



# HATCHIMALS™

## TIPS AND TRICKS



### AGES AND STAGES

- **STAGE 1 (EGG):** NURTURE my egg until I am ready to hatch. You can TILT, TAP or TOUCH the egg to INTERACT.
  - **STAGE 2 (HATCHING):** I will peck my way out of the egg! When I pause, RUB the EGG.
  - **STAGE 3 (BABY):** CARE for me: feed me, cuddle me, comfort me, and more!
  - **STAGE 4 (TODDLER):** TEACH me: "LEARN TO WALK", "LEARN TO TALK", "DANCE GAME".
  - **STAGE 5 (KID):** PLAY with me: Unlock new GAMES!
- \*\*\*RAINBOW LIGHTS appear when I am ready to hatch or when you have unlocked a new stage.\*\*\*

### COLOUR DICTIONARY

LIGHT COLOUR	WHAT IT MEANS	WHAT TO DO (in egg/out of egg)
Pink	Hear my Heartbeat	<b>HOLD bottom of egg / PET head</b>
Red	Annoyed/Upset	<b>RUB bottom of egg / PET head</b>
Orange	Needs to Burp	<b>PAT bottom of egg / TILT forward or PAT head</b>
Flashing Orange	Has the Hiccups	<b>TAP on the egg / Make a LOUD SOUND to scare them away</b>
Yellow	Autonomous	INTERACT with Hatchimal in different ways
Green	Sick	<b>RUB bottom of egg or TILT / PET head, SQUEEZE BELLY or TILT</b>
Light Blue	Cold	<b>RUB egg / RUB head or SQUEEZE BELLY</b>
Dark Blue	Scared	<b>RUB bottom of egg or TAP on egg / PET head or make a LOUD SOUND</b>
Purple	Hungry	<b>Not Applicable / TILT forward</b>
White	Going to Sleep	<b>TOUCH egg BASE to wake up / PRESS CHEST BUTTON to wake up</b>
Lights Off	Listening	<b>TAP on the egg</b>

*Cycle through GAMES by PRESSING my BELLY.  
Select GAME by TAPPING my HEAD.*

### GAMES

LIGHT COLOUR	GAME	WHAT TO DO
Teal	LEARN TO TALK	In STAGE 4 & 5: PRESS and HOLD my BELLY to RECORD your voice. I REPEAT what you say
Flashing White	LEARN TO WALK	In STAGE 4 & 5: 1 CLAP makes me move FORWARD. 2 or more CLAPS makes me SPIN
Flashing Purple	DANCE	In STAGE 4 & 5: I play MUSIC and Dance. PAT my head to make a drum beat
Flashing Red	TAG	In STAGE 5: PAT my head when the light turns red
Flashing Blue	HATCHIMAL SAYS	In STAGE 5: RED - PAT head, PINK - SQUEEZE belly, BLUE - turn UPSIDE DOWN
Flashing Green	SILLY SOUNDS	In STAGE 5: I will tap a pattern, try to CLAP it back
Flashing Orange	PSYCHIC HATCHIMAL	In STAGE 5: ASK a YES or NO question, I will answer
Flashing Yellow	AUTONOMOUS	Exit games

To turn your Hatchimal Egg OFF, hold UPSIDE DOWN for 8 SECONDS or more.  
FOR MORE INFORMATION VISIT [HATCHIMALS.COM](http://HATCHIMALS.COM)