

iD L Guide



Created by @mikeym on Instagram Using multiple sources including YouTube, the Tamagotchi Wiki, and Tama Talk.



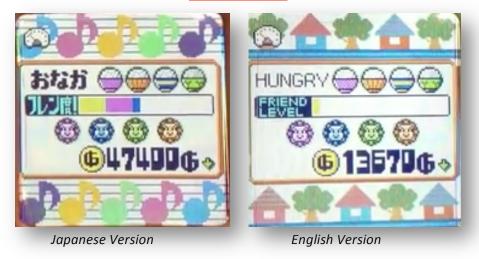
- 2 pre-installed, color games. The games are simple but fun and last 30 seconds each.
- 1 meal (rice) and 1 snack (box of sweets). Additional foods, both meals and snacks, can be grown from seeds.
- Seeds. These can be purchased at TamaDepa (the in-game store) for Gotchi Points, and the next morning will grow into a food or item.
- Cafes/restaurants. There are three cafes/restaurants on the iD L the restaurant, the bakery and the Tama Cafe.
- Parent visit. Once you get past the first generation, when your Tamagotchi is an adult it can visit its parents.
- Park. At any stage of life, your Tamagotchi can go to the park and may find another character to play with.



- Happy symbols. By certain adult characters using certain items,
 happy symbols are obtained. Four happy symbols can be
 earned for each generation three are from items, the last is
 from having your character as and adult for 48 hours (2 days).
 On TamaTalk's iD L Guide, found in the Tips & Tricks forum,
 you can see the happy symbols for all the characters.
- Interior remodels. One of the destinations you can go to is the
 Interior Shop. There you can purchase, for Gotchi Points, in game room remodels. There are five rooms on the iD L which
 all serve a specific purpose: Main room (where your character
 stays when it's doing nothing in particular), kitchen (where
 your character goes to eat), bedroom (where your character
 sleeps), bathroom (where your character uses the bath) and
 toilet room (where your character uses the toilet). These
 rooms can all be remodeled so they look different.
- Garden. On most Tamas, you press B to go to the time screen, but on the iD L it takes you to the garden (pressing it again takes you to the time screen). In the garden, you can receive letters from Tamas you've connected to and grow plants.
- Clothes. When your Tama is an adult, you unlock TamaMori, a
 destination where you can buy in-game clothes using Gotchi
 Points for your adult character to wear.
- Travel destinations. For every four unique adult characters that obtain all their happy symbols, a travel destination is unlocked. Some of the unlockable destinations are Henshin Jo (where your character can transform into its Henshin Jo alter ego using specific outfits), Patchi Falls, Melody Land and Concert Hall.
- Tama Pets. When your character is an adult, it can meet babystage-character sized creatures called Tama Pets. Once it has met a Tama Pet 3 times, it can adopt the pet. There are 10 Tama Pets to collect, however collecting them does not unlock anything for your Tama.

Scale Icon

(Screen One)



The first screen of the Scale Icon shows your Tama's hunger level, friendship level, happy symbol, and your current Gotchi Points, followed by a green arrow indicating there is another page accessible if you press the 'A' button.

HUNGRY – This displays the current hunger level of your pet represented by four rice bowls. The range changes from four empty circles, when your pet is hungry, to four rice bowls, when your pet is full. There are two additional hidden bowls, making 6 in total.

FRIEND LEVEL – This bar shows your relationship level to your Tama. As friendship is increased, the colored bar moves towards the right. The maximum length of the bar can be increased by finding one or more of your Tamagotchi's happy seals, which are located below the bar.

HAPPY SEALS – In order to reach TamaTomo level, you must find your Tama's three favorite items; this could be meals, snacks, toys, clothes and accessories. The fourth seal is given to your pet when it has been an adult for 48 hours.

GOTCHI POINTS – This is where you can see your total on hand amount of the in game currency.

GREEN ARROW DOWN – This signifies that there is another page to view by pressing the 'A' button.



Scale Icon

(Screen Two)





Japanese Version

English Version

TOP LINE: This is Japanese version only, and the area that says their character type, for example "Memetchi".

MIDDLE LEFT: This area contains the gender, pink for girl, and blue for a male.

MIDDLE RIGHT UPPER: This is your Tama's age, every 24 hours is one year of their life.

PINK SCALE ICON: This is the current Tama's weight in grams.

BOTTOM LINE: Tells you what generation your pet is.



GREEN ARROW *DOWN*: (Screen Three) Must be unlocked over time, contains top and bottom icon backgrounds.

Food Icon





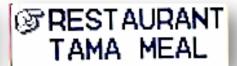
Japanese Version

English Version

FRIDGE: A catalogue of home cooked meals and snacks. A rice bowl in the upper right hand corner represents meals and a candy in the same corner, represents snacks.

MEAL:

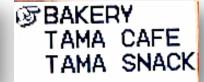




- → Restaurant Eat a meal at the restaurant.
- **→ Tama Meal** Visit previous male character and receive a free meal.

SNACK:





- → Bakery Eat a snack at the bakery.
- → Tama Cafe Eat a snack at the café.
- → Tama Snack Visit previous female character and receive a free snack.



Some Meals or Snacks sub-menu entries may not be available, depending on the growth stage of your current character and gender of previous TamaTomo characters you've raised.

After selecting a sub-menu entry, a catalog of available foods will appear, showing a picture of each item and its price. A pink heart in the upper right corner of the picture indicates food items obtained by download. If a built-in food is selected, it is immediately consumed. If a download food is selected, a question will appear asking if you want to eat this food. The options are yes, no and delete. If you pick delete, another question will appear, asking if you really want to delete it. The options are yes and no.

Bathroom Icon



TOILET: If your character needs to go to the bathroom, represented by squiggles, then clicking on this option will take them to go. If there is already poo on the floor, clicking this option will clean it up.

English Version

Japanese Version

BATH: This sends your Tama to take a bath. Characters who don't bathe will eventually become dirty.



Door Icon

Note: Some destinations are not immediately visible they become added over time. You may not be able to select some destinations depending on the growth stage of your character.

(Screen One)



Japanese Version

English Version

ARCADE: Two games you can play for Gotchi Points.





DONUT PARK: This is a location where your Tamagotchi may encounter many different things along its stroll here, from friends, pets, markets, to even meeting the Eco Triplets.

The following page has a general list of events that you can find →



TamaMarche - you can sell fruits & vegetables you've grown from seed.

10 AM - 2:59 PM (only on first day of each month)

Green Day - chance to get an Eco Item. There are three Eco items available. The *Eco-Bag* gives you a 50% discount off items purchased from TamaDepa, the *Eco-Fork* gives you a 50% discount off snacks purchased from TamaCafe, and the *Eco-Chopsticks* give you a 50% discount off meals purchased in the Restaurant.

10 AM - 11:59 AM

You may encounter one of these potential pets:

Doremitchi
Bagubagutchi
Puchiberitchi

12 PM - 2:59 PM

You may encounter one of these potential pets: Sopuratchi Hapihapitchi

3 PM - 4:59 PM

FleaMarket - you can sell items, or buy one item that's on sale.

5 PM - 6:59 PM

You may encounter one of these potential pets: Chitchi Harapparatchi

7 PM - 9:59 PM

You may encounter one of these potential pets:
Onsen moguratchi
Shurikentchi
Rubitchi

Door Icon

(Screen One Continued)

HOMESTORE: After selecting the room you would like to change, a list of available styles will appear, showing a picture and the price it will cost to remodel into that style. Styles obtained by download will show a pink heart in the upper right corner. When a style is selected, a question will appear asking if you want to remodel. For built in styles, the options are yes or no. For downloaded styles the options are yes, no, and delete. If you pick delete, another question will appear asking if you are sure, the options are then yes or no.



Door Icon

(Screen Two)

TamaShop, Dressmaker, and the *Matchmaker* are available on this screen. **TamaShop** is where you buy your daily necessities and toys. Purchased items from here are sent to your Treasure Chest.

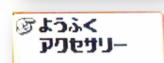
Dressmaker is where you buy clothing and accessories. Purchases from here are sent to your Closet. After selecting a shop category, catalogs of items appear along with their price. Items obtained by download have a pink heart in the upper right corner. After selecting an item a question will appear asking if you want to purchase it. For built in items, the options are yes or no. For downloaded items the options are yes, no, and delete. If you pick delete, another question will appear asking if you are sure, the options are then yes or no.













And lastly, the **Matchmaker** is where you can view prospective partners. Use the "A" (left) button to move and indicate your selection, then press "B" (middle) button to choose selection, or press "C" (right) button to leave without selecting a partner or to cancel.



(Screen Three) and (Screen Four)

These two screens contain travel areas unlocked by getting TamaTomo stamps that are obtained by getting all happy items for a character. More destinations can be downloaded as well.

Below is an in order list of how they will appear on your screens, along with how many stamps are needed to unlock them.

Screen Three:

- 4 stamps Henshin Jo / Tailor
- 8 stamps Patchi Onsen
- 12 stamps Melody Land
- 16 stamps Concert

Screen Four:

- o 20 stamps Waru Café
- o 24 stamps The Fortune Teller
- o 28 stamps Gotchi School
- o 32 stamps Gotchi King's Castle





Connection Icon

The Connection Icon has many different connections it can make, but for the purpose of this guide, it will only be covering connections to idL's and the download option.



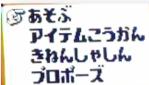


Downloads can be found at:

http://www.vpets.org/downloads/id-l-downloads



Clicking the **IDL** connection





- → PLAY
- →SWAP ITEM

¥GIVE

- ◆Personal Item
 - Fridge
 - Clothes
 - Accessory
 - Daily Item
 - Plaything
 - •Happy Mail
- ◆Shop Item (typically downloads)
 - •Living Room Wallpaper
 - •Mini Game
 - Travel Destination
 - Meal
 - Snack

¥RECIEVE

→TAKE PHOTO
→PROPOSE

Closet Icon





After selecting either the Clothes or Accessories category, a catalog of items will appear, showing a picture of the item. When an item is selected, a question will appear asking if you wish to wear that item. The options are *yes*, *no* and *delete*. If you pick *delete*, another question will appear, asking if you really want to delete it. The options are *yes* and *no*.

Treasure Chest

DAILY ITEMS PLAYTHINGS (toys)

After selecting either the Daily Necessities or Toys category, a catalog of items will appear, showing a picture of the item. When an item is selected, a question will appear asking if you want to use that item. The options are *yes*, *no* and *delete*. If you pick *delete*, another question will appear, asking if you really want to delete it. The options are *yes* and *no*.

MAILBOX: Letters and Happy Mail can be seen here.

RARE: These are where your collectible items are. Ex: Eco Bag





Book Icon





NOTEBOOK: View the TamaTomo stamps you've obtained.

PET LIST: View pets you've collected.

FRIENDS: This is where you can see people you've connected with.

ALBUM: View pictures you have taken with friends.

For Friends and Album, press the "A" (left) button to scroll through the list. Press the "B" (middle) button to delete an entry in the list. A question will appear asking if you want to delete that entry. The options are yes and no. If you pick yes, another question will appear, asking if you really want to delete it. The options are yes and no.

Clover Icon

Use this icon to heal your pet if it is sick.

