to the Tama Home Entrance as an adult without a waste or toothache wins!

We appreciate your comments on Livin’ the Tamagotchi® Life Electronic Game. Please send your correspondence to:

Pressman Toy Corporation
Dept: Tamagotchi
121 New England Ave.
Piscataway, NJ 08854-4126

Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.



©2007 Pressman Toy Corporation, New York, NY 10011. Made in China.

Visit us at www.pressmantoy.com

TM & © 2004-2007 Bandai, WIZ., TAMAGOTCHI, TAMAGOTCHI CONNECTION and all related logos, names and distinctive likenesses thereof are the exclusive property of Bandai. Under license from Bandai Entertainment Inc. All Rights Reserved

#3715-0710