Author: Vinicio Valbuena (lowlevel)
Repository:https://github.com/formatcom/tamatama
Comments or problems: https://github.com/formatcom/tamatama/issues
Source ref: Tamagotchi i.i.f.e Android, Patent No: US 6,213,871 81
Image ref: https://tamagotchi.fandom.com/wiki/Tamagotchi_(1996_Pet)/Character_list

version: 1.0.0

Tamagotchi Documentation
First generation

Tutorial

id	0
name	Egg
minimun weight	1
timer evol	2 min
hungry/happy timer	none
timer illness (scale factor)	none
timer illness (div factor)	none
n injections	0
undefined	0 ?
discipline counter	0
discipline timer	none
sleep time	none

Egg

Tutorial

id	1
name	Babytchi
minimun weight	5
timer evol	60 min
hungry/happy timer	7 min
timer illness (scale factor)	60
timer illness (div factor)	1
n injections	2
undefined	0 ?
discipline counter	0
discipline timer	none
sleep time	special

Baby

id	2
name	Marutchi
minimun weight	10
timer evol	2 days
hungry/happy timer	55 min
timer illness (scale factor)	2
timer illness (div factor)	1
n injections	2
undefined	100 ?
discipline counter	0
discipline timer	RAND * 190 min
sleep time	9 am - 8 pm

Child

id	3
name	Tamatchi
minimun weight	20
timer evol	3 days
hungry/happy timer	80 min
timer illness (scale factor)	3
timer illness (div factor)	1
n injections	2
undefined	50 ?
discipline counter	RAND + 2
discipline timer	RAND * 480 min
sleep time	9 am - 9 pm

id	4
name	Tamatchi
minimun weight	20
timer evol	3 days
hungry/happy timer	80 min
timer illness (scale factor)	3
timer illness (div factor)	1
n injections	2
undefined	100 ?
discipline counter	0
discipline timer	RAND * 206 min
sleep time	9 am - 9 pm

id	5
name	Kuchitamatchi
minimun weight	20
timer evol	2 days
hungry/happy timer	80 min
timer illness (scale factor)	2
timer illness (div factor)	2
n injections	2
undefined	50 ?
discipline counter	RAND + 2
discipline timer	RAND * 480 min
sleep time	9 am - 9 pm

id	6
name	Kuchitamatchi
minimun weight	20
timer evol	2 days
hungry/happy timer	80 min
timer illness (scale factor)	2
timer illness (div factor)	2
n injections	2
undefined	100 ?
discipline counter	0
discipline timer	RAND * 206 min
sleep time	9 am - 9 pm

Teen

id	7
name	Mametchi
minimun weight	30
timer evol	6 days
hungry/happy timer	86 min
timer illness (scale factor)	6
timer illness (div factor)	1
n injections	3
undefined	0 ?
discipline counter	4
discipline timer	none
sleep time	9 am - 10 pm

id	8
name	Ginjirotchi
minimun weight	30
timer evol	4 days
hungry/happy timer	86 min
timer illness (scale factor)	4
timer illness (div factor)	1
n injections	1
undefined	50 ?
discipline counter	RAND + 2
discipline timer	520 min
sleep time	9 am - 10 pm

id	9
name	Maskutchi
minimun weight	30
timer evol	4 days
hungry/happy timer	60 min
timer illness (scale factor)	4
timer illness (div factor)	1
n injections	1
undefined	100 ?
discipline counter	0
discipline timer	206 min
sleep time	11 am - 11 pm

id	10
name	Kuchipatchi
minimun weight	20
timer evol	2 days
hungry/happy timer	65 min
timer illness (scale factor)	2
timer illness (div factor)	1
n injections	2
undefined	0 ?
discipline counter	4
discipline timer	none
sleep time	9 am - 10 pm

id	11
name	Nyorotchi
minimun weight	10
timer evol	1 days
hungry/happy timer	65 min
timer illness (scale factor)	1
timer illness (div factor)	2
n injections	3
undefined	50 ?
discipline counter	RAND + 2
discipline timer	206 min
sleep time	9 am - 10 pm

id	12
name	Tarakotchi
minimun weight	20
timer evol	2 days
hungry/happy timer	48 min
timer illness (scale factor)	2
timer illness (div factor)	2
n injections	2
undefined	100 ?
discipline counter	0
discipline timer	520 min
sleep time	10 am - 10 pm

Adult

id	13
name	Bill
minimun weight	30
timer evol	6 days
hungry/happy timer	86 min
timer illness (scale factor)	6
timer illness (div factor)	1
n injections	1
undefined	0 ?
discipline counter	4
discipline timer	none
sleep time	9 am - 10 pm

id	13
name	Oyajitchi
minimun weight	30
timer evol	6 days
hungry/happy timer	86 min
timer illness (scale factor)	6
timer illness (div factor)	1
n injections	1
undefined	0 ?
discipline counter	4
discipline timer	none
sleep time	9 am - 10 pm

Special

Tutorial pets follow a set and timed pattern, so the explanations below only apply to the pet when it is a child and up.

Important variables that are reset by evolving

- Number of times you have been sick.
- Candy consumed counter. Sick more often. Increases by 1 for every 3 candies.
- Care Mistakes. Not attending to hunger/happiness/light increases by 1.
- Discipline Mistakes. Do not discipline increases by 1.
- Parameter[33]. Still researching, important for special evolution.

Your pet is calling you

- When Tamagotchi's Hungry level reaches zero. Feed Tamagotchi meals to alleviate the call.
  You have 15 min to answer the call, or the care mistake is increased by 1.
- When Tamagotchi's Happy level reaches zero. Feed Tamagotchi snacks or play games with Tamagotchi to alleviate the call.
  You have 15 min to answer the call, or the care mistake is increased by 1.
- When Tamagotchi has gone to sleep. Turn off the lights to alleviate the call.
  You have 60 min to answer the call, or the care mistake is increased by 1.
- When Tamagotchi wants unnecessary attention. Scold Tamagotchi to alleviate the call.
  You have 30 min to answer the call, or the discipline mistake is increased by 1.

Feed your pet

- Tamagotchi a Meal
  - Hungry level is increased by 1. (Max 4)
  - Weight is increased by 1. (Max 99)
  - Hungry timer reset.
- Tamagotchi a Snack
  - Happy level is increased by 1. (Max 4)
  - Weight is increased by 2. (Max 99)
  - Sweets consumption increases by 1.
  - Happy timer reset.

When will your pet drop a level of happiness or hunger?

- Depends on the character[hungry/happy timer].

Inject your pet

- If you are sick the game depending on the character assigns you a character[n injections].
  - character[n injections] decreases by 1, upon reaching 0 your tamagotchi is healed.

When does your pet get sick?

- Having 8 poops on the screen makes your pet sick.
- If your pet spends 15 minutes with the hunger level at zero, it will get sick.
- Finally using the following formula to assign the timer:

```
s = character[scaler factor]
d = character[div factor]

# time format   [0 - 23]
x = character[time to wake up]
y = character[bedtime]

timer = ( (y - x) * 60 * s ) / d
timer = timer * RAND
```

Result of playing

- Win
  - the weight decreases by 1, only up to the minimum weight.
  - Happy level is increased by 1. (Max 4)
  - Happy timer reset.
- Lose
  - the weight decreases by 1, only up to the minimum weight.

Discipline your pet

- if your pet is misbehaving
  - character[discipline] increased by 1. (Max 4)

When does your pet misbehave?

- The timer is assigned following this formula:

```
timer = character[discipline timer] * RAND
```

When will your pet feel like pooping?

- Your pet will poop every 180 minutes.

Known causes that lead to the death of your pet

- If your pet gets sick 3 or more times in the same day, it dies.
- If your pet stops eating 5 times or more, it dies.
- If your pet goes 12 hours without eating, it dies.
- If your pet spends 6 hours sick, it dies.
- Death by eating too many sweets, the algorithm is explained below:

```
x = number of candies / 3
y = x * 10
z = RAND * 100

# time format   [0 - 23]
a = character[time to wake up]
b = character[bedtime]

if x is greater than zero then:
    if y < z then:
        timer = RAND * (b - a) * 60 - 1
    else:
        candies = 0
```

What happens when your pet wakes up?

- Increase your age. (Max 99)
- Turn on the light.
- Parameter[33] increased by 1.

When does your pet evolve?

- Follow the following formula when waking up.

```
# time format   [0 - 23]
x = character[time to wake up]
y = character[bedtime]

timer = RAND * ( (y - x) * 60 - 121
```

GROWTH CHART

ID 0
NAME: EGG

ID 1
NAME: BABYTCHI

ID 2
NAME: MARUTCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES < 2

ID 3
NAME: TAMATCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES > 1

ID 4
NAME: TAMATCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES < 2

ID 5
NAME: KUCHITAMATCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES > 1

ID 6
NAME: KUCHITAMATCHI

Patent No.: US 6,213,871 B1

One grown virtual creature is selected from a plurality of kinds of Virtual creatures, that is, Virtual creatures of character images KT3, KT4, KT5 and KT6 of a third generation in consideration of the contents of cares and disciplines in the Second growth procedure. For example, in the Second growth procedure, if in the case where calls are made from the virtual creature, cares are not taken by 3 times or more in respect of calls with contents necessary for growing the Virtual creature and disciplines are not made by 2 times or more in respect of calls with a Selfish content from the Virtual creature, a virtual creature of the character image KT6 is selected. The virtual creature of the character image KT6 is changed into a virtual creature of a third generation and grown thereafter.

ID 3
NAME: TAMATCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES = 0

ID 7
NAME: MAMETCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES = 1

ID 8
NAME: GINJIROTCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES > 1

ID 9
NAME: MASKUTCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES < 2

ID 10
NAME: KUCHIPATCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES < 4

ID 11
NAME: NYOROTCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES > 3

ID 12
NAME: TARAKOTCHI

ID 4
NAME: TAMATCHI

CARE MISTAKES < 4
DISCIPLINE MISTAKES < 2

ID 8
NAME: GINJIROTCHI

CARE MISTAKES < 4
DISCIPLINE MISTAKES > 1

ID 9
NAME: MASKUTCHI

CARE MISTAKES > 3
DISCIPLINE MISTAKES < 8

ID 11
NAME: NYOROTCHI

CARE MISTAKES > 3
DISCIPLINE MISTAKES > 7

ID 12
NAME: TARAKOTCHI

ID 5
NAME: KUCHITAMATCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES < 2

ID 10
NAME: KUCHIPATCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES < 4

ID 11
NAME: NYOROTCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES > 3

ID 12
NAME: TARAKOTCHI

ID 6
NAME: KUCHITAMATCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES = 0

ID 10
NAME: KUCHIPATCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES = 1

ID 11
NAME: NYOROTCHI

CARE MISTAKES < 3
DISCIPLINE MISTAKES > 1

ID 12
NAME: TARAKOTCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES < 6

ID 11
NAME: NYOROTCHI

CARE MISTAKES > 2
DISCIPLINE MISTAKES > 5

ID 12
NAME: TARAKOTCHI

ID 9
NAME: MASKUTCHI

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S

CARE MISTAKES < 6
DISCIPLINE MISTAKES = 0
PARAMETER[33] > 7

B.DAY57

ID 13
NAME: BILL

ID 9
NAME: MASKUTCHI

J
P

CARE MISTAKES < 6
DISCIPLINE MISTAKES = 0
PARAMETER[33] > 7

B.DAY57

ID 13
NAME: OYAJITCHI