

www.hatchimals.com

After removal, dispose of Twist Locks immediately

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T19110.0001.2008648_GBL_IS_R1R1 (2008648, 2008649)
T19110.0002.2008650_GBL_IS_R1R1 (2008650, 2008651)

Meets CPSC Safety Requirements.

Keep their children safe. SPIN MASTER LTD., 450 FRONT STREET WEST, TORONTO, ON M5V 1B6 CANADA

Imported into EU by: Spin Master International, S.A.R.L., 20 Rue Des Peupliers, L-2328, Luxembourg

TM & © Spin Master Ltd. Patent pending. All rights reserved. Remove all packaging before use. Retain this information, addresses and phone numbers for future reference. Content may vary from pictures. An adult should periodically check this toy to ensure no damage or hazards exist. If so, remove from use. Children should be supervised during play. Spin Master reserves the right to discontinue use of the www.hatchimals.com website at any time.

MADE IN CHINA.

Recyclable batteries are to be removed from the toy before being charged (excluding LR0 batteries). DO NOT recharge non-rechargeable batteries. DO NOT short-circuit the supply terminals. Rechargeable batteries are only to be charged under adult supervision.

alkaline/standard/rechargeable). Using rechargeable batteries is not recommended due to possible reduced performance. Rechargeable batteries are only to be charged under adult supervision. diagram in the battery compartment. Promptly remove dead batteries from the toy. Dispose of used batteries properly. Remove batteries for prolonged storage. Only batteries of the same or equivalent type as recommended are to be used. DO NOT incinerate used batteries. DO NOT dispose of batteries in fire, as batteries may explode or leak. DO NOT mix old and new batteries or equivalent

BATTERY SAFETY INFORMATION: Requires 2 x 1.5 V AA alkaline batteries and 3 LR44 batteries (included). Batteries are small objects. Replacement of batteries must be done by adults. Follow the polarity (+/-) expressly approved by Spin Master Ltd. or they could void the user's authority to operate the equipment. Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

NOTE: Changes, adjustments or modifications to this unit, including but not limited to, replacement of any transmitter component (crystal, semiconductor, etc.) could result in a violation of FCC rules under part 15 and/or 95 and must be separation between the toy and the radio or the TV. Consult the dealer or an experienced TV-radio technician for help.

limits are designed to provide reasonable protection against harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this toy does cause interference to radio interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with the limits for Class B digital devices pursuant to Part 15 of the FCC rules. These FCC STATEMENT: This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any

your retailer when you buy a similar new one. For other options, please contact your local council. Please do your part by keeping this product out of the municipal waste stream! The "wheeler bin" symbol means that it should be collected as "waste electrical and electronic equipment". You can return an old product to

another location and try again. To ensure normal performance, replace the batteries, as low batteries may not allow full function. Requires 2 AA/LR6 1.5V Batteries and 3 LR44 batteries, included. Batteries or battery packs must be recycled or disposed of properly. When this product has reached the end of its useful life it should not be disposed of

NOTE: In an environment with electrostatic discharge, the toy may malfunction and require user to reset the toy. To reset product, turn it completely off, then turn it back on. If normal operation does not resume, move the product to

CONSUMER INFORMATION: Safety Precautions - Parental guidance is recommended. Regularly examine for damage to the toy. In the event of any damage, remove from use. - This toy is not intended for children under 3 years old. - Keep hands, hair and loose clothing away from moving parts when power switch is turned ON. - Turn off the HATCHIMAL™ when not in use. - During play, keep the HATCHIMAL™ in your sight so that you can supervise it at all time. - Users should keep strict accordance with the instruction manual while operating the product.

CARE AND MAINTENANCE: This product is intended for indoor use only. - Do not use outdoors - dirt, grass, cement will scratch the finish and/or block the sensors. - Do not submerge the toy in water. - Do not play around water as this is a hazard and can cause a malfunction or damage the electronic assemblies. - Do not put any foreign objects in the sensors.



Easy to follow instruction videos:
Youtube.com/hatchimals

5+ years

GETTING STARTED - STAGE 1: HATCHIMAL EGG

When you first get your Hatchimal egg out of the box, to TURN IT ON, REMOVE the TWIST LOCKS located at the bottom of the egg. Discard the twist locks.

CONTENTS



2 Hatchimals™ (in egg)



1 Hatchimal™ Egg



1 Cheat Sheet



Instruction Guide

2 x AA (LR6) 1.5V BATTERIES INCLUDED

3 x LR44 1.5V BATTERIES INCLUDED



DO NOT RETURN TO THE STORE.

NORTH AMERICA

1-800-622-8339, CUSTOMERCARE@SPINMASTER.COM

UK - 0800 206 1191, SERVICEUK@SPINMASTER.COM

IRELAND - 1800 692 249

FRANCE - 0800 609 150, SERVICEFR@SPINMASTER.COM

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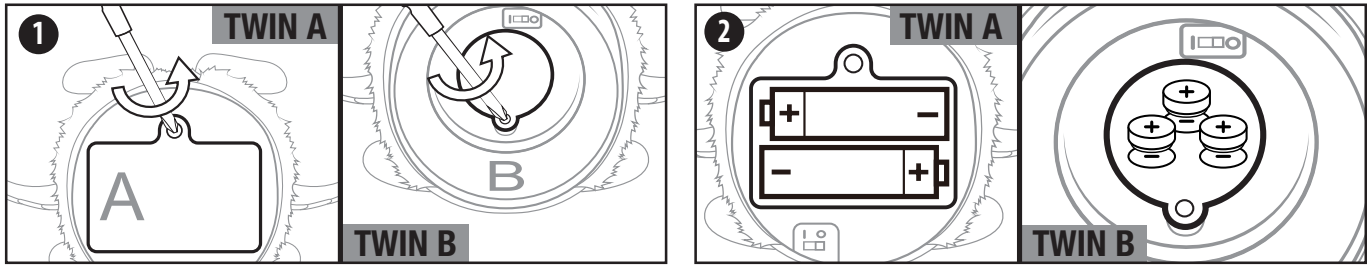
WARNING:
CHOKING HAZARD - Small Parts.
Not for children under 3 years.



⚠️ **WARNING: KEEP BATTERIES OUT OF REACH OF CHILDREN.** This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death due to chemical burns and potential perforation of the esophagus. Dispose of used batteries immediately and safely. Used batteries can still be dangerous. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

HOW TO INSTALL BATTERIES

1. Open the battery door with a screwdriver.
2. If used batteries are present, remove these batteries from the unit. DO NOT remove or install batteries using sharp or metal tools. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
3. Twin A requires 2 AA batteries and Twin B requires 3 LR44 batteries.
4. Replace battery door securely.
5. Check your local laws and regulations for correct recycling and/or battery disposal.



LOW BATTERIES

When batteries are low, TWIN A's EYES will FLASH RED and ORANGE. TWIN B's eyes will be DIM BLUE and he will start to BEEP.

ON/OFF SWITCH

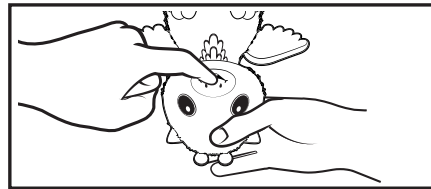
- 1) Make sure functional batteries are installed.
- 2) To turn your Hatchimal ON, flip the ON/OFF switch on the bottom of the Hatchimal to the ON position (I).
- 3) To turn your Hatchimal OFF, Flip the ON/OFF switch on the bottom of the Hatchimal to the OFF position (O).



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RESET

To RESET your Hatchimals back to STAGE 3 (BABY), hold your Hatchimals UPSIDE DOWN while HOLDING the HEAD button and NOSE button for 4 seconds.



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HALF VOLUME

*** Only available once Hatchimals are out of the egg. ***

- 1) Turn your Hatchimals OFF.
- 2) PRESS and HOLD the NOSE while you flip the ON/OFF switch to the ON position.
- 3) Your Hatchimals will stay in half volume mode until the next time you turn them OFF.



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THINGS YOU NEED TO KNOW

1. We only hatch once.
2. We cannot hatch without you holding us!
3. Before we can hatch, you must play with us in our egg.
4. After we hatch, raise us through 3 stages (Baby, Toddler, & Kid).
5. You know you've reached the next stage when we sing Hatchy Birthday!
6. At each stage, you unlock new interactions/games.
7. After we hatch, you can reset us back to Baby Stage (see page 7).
8. Only Twin A can move on his own.

CARE AND SAFETY

- Hatchimals are VERY FRAGILE. Always use two hands when playing with your egg.
- Hatchimals only hatch ONCE. You CANNOT put your Hatchimals back in the egg.
- Accidentally breaking your egg results in missing the hatching experience.
- To clean, wipe the toy gently with a clean damp cloth.
- Keep the top of the egg away from your face while it is hatching.
- DO NOT submerge the toy in water. This can damage electronic assemblies.

ACCIDENTALLY BROKE THE EGG?

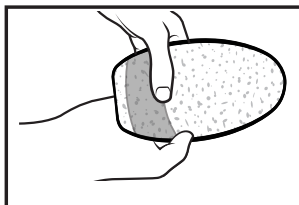
Be very CAREFUL with your Hatchimal egg. If you accidentally break the egg before your Hatchimals are ready to hatch, you CANNOT PUT THE HATCHIMALS BACK IN THE EGG. If you do break the egg before your Hatchimals are ready to hatch, FOLLOW STEPS 4-7 in STAGE 2: HATCHING YOUR EGG.

HOW TO TURN OFF THE EGG

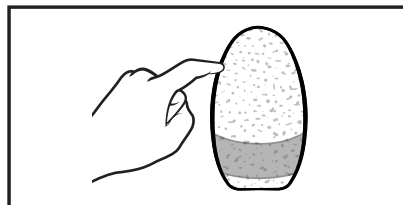
- TILT us UPSIDE DOWN for EIGHT SECONDS or more to turn us OFF.
- HOLD the BOTTOM of our egg to WAKE us up.

STAGE 1: PRE-HATCH

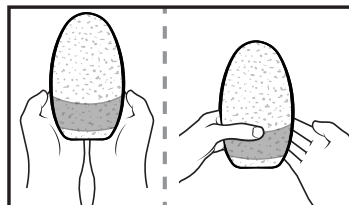
TILT, TAP OR TOUCH TO INTERACT WITH YOUR EGG.



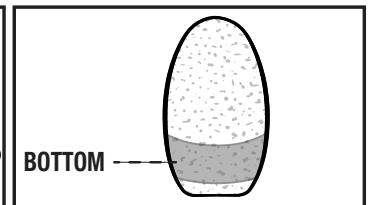
TILT the EGG to PLAY with us.



TAP on the egg and we will tap back. We can ONLY HEAR you TAP WHEN we are QUIET.



HOLD or RUB the BOTTOM of the egg to hear our HEARTBEATS or WARM us up.



Always RUB the BOTTOM of our egg.

FOR A COMPLETE LIST OF IN-EGG ACTIVITIES, REFER TO THE CHEAT SHEET.

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GAMES

1. Access the games menu by pressing and holding one of our noses. If we are facing each other, we will enter twin games. If we are separated, we will enter individual games.
2. Cycle through the games menu by pressing our noses.
3. When you see the color and hear the sound effect of the game you want, wait three seconds or pat us on the head to enter.
4. To exit a game at any time, press our noses.

TWIN A GAMES:

1. TAG (RED EYES)

When my eyes turn RED, PAT my HEAD. DON'T PAT my HEAD when you see a DIFFERENT COLOR, it is a FAKE OUT.

2. HATCHIMAL SAYS (BLUE EYES)

My eyes will flash different colors to tell you what action to take.

RED = PAT my HEAD.

PINK = PRESS my NOSE.

BLUE = TILT me UPSIDE DOWN.

TWIN B GAMES:

1. SILLY SOUNDS (FAST FLASHING PINK EYES)

I will CHIRP a PATTERN. When I stop, try to CLAP the same PATTERN BACK to me.

2. PSYCHIC HATCHIMAL (SLOW PULSING PINK EYES)

While my eyes are SOLID PINK, ASK me a YES or NO question. I will answer with a POSITIVE, NEGATIVE or MAYBE sound.

TWIN TIME GAMES:

1. SERENADE (ORANGE EYES)

TWIN B will PLAY MUSIC for TWIN A to DANCE to. If you PRESS TWIN B's NOSE, the music will go SLOWER. If you PRESS TWIN B's HEAD, the music will go FASTER.

2. FREEZE TAG (WHITE EYES)

TWIN A will DANCE but when you PRESS TWIN B's HEAD, TWIN A has to FREEZE.

3. HARMONIZE (GREEN EYES)

PRESS TWIN A or TWIN B's HEAD and they PLAY harmonizing music notes.

*** ALL PLAY FROM STAGE 3 & 4 IS STILL AVAILABLE ***

STAGE 2: HATCHING YOUR EGG

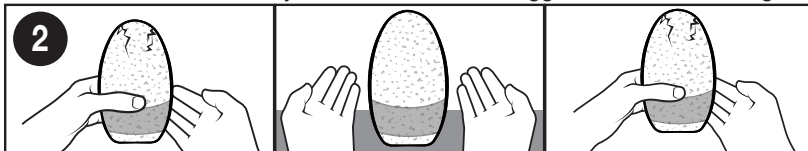
WHEN OUR EGG STARTS FLASHING RAINBOW EYES, IT MEANS WE ARE READY TO HATCH!

***** DON'T WORRY, WE CANNOT HATCH WITHOUT YOU THERE. *****

1. RUB the BOTTOM of our egg to encourage us to start hatching. KEEP the TOP of the EGG AWAY FROM YOUR EYES AND FACE .



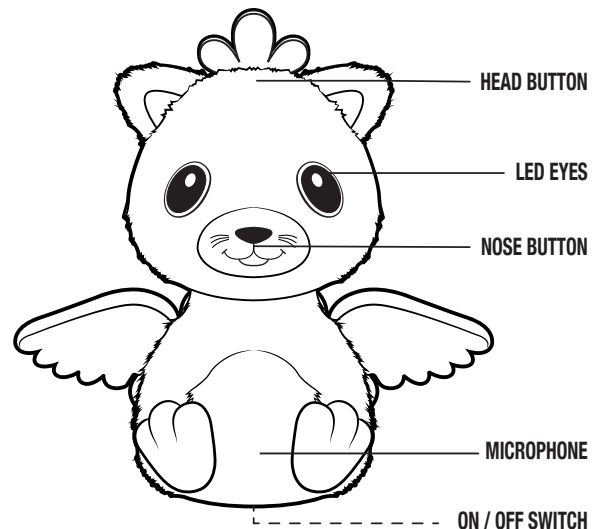
2. If you feel us STOP MOVING and hear us START to SNORE, put us on a FLAT surface, REMOVE your HANDS from the egg, then PICK us UP again.



3. When we have pushed through the top of the egg, we will sing "HATCHY BIRTHDAY."
4. REMOVE extra pieces of SHELL that might block our way.
5. PULL the TOP TWIN out of the egg. Then PULL the BOTTOM TWIN out.
6. THROW OUT any remaining pieces of the EGG SHELL.
7. PRESS our NOSE buttons to make sure we have ENTERED BABY stage.

**HATCHIMALS SURPRISE™
OUT OF EGG**

NOW THAT WE HAVE HATCHED, RAISE US FROM BABY, TO TODDLER, TO KID!



**WE SING "HATCHY BIRTHDAY"
WHEN WE MOVE FROM ONE STAGE TO ANOTHER.**

STAGE 4: TODDLER

GET TO KNOW OUR PERSONALITIES

TWIN A - THE MUSICAL ONE

PRESS and HOLD TWIN A's HEAD to start MUSIC and DANCING. PRESS NOSE to EXIT.

TWIN B - THE TALKATIVE ONE

1. PRESS and CONTINUE TO HOLD TWIN B's HEAD to start RECORD AND REPEAT.
2. TWIN B will say, **HELLO** and its EYES will turn PINK.
3. KEEP HOLDING its HEAD while you RECORD a message up to 4 seconds long.
4. RELEASE the HEAD button and it will REPEAT what you recorded.
5. PRESS its NOSE to PLAY BACK the last recorded message.
6. TILT TWIN B upside down or right side up to WARP the SOUND during playback.
7. PRESS its HEAD to EXIT.

SECRET MESSAGE:

1. PRESS and HOLD TWIN B's HEAD and NOSE at the same time to RECORD a SECRET MESSAGE.
2. FACE the TWINS TOWARDS each other, then quickly PRESS TWIN B's NOSE and HEAD at the same time to PLAY BACK the secret message.
3. If TWIN B can't see TWIN A, TWIN B will say, **I LOVE YOU!** instead.

SKITS: (performed in our own language)

When we're FACING EACH OTHER, PRESS **TWIN A's** NOSE to START a twin SKIT!

KNOCK KNOCK JOKE: we will TELL a JOKE.

FLYING RACE: after we SAY **READY, SET, GO** FLY us around.

SIBLING FIGHT: we will start to BICKER.

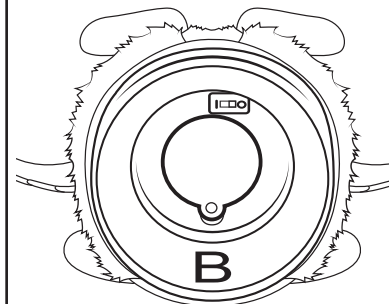
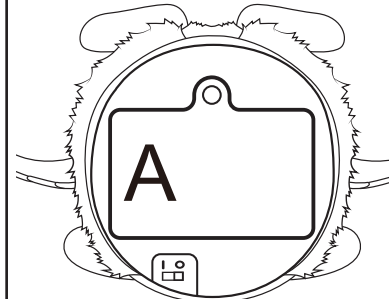
PEEK-A-BOO: when our EYES turn OFF, COVER our EYES then REVEAL them.

WHISPER A SECRET: we will TELL each other a SECRET.

*** ALL PLAY FROM STAGE 3 IS STILL AVAILABLE ***

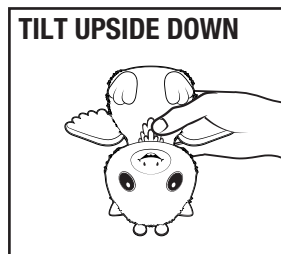
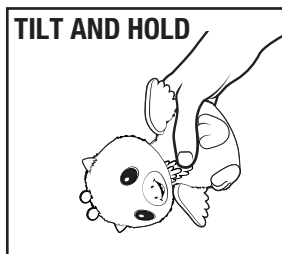
TIP: KNOW YOUR TWIN

You can look on the bottom of each twin to see if they are Twin A or Twin B.



STAGE 3: BABY

CARE FOR US! WE ARE BOTH UNIQUE AND WILL REACT DIFFERENTLY TO EACH ACTION.



1. TILT and HOLD to FEED us.
2. PRESS our HEAD BUTTONS to CUDDLE us or hear FUNNY SOUNDS.
3. TILT us UPSIDE DOWN then RIGHT SIDE UP to PLAY with us.
4. PRESS our NOSES to TICKLE us.
5. PRESS our HEAD BUTTONS to WARM us.
6. CLAP to SCARE our HICCUPS away.
7. When we're SICK, try TILTING, PETTING or PRESSING NOSES.
8. PUT us FACE to FACE when we are LONELY.

FOR A COMPLETE LIST OF ALL OUT OF EGG ACTIVITIES, SEE OUR CHEAT SHEET!

We are happiest when we're FACE to FACE. We will interact when we're together because twin time is the best time!

