

Tamagotchi Paradise

Care & Evolution Cheat Sheet

TAMAVULT.COM

THE 3 EVOLUTION DECISIONS

- 1. **Baby** → **Kid**: the **field** you stay in sets the Kid type (needs 4 matching field cells, 15 min each).
- 2. **Kid** → **Young**: the **food type** you feed most sets the Young species.
- 3. **Young** → **Adult**: your **care-mistake count** (cumulative from Kid!) sets the adult.

CARE TIERS

TIER	REQUIREMENT
Perfect	0 mistakes + hunger & happy each maxed 5×
Near-perfect	0–1 mistakes
Moderate	2–5 mistakes
Heavy neglect	6+ mistakes (maxes at 6)

READING THE TAMA CELL

ICON	MEANS
Spiral / squiggle	1 care mistake
Rice ball	Hunger maxed once (need 5+)
Sun	Happy maxed once (need 5+)
Spiky angry face	Got sick once

WHAT A CARE MISTAKE IS

Tamagotchi calls (hunger 0, happy 0, or sick) and you don't respond within **15 minutes**. Locked in permanently. Mistakes **do not reset** between Kid and Young — they stack.

SICKNESS DANGER

30–35% chance after a mistake, only on counts **not divisible by 2 or 3** → risky mistakes are **1, 5, 7**. Six dark poops can also cause illness. **Sick 5× in one stage = death**. Always treat sick cells fast.

PERFECT-CARE CHECKLIST

- Start fresh generation with free time
- Play the **UFO game** to keep happy maxed
- Fully fill hunger 5+ times (rice balls)
- Use **Tama Sitter** if stepping away
- Before adult: 0 spirals, 5+ rice, 5+ suns

SECRET CHARACTERS

SHELL	SECRET	RULE
Blue Water	Mermarintchi	Not Float Young
Pink Land	Chodracotchi	Lick Young only
Purple Sky	Yayacorntchi	Not Rocky Young
Jade Forest	Tatsutchi	Not Forest Sprout

All secrets: connect to **two different shell colors** during the Young stage.

Evolution Map

Field → Food → Young → Adult by care tier

☐ WATER FIELD				
FOOD → YOUNG	PERFECT	NEAR	MOD	HEAVY
Seafood → Glide	Irukatchi	Kametchi	Kujiratchi	Uruotchi
Seaweed → Leap	Axolopatchi	Imoritchi	Kawazutchi	Beavertchi
Plankton → Paddle	Tachutchi	Sharktchi	Ankotchi	Otototchi
None → Float	Kuraratchi	Mendakotchi	Amefuratchi	Gusokutchi
☐ LAND FIELD				
FOOD → YOUNG	PERFECT	NEAR	MOD	HEAVY
Meat → Roar	Meowtchi	Pochitchi	Gumax	Ratchi
Carrot → Toddle	Mametchi	Mimitchi	Molmotchi	Sheeptchi
Worm → Lick	Leopatchi	Sebiretchi	Elizardotchi	Heavytchi
None → Sprout	Furawatchi	Potsunentchi	Tusushtchi	Shigemi-san

⬆️ SKY FIELD				
FOOD → YOUNG	PERFECT	NEAR	MOD	HEAVY
Chicken → Flap	Horhotchi	Mongatchi	Eagletchi	Batchi
Corn → Chirp	Peacotchi	Bataatchi	Kuchipatchi	Kiwitchi
Honey → Bumble	Papillotchi	Kabutotchi	Tentotchi	Hatchitchi
None → Rocky	Gemtchi	Oretatchi	Ishikorotchi	Magmatchi
☐ FOREST FIELD (Jade only)				
FOOD → YOUNG	PERFECT	NEAR	MOD	HEAVY
Peking → F. Roar	F. Horhotchi	Konkotchi	Tigaotchi	Tanoontchi
Bamboo → F. Toddle	Lessapantchi	Kanokotchi	Suigyutchi	Panbootchi
Pomegr. → F. Chirp	Kachitchi	Tokipatchi	Kuchipatchi	Sparrotchi
None → F. Sprout	Shiitaketchi	Peatchi	Nappatchi	Rushraditchi

Tip: only need **1 food icon** of the target type in the Tama Cell — then switch to cheap pellets. Forest field = 30% sick rate (vs 35%).

Perfect = 0 mistakes + 5x hunger & happy maxed. Near 0–1 · Mod 2–5 · Heavy 6+.