Peekimo Play & Parent Guide

7 days of games, mood-chart activities, and parent tips for the Peekimo Interactive Pet. An original ZoxDeal bonus.

The 8 Moods — Mood-Light Chart

Watch the mood light on the pod. Light blue means relaxed, yellow means happy, and pink means Peekimo wants a cuddle. There are eight moods in total — the guide in the box lists them all. Ask your child to name the mood out loud before each play session. It builds emotional vocabulary.

The 5 Games — What They Teach

Game	How to play / what it teaches
Peekapella	Swipe the touch bar to change the music style. Teaches rhythm and choice.
Poke-a-Peekimo	Tap at the right moment. Tests timing and listening skills.
Peekimo Says	The Peekimo version of Simon Says. Builds memory and focus.
Whirlywind	Blow air into the pod until the mood light turns blue. Fun breath control.
Peeki-Fortune	Ask a question and see how Peekimo responds. Sparks imagination.

7-Day Play Plan

Day 1 — First meeting: let Peekimo hide, then coax it out with taps and talking.

Day 2 — Mood detective: name the mood light colour before every interaction.

Day 3 — Peekapella concert: swipe the touch bar and invent a song together.

Day 4 — Peekimo Says tournament: play 3 rounds, keep score on paper.

Day 5 — Whirlywind challenge: who can turn the light blue fastest?

Day 6 — Peeki-Fortune: ask Peekimo 5 questions and draw the answers.

Day 7 — Best-friend day: wear Peekimo on its lanyard all day and tell its story.

Parent Tips

• Keep one AAA battery spare — the toy stops without it.

• The voice is quiet: play in a calm room, not next to the TV.

• Games unlock through daily play — a short daily session beats one long weekend binge.

• Two Peekimos interact when they meet — a second colour makes a good birthday gift.

• Buy from the official Amazon listing; viral toys attract copycats.

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