



THE ILLUSTRATED USER GUIDE / VERSION 1.0.0

A little music. Your way.

From your first touch to your own instrument.

Apple Watch, iPhone and iPad

Guide to the version 1.0.0 development build. App Store release is still in preparation; final availability and compatibility will be confirmed at launch.

Updated October 3, 2026

Choose your device

[Apple Watch guide online](#)

[iPhone guide online](#)

[iPad guide online](#)

Start with your device's guide for the right controls. The shared reference then explains sounds, visuals, notes, privacy and all the options in more detail.



Find your way

DEVICE GUIDES

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COMPLETE FEATURE REFERENCE

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Wiggle on Apple Watch

A small instrument, right on your wrist. This guide uses the Watch's corner shortcuts and compact Settings, not the phone toolbar.



Actual 40 mm Watch simulator capture with Show notes and Three octaves enabled. A narrower range gives each note more room on the small display.

Your first touch

1. Open Wiggle on the Watch. Read Quick start or choose Learn later; replay it from Settings anytime.
2. Turn off Silent Mode. Enable Music and set a gentle Volume in Wiggle Settings.
3. Touch and hold to sustain a note. Move sideways for pitch, up or down for tone. Lift every finger to end the live note.
4. Try one or two fingers. Newest leads is the default; a new finger takes control. Three fingers or a palm can invoke watchOS's cover-to-dismiss gesture.

Settings, worlds and the Crown

1. Triple-tap the top-left gear with one finger for Settings. Triple-tap the top-right world icon to cycle Bloom, Bubble and Sunny.
2. In Play controls, set Note direction to Side to side or Up and down to swap pitch and tone axes. Choose Two fingers: Newest leads, First leads or Blend positions.
3. Assign the Crown to Volume, Tone & effects, Octave or Off. For Volume, disable Allow volume changes to keep the level you chose.
4. Touch vibration is a separate light starting haptic. World shortcut sound is an optional chime, not the main synth. Wiggle respects Silent Mode and cannot detect its system state.
5. On a compatible watch face, choose Wiggle as a complication for one-tap opening. It launches the app; it does not show live notes or play music on the face.



Notes, range and musical expression

1. Enable Show notes directly below Touch vibration in Settings. Set Note range just below it: Half octave, One octave, Two octaves or Three octaves.
2. A highlighted note region follows the playing finger, or the shared center in Blend positions. Releasing, muting, opening Settings or leaving the foreground clears it. The highlight is live input, not loop playback.
3. Open Music & loops for Key, Scale, Octave, Effect depth and optional Tilt. These choices apply across all worlds.
4. Choose a smaller range for larger touch regions. Three octaves is compact on Watch; labels and pitch regions become narrower.

A four-beat phrase

1. Set tempo in Music & loops, then choose Record 4 beats. Settings closes so you can play your phrase.
2. After the four beats, reopen Music & loops and choose Play loop. Return to the surface and play live notes over it.
3. Opening Settings, muting or leaving the foreground stops playback. Clear phrase removes the recording. Phrases are session-only musical events, not microphone recordings or exported songs.

Optional iPhone companion

1. The Watch plays independently. You do not need to have the mobile app open to make music.
2. Use Settings > Companion > Send to iPhone to copy shared musical settings and all three world setups. It is an explicit copy, not live syncing.
3. Volume, local finger/axis choices and recorded phrases stay local. If the other device is unreachable, the latest settings snapshot can queue. iPad cannot pair with Watch.

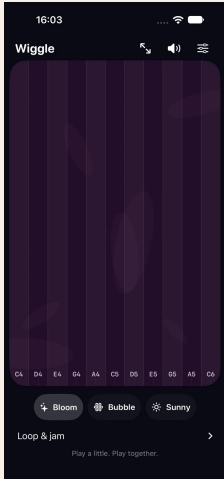
For shared family play

1. Set a comfortable volume first. Disable Crown volume changes, choose Calm visual energy, and leave Show notes off for a simpler look.
2. Stay nearby and take short turns. Wiggle is a creative toy, not a medical or developmental tool.
3. There is no Watch Guided Access mode in Wiggle. System buttons remain active, and Water Lock disables touch, so do not enable it while playing.

[Read this device guide online](#)

Wiggle on iPhone

Touch play with a regular toolbar, or tuck the controls away for shared family play. This guide describes the iPhone app, not the website demo.



Actual iPhone simulator capture. The toolbar opens Settings, controls music and enables full-screen play; the buttons below the surface change worlds.

Your first touch

1. Open Wiggle. Use Quick start or Learn later; replay the introduction from Settings anytime.
2. Turn off Silent Mode, check the speaker button is not muted, and choose a gentle level in Settings > Music > Volume. Device volume and connected audio devices matter too.
3. Hold a finger on the surface for a note, slide sideways for pitch and up or down for tone, then release every finger. A short release or echo can fade out.
4. Choose Bloom, Bubble or Sunny using the world buttons below the canvas. Each world remembers its own customized sound and visuals.

Toolbar and multi-finger play

1. Use the toolbar's Settings button for the regular settings sheet, the speaker button to mute music, and the expand button for full-screen play.
2. In Settings > Play controls, enable Vertical notes to put pitch on the bottom-to-top axis. Choose Fingers: Newest leads, First leads or Blend positions.
3. Newest leads gives control to your latest finger; First leads keeps the oldest remaining finger in charge; Blend uses their average position. There is one live synth voice, not a separate chord voice per finger.
4. In each world's Visual tuning, enable Touch guide for a solid playing ring, dashed waiting fingers and a shared-center indicator in Blend.



Notes and expression

1. In Settings > Music, choose Key, Scale, Octave and Note range. These are shared across all three worlds.
2. Enable Show notes for a named touch map. Its playing-note highlight follows the controlling finger or Blend center; it clears on release, mute, Settings or backgrounding.
3. Choose Half octave, One octave, Two octaves or Three octaves. Wider ranges fit more notes into smaller touch regions. Rotate the phone if you want more width for horizontal notes.
4. Adjust Effect depth and optional Tilt for expression. Tilt alone does not start a note. The guide highlights live touch input, not recorded-loop playback.

Record, loop and jam

1. Choose tempo in Settings > Play controls > Loop tempo. Expand Loop & jam below the surface and select Record 4 beats.
2. Play a phrase during recording. It finishes after four beats, or use Finish recording. Empty recordings do not become playable loops.
3. Select Play loop and improvise over the phrase. Release ends your live note but not the deliberately playing loop.
4. Use Stop loop or Clear. Settings, mute and leaving the foreground also stop playback. Phrases stay in memory and are not an exported audio or MIDI library.

Full-screen and family play

1. Set the sound and volume, then enable Full-screen play with the toolbar expand button or Settings toggle.
2. Triple-tap the top-left gear to open Settings or the top-right world icon to change worlds. You do not need to exit full-screen to switch worlds.
3. Full-screen hides controls, but it does not lock the device. For Apple's separate one-app restriction, follow Guided Access instructions in the complete guide. Learn its exit steps before handing the phone over.
4. Stay nearby, start quietly, and take short turns. This is a creative toy, not a developmental or medical tool.

[Guided Access setup and exit instructions](#)

Optional Watch companion

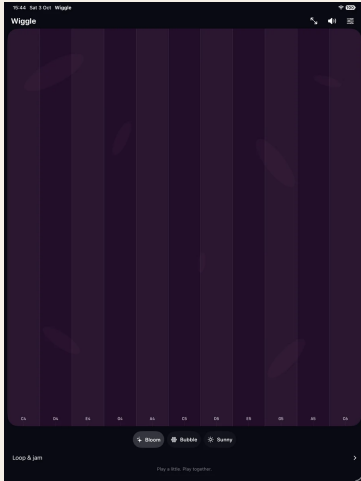
1. The iPhone instrument works without a Watch. If you do have a paired Watch, install compatible Wiggle builds on both devices.
2. In Settings > Optional Watch companion, choose Send these settings to Watch. Shared musical choices and all three world setups are copied only when you ask.
3. Local volume, finger/axis preferences, touches and phrases are not copied. The latest snapshot can queue when the Watch is unreachable.

[Read this device guide online](#)

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Wiggle on iPad

More room for touch, note guides and playing together. The iPad instrument stands on its own: no Apple Watch or paired iPhone is required.



Actual iPad simulator capture with Show notes and Two octaves enabled, after release. A live touch highlights the current note region.

Your first touch

1. Open Wiggle. Quick start introduces the touch surface; use Learn later to play right away. Replay it from Settings whenever you like.
2. Turn off Silent Mode and enable music with the toolbar speaker button. Set a gentle volume in Settings > Music and check device volume and audio routing.
3. Hold a finger to sustain a note, move sideways for pitch and up or down for tone. Release all fingers to end the live note; short echo or release can fade out.
4. Choose Bloom, Bubble or Sunny below the canvas. Rotate the iPad for a wider landscape surface. Controls adapt to the available size.

Toolbar, fingers and playing together

1. Use Settings, music/mute and the full-screen expand button in the toolbar. In Play controls, use Vertical notes to swap the pitch and tone axes.
2. Choose Fingers: Newest leads, First leads or Blend positions. With Newest leads, the most recent finger controls the note; with First leads, the oldest remaining finger does; Blend averages their positions.
3. The larger surface supports multiple active touches but still produces one live synth note. Take turns or steer together; this is not a separate voice for each player.
4. Enable each world's Touch guide under Visual tuning to show the controlling point and waiting fingers. Blend shows the shared center.



Explore a wider note map

1. In Settings > Music, choose Key, Scale, Octave and Note range. These musical choices apply across all worlds.
2. Turn on Show notes to see named touch regions. Use Two or Three octaves for a broader span, or Half/One octave for larger note regions.
3. The highlighted live note follows the leading finger, or Blend's shared center. Release, mute, Settings and backgrounding clear it. Loop notes do not drive this highlight.
4. Choose Effect depth and optional Tilt for tone shaping. With Vertical notes, the bottom-to-top axis chooses pitch. Tilt by itself does not start a note.

Record, loop and jam

1. Set Loop tempo under Settings > Play controls. Expand Loop & jam and select Record 4 beats, then play a short phrase.
2. Recording ends after four beats, or choose Finish recording. Wait for Phrase ready, then select Play loop and play over it.
3. Release stops your live note, not intentional loop playback. Stop loop stops the phrase and Clear removes it. Settings, mute and backgrounding also stop playback.
4. Phrases are musical events held for the session, not microphone recordings, exported audio/MIDI files or synced duets.

A shared-play surface

1. Choose a world and comfortable volume, then enable Full-screen play using the toolbar expand button or Settings toggle.
2. Triple-tap the top-left gear for Settings or the top-right world icon to switch worlds without leaving full-screen play.
3. For a separate system restriction, configure Apple's Guided Access. Full-screen Wiggle does not prevent a Home gesture or pressing system buttons. Read the complete guide's start and exit instructions first.
4. Stay nearby and keep sessions short and playful. Wiggle is a creative toy, not a developmental or medical tool.

[Guided Access setup and exit instructions](#)

Settings stay on this iPad

1. Your musical settings and all three world setups save on the iPad automatically. Customizing one world does not rewrite the others.
2. Apple Watch pairs with iPhone, not iPad. The optional Watch settings-transfer feature is not available here.
3. No account is needed. Your live gestures and session phrases are not sent to another device or a developer-operated music server.

[Read this device guide online](#)



CHAPTER 01

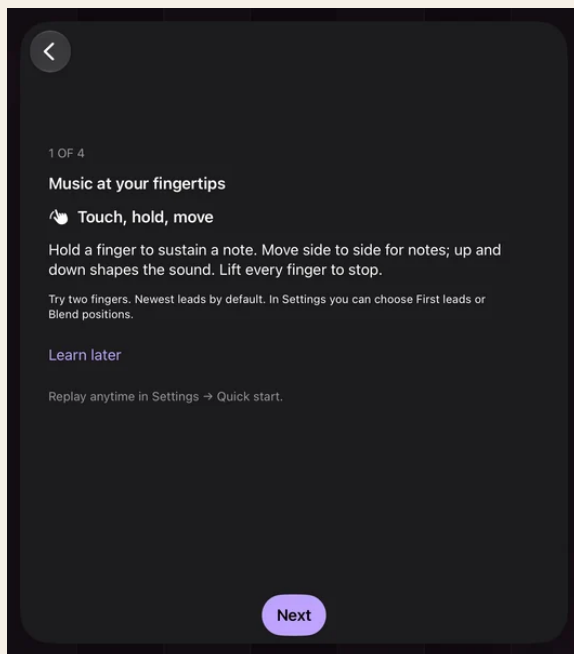
Start playing

Wiggle is a small touch instrument. You do not need a keyboard, an account or a musical background. Explore by ear, or turn on note labels when you want more guidance.

1. Open Wiggle. The first-time Quick start explains the gestures and lets you practice the corner shortcuts without changing your settings.
2. Turn off Silent Mode, check the sound controls and choose a comfortable volume. Start quietly, especially when playing with a child.
3. Touch the play area and keep your finger down to hold a note. Slide sideways to change pitch; slide up or down to change the tone. Lift all fingers to end the live note. A short release or echo may fade out.
4. Try Bloom, Bubble and Sunny. Each world has its own starting sound and visuals. Your changes save automatically on this device.

With Vertical notes on mobile, or Up and down note direction on Watch, the axes swap: bottom-to-top movement chooses pitch, and sideways movement shapes the tone.

Replay the introduction anytime from Settings > Quick start. You can choose Learn later and start playing immediately.



The replayable Quick start in the iPad app. Images in this guide are genuine simulator captures of the development build; device size and system appearance can differ.



CHAPTER 02

Find your controls

The instrument is the same idea across devices. The Watch keeps its controls tucked away; the larger mobile layout also has a regular toolbar.

Apple Watch

Triple-tap the top-left gear with one finger for Settings. Triple-tap the top-right world icon to cycle Bloom, Bubble and Sunny. Use one or two fingers on the playing surface.

iPhone and iPad

Use the Settings button in the top toolbar, the speaker button to mute or enable music, and the world buttons below the canvas. Expand Loop & jam for phrase controls.

Full-screen mobile play

The toolbar and regular controls disappear. Triple-tap the top-left gear for Settings or the top-right world icon to change worlds. These shortcuts do not require leaving full-screen play.

VoiceOver

The corner shortcuts have an accessibility action: activate them normally instead of performing the visual three-tap gesture. Use the labeled Settings controls to adjust the instrument.

Current development minimums are watchOS 11 and iOS/iPadOS 17. The Watch app works independently of the mobile app. iPad does not need an Apple Watch. Final supported devices will be listed at release.

Full-screen play and triple-tap controls are not a device lock. The Crown, side button, Home gesture and other system controls still belong to Apple.



CHAPTER 03

Short, shared play

Choose the sound and volume yourself, then let the playing surface do the work. Wiggle is a creative toy, not a developmental or medical tool.

1. Try taking turns: make a little sound, then invite an answer.
2. Copy a rhythm, name a color or explore one slow sweep together.
3. Stay nearby, follow the child's interest, and stop when they look away or seem uncomfortable.

On Watch, leave Show notes off for a simpler visual experience. Choose Calm visual energy, reduce background movement if desired, and disable Crown volume changes to protect the level you set.

On iPhone or iPad, enable Full-screen play. For a separate system restriction, use Apple's Guided Access as described below. Wiggle itself cannot prevent someone from leaving the app.

Do not use Watch Water Lock while playing: it disables touchscreen interaction. Covering much of the Watch screen can invoke a watchOS dismissal gesture; this is why its intended multi-finger interaction uses one or two fingers.



CHAPTER 04

Choose your notes

Open Settings > Music & loops on Watch, or Settings > Music on iPhone/iPad. These musical choices apply to all three worlds, not just the world being customized.

Key

Choose the starting pitch, from C through B. Match the key of another instrument or a piece you are playing along with.

Scale

World default preserves each world's original note collection. Major pentatonic and Minor pentatonic give a smaller set; Major and Natural minor add more scale notes.

Octave

Lower, Original or Higher shifts the entire instrument down or up. It changes the register, not how many notes fit on screen.

Note range

Half octave, One octave (default), Two octaves or Three octaves changes the span and number of playable notes. Wider ranges fit more, narrower regions onto the same screen. The count depends on the selected scale and, with World default, the selected world.

Effect depth

Controls how strongly the other touch axis changes the tone. Turn it down for a gentler change or up for more expression.

Tilt

Optional device tilt adds expression while you touch. Find Tilt in Watch Music & loops, or Tilt adds expression in mobile Play controls. Use Tilt sensitivity to control its strength. Motion is processed locally; tilt alone does not start a note.

For a musician-friendly starting point, choose a key and Major pentatonic, enable Show notes, and try Two octaves. Wider ranges reward more precise touches, especially on the small Watch screen.

On Watch, Note range is also directly below Show notes on the main Settings page. Both entry points change the same saved setting.

CHAPTER 05

See the note you are playing

Show notes adds named touch regions to the surface. It is off by default and is independent of your particle choice.

1. On Watch, triple-tap the gear and enable Show notes below Touch vibration. You can also find it in Music & loops. On iPhone/iPad, use Settings > Music > Show notes.

2. Choose your Note range. Each region corresponds to a playable note. Labels such as C4 include the octave; dense layouts stagger labels so they remain tied to the correct region.

3. Touch or slide. The live note's region and label become highlighted. In First leads or Newest leads, the highlight follows the controlling finger; in Blend positions it follows the shared center.

Low notes are on the left by default, or at the bottom when the axes are swapped. The guide updates for your key, scale and range. Lifting all fingers, muting, opening Settings or leaving the foreground clears the live highlight.

The highlight represents live touch input, not recorded-loop playback or a measurement of speaker output. Silent Mode, connected audio devices and volume still affect what you hear.



Show notes with Two octaves in the iPad app, after release. During a live touch, the current note's region is highlighted.



CHAPTER 06

Decide which finger leads

Wiggle plays one live synth note at a time. Multiple fingers steer that note; they do not create a separate voice for every finger.

Newest leads (default)

A new finger takes over the pitch and tone. If it lifts while another finger remains, control passes to the newest remaining finger.

First leads

The oldest remaining finger stays in charge. Other fingers wait until the leading finger lifts.

Blend positions

The average of the active finger positions controls the note and tone. Adding or moving a finger shifts that shared point.

Touch guide

Enable this per world in Customize world > Visual tuning. A solid ring marks the controlling position; dashed rings mark waiting fingers. Blend connects the fingers to their shared center.

On Watch, choose the finger mode in Settings > Play controls > Two fingers. On iPhone/iPad, use Settings > Play controls > Fingers. Releasing every finger ends the live gesture.

The Watch screen is small. A third finger or a palm covering enough of the display may trigger Apple's system dismissal gesture. Use one or two fingers there. The larger mobile canvas supports multiple active fingers.



CHAPTER 07

Make each world your own instrument

Open the Customize entry for your selected world in Settings. In the editor, check the World selector before changing anything. Changes here belong only to that world and save automatically.

Voice

Keep World original or choose Soft, Round or Bright as a new starting character.

Harmonics

Move from a purer sound toward a richer tone.

Filter

Move from warmer to more open and bright.

Motion

Adjust the amount of gentle vibrato or movement.

Space

Adjust the short echo, from drier to more spacious.

Envelope > Attack / Release

Choose a quicker or softer onset and a shorter or more lingering fade. Release is bounded; lifting all fingers still ends the held note.

Hear this sound auditions the selected setup when music is enabled. Reset this world asks for confirmation and restores only that world's sound and visuals. It does not reset the other worlds, your key, scale or volume.

Key, scale, octave, note range, effect depth and general play controls are shared across worlds. Your customized sound character and visual setup are per world.



CHAPTER 08

Choose the look and the particles

In Customize world, visual choices are saved separately for Bloom, Bubble and Sunny. They do not alter pitch, sound or finger ownership.

Style

Playful preserves each world's original art. Orbits, Prism, Ripples and Constellation offer rings, facets or connected stars.

Particles

Choose World original, Sparks, Bubbles, Petals, Diamonds, Mixed, Hearts, Music notes, Emoji or Note labels. World original follows the selected style. Mixed varies between sparks, bubbles, petals and diamonds.

Emoji

When Emoji is selected, choose one of eight curated symbols: Star, Heart, Flower, Butterfly, Bubbles, Music, Planet or Smile.

Note labels

Emit pitch names such as C4 from the playing position. Labels match the key, scale and range when each particle is created, and keep that pitch as they fade. Waiting fingers do not emit these labels; Blend emits from the shared center.

Color shift / Trail size / Moving background

Adjust the palette and trail size, or stop the backdrop from moving.

Visual tuning

Adjust Trail brightness, Background level and Spread. A background level of zero removes the backdrop. Touch guide can be enabled or disabled separately.

Visual energy

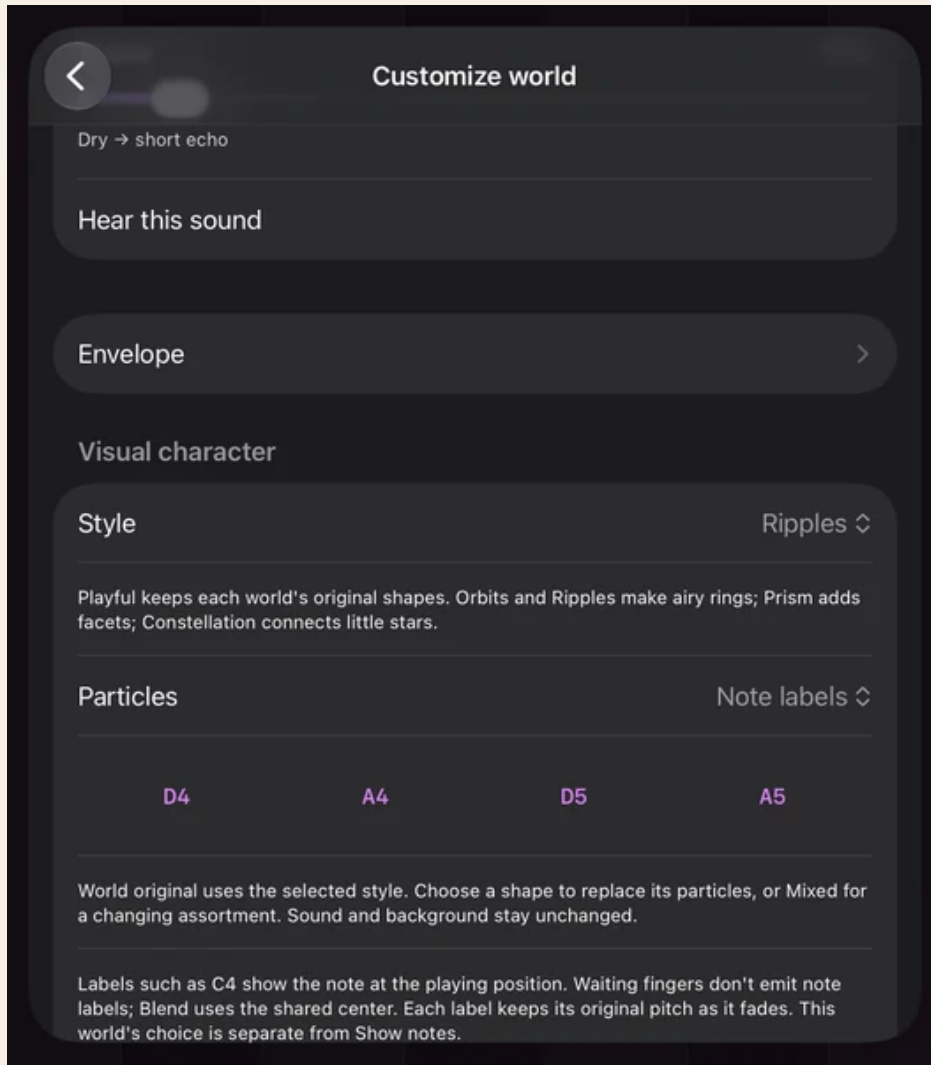
Calm, Balanced and Vivid adjust overall particle density in Play controls. This is a general setting, not a per-world style.

Note labels are different from Music notes: Music notes uses a decorative musical-note symbol, while Note labels shows the pitch name. Neither choice automatically turns on the fixed Show notes map.

Low Power Mode and Reduce Motion reduce animation automatically. Choose Calm, reduce brightness or disable Moving background if you prefer a quieter screen.

CHAPTER 08 / SCREEN DETAIL

Note labels, up close



Note labels in the native customization editor. The preview uses notes from your current musical settings, not arbitrary letters.



CHAPTER 09

Sound, volume and the Watch Crown

Wiggle respects Silent Mode. It cannot read the Watch's system Silent Mode state and automatically diagnose silence; the in-app reminder is advice, not a status detector.

Watch Music and Volume

Enable Music and set Volume on the main Settings page. Turning Music off silences Wiggle's music independently of touch visuals. Touch vibration is a separate setting.

Crown > Volume

In Play controls, assign the Crown to Volume for fine changes to Wiggle's output. Turn Allow volume changes off to protect your chosen level. This does not change the Watch's system-wide volume.

Other Crown assignments

Tone & effects adjusts expression; Octave changes register; Off disables Crown rotation within Wiggle play. None of these assignments changes volume.

World shortcut sound

An optional Watch note after using the top-right world shortcut. Music must also be enabled. Mobile world changes do not add this chime.

iPhone / iPad

Use the speaker button to mute or enable music. Set Wiggle's Volume in Settings > Music, and check the device volume and audio route too.

For no sound: turn off Silent Mode, enable Music, raise volume gradually, touch the play area and check connected headphones or Bluetooth audio. The website demo also needs a user gesture before browser audio starts; on iPhone, turn off Silent Mode to hear it.

Touch vibration is one light Watch haptic at the start of a gesture, not a repeated effect for every note. The Watch haptic mechanism may still make a small mechanical sound.



CHAPTER 10

Record four beats, then play over them

Loop & jam stores a short musical phrase for the current session. It records note events, not the microphone.

1. Set the tempo in BPM (beats per minute). On mobile, use Settings > Play controls > Loop tempo; on Watch, use Music & loops.
2. On iPhone/iPad, expand Loop & jam and choose Record 4 beats. On Watch, choose Record 4 beats in Settings > Music & loops; the app returns you to play.
3. Touch and play a phrase. Recording finishes after four beats. On mobile you can also choose Finish recording. Wait for Phrase ready.
4. Choose Play loop. On Watch, return to Music & loops to start it. Play live notes over your phrase. Lifting your fingers ends the live note, not the intentionally playing loop.

On mobile, Stop loop stops playback and Clear removes the phrase. On Watch, opening Settings stops playback; Clear phrase removes it. Leaving the foreground also stops playback.

An empty recording does not become a loop. Phrases remain in memory: they are not a saved song library, are not sent to another device, and may disappear when the app closes. Version 1.0.0 does not export audio or MIDI files, record microphone audio or synchronize a duet between devices.



CHAPTER 11

Full-screen play and Guided Access

Full-screen play hides Wiggle's regular mobile controls. Guided Access is Apple's separate one-app restriction; use it only after you know how to end the session.

1. In Wiggle, choose your world and volume, then enable Full-screen play with the toolbar button or its Settings toggle.
2. On iPhone/iPad, open system Settings > Accessibility > Guided Access. Enable it and configure a passcode.
3. Return to Wiggle. Triple-click the side button, iPad top button or older device's Home button. Choose Guided Access if prompted.
4. In Session Settings (or Options), keep Touch enabled. Restrict buttons or set a short time limit if useful, then Start. A previous session can reuse its settings.
5. To finish, triple-click and authenticate, then choose End. On iOS/iPadOS 18 or earlier, Apple specifies double-click instead. Check the exit steps on your device before handing it over.

To return to the regular Wiggle interface, triple-tap the top-left gear and turn Full-screen play off. Guided Access must be ended separately.

Stay nearby. Apple says emergency calls and Crash Detection are unavailable during Guided Access; end the session to use them. This feature does not exist as a Wiggle Watch lock.

[Apple's Guided Access instructions](#)



CHAPTER 12

Copy settings between iPhone and Watch

Both apps can play independently. Sharing is an explicit copy, not continuous live synchronization.

1. Pair your Watch with its iPhone through Apple's normal setup, and install compatible Wiggle builds on both.
2. On iPhone, use Settings > Optional Watch companion > Send these settings to Watch. On Watch, use Settings > Companion > Send to iPhone.
3. Read the connection status. If the other device is reachable, delivery can be immediate; otherwise the latest settings snapshot is queued.

Sending copies all three customized sound and visual setups plus shared musical choices, including the note range and Show notes preference. It does not copy volume, live touches, local finger/axis preferences or a recorded phrase.

Nothing is sent merely because you edit a setting. iPad does not pair with Apple Watch and cannot use this companion transfer. Update both apps together when using new setting options.



CHAPTER 13

Troubleshooting and privacy

No sound

Check Silent Mode, Music/mute, Wiggle volume, device volume and connected audio devices. Touch again after an audio interruption.

Watch closes under several fingers

A cover-to-dismiss system gesture can look like a crash. Try one or two fingers without covering most of the display. If the app exits during ordinary play, report the device and steps to support.

Settings seem different from these pictures

Confirm your app version and device. Watch Settings is compact; phone/tablet layout, menu style and text size differ. Scroll to reveal additional controls.

Changing one world affects the others

Key, scale, note range, Show notes and general play controls are shared. Customize world sound and visual choices are independent. Check which World is selected before editing or resetting.

Nothing plays after returning

Wiggle stops expensive audio and interaction work when inactive. Return to the foreground and touch again; it does not automatically resume a held note.

The native app needs no account and has no ads, analytics, tracking or developer-operated sound server. Preferences stay on the device. Optional paired-device settings transfer is deliberate. Tilt is processed locally and phrases contain musical events, not microphone recordings.

The website demo is a simplified browser sketch, not the complete native synth, settings editor or a Watch-speaker simulation. Website hosting and any optional adult launch emails have their own privacy details.

For help, email support@playwiggle.com with your device, OS version, Wiggle version and steps to reproduce. Do not include passwords or a child's personal information. Support messages do not subscribe you to launch emails.

[Wiggle privacy policy](#)

[Support and contact](#)