



MONSTER MAKER
Manual



BLT07-0920G2



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TABLET USERS SEARCH:
Monster High Monster Maker



Google Play™ store is a trademark of Google Inc.



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COMPUTER USERS GO TO:
www.monsterhigh.com/monster-maker

We reserve the right to terminate these services after June 30, 2016.

TABLET COMPATIBILITY

Made for iPad Air, iPad mini with Retina display, iPad (4th generation), iPad mini, iPad (3rd generation), iOS 7.0 or higher required. Samsung Galaxy Tab®, Samsung Galaxy Tab® 2, Samsung Galaxy Tab® 3, Samsung Galaxy Tab® 8.9, Samsung Galaxy Tab® 10.1, Samsung Galaxy Note®, Google Nexus 7 (2012), Google Nexus 7 (2013), Google Nexus 10, Sony Xperia™ Tablet Z, Toshiba Excite™. Not compatible with mobile phones.

PC/MAC® - MINIMUM REQUIREMENTS

Latest version of your favorite web browser. PC: Windows Vista, Windows 7, Windows 8, Windows 8.1, Intel® Core™ i3 Processor, 2 GB RAM Mac: Mac OS® X 10.7 USB A-to-B printer cable required for Windows and Mac users. USB cable not included.

Ask a parent for help.

Please remove everything from the package and compare to the contents shown here. If any items are missing, please contact your local Mattel office. Keep these instructions for future reference as they contain important information.



Protect the environment by not disposing of this product with household waste [2002/96/EC]. Check your local authority for recycling advice and facilities.

For product sold in USA

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 interference received, including interference that may cause undesired operation.
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

Below Information Only Suitable for Battery Operated or Dual Supply (battery and transformer) Operated Products.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

2.4 GHz

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1-800-524-8697 (US and Canada only).

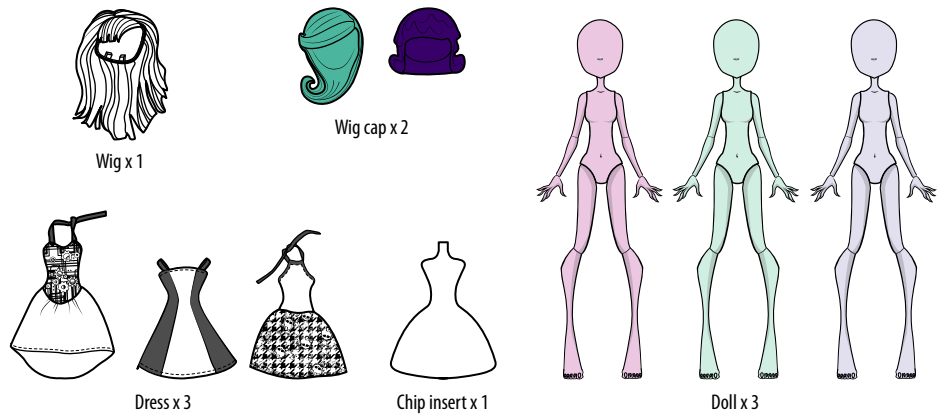
SERVICE.MATTEL.COM

Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303. Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Diimport & Diedarkan Oleh: Mattel Southeast Asia Pte. Ltd., No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200 Kuala Lumpur, Malaysia. Tel: 03-78803817, Fax: 03-78803867.

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Adapter x 7



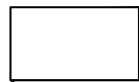
Tool stand x 1



Shoes x 3 pairs



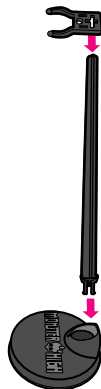
AA battery x 6



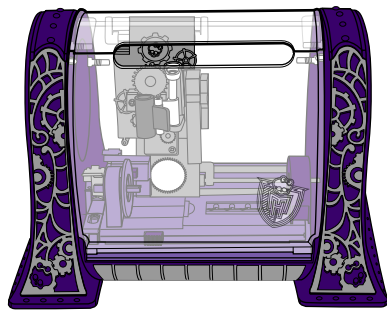
Sponge x 1



Marker x 9



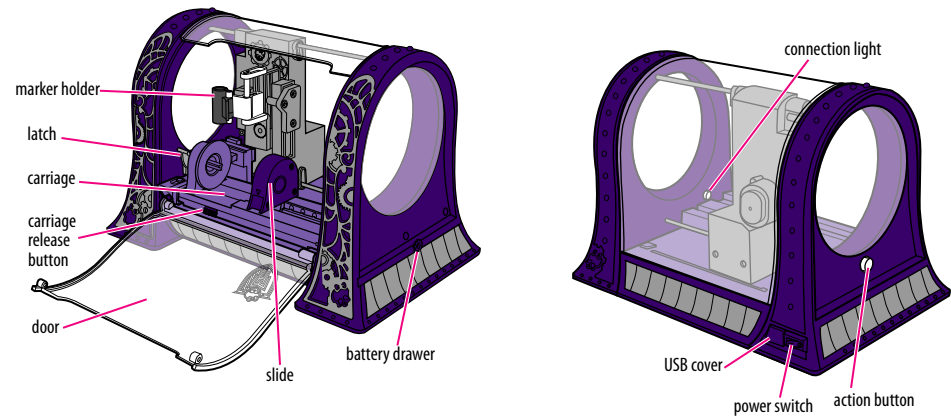
Doll stand x 3



Monster Maker machine x 1

Dispose of batteries safely. Colors and decorations may vary.

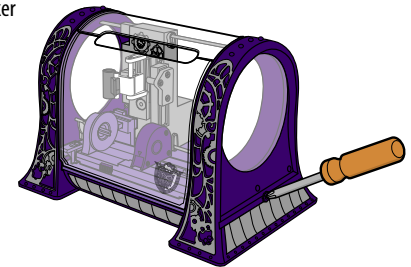
Get to know Monster Maker



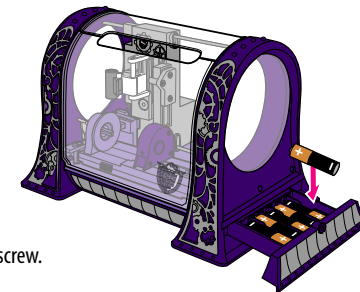
Battery installation

Your Monster Maker comes with 6 AA batteries. Use only new AA alkaline (LR6) batteries.

1. Open battery drawer on the side of the Monster Maker with a Phillips head screwdriver (not included).



2. Install 6 new batteries in the orientation (+/-) shown on the battery drawer.



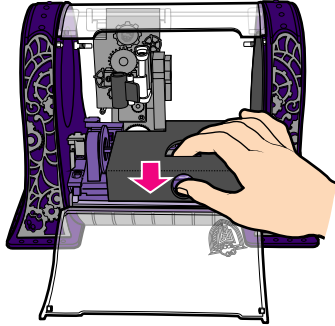
3. Close battery drawer and tighten the screw.



Replace batteries when the battery meter in the Monster Maker design software no longer has any bars.

Setup

Remove the cardboard sleeve from the mechanism and discard.

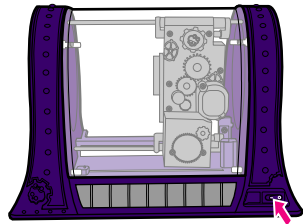


Connect to your device

Find your device below and follow the instructions to connect to the Monster Maker.

iPad® devices

1. Turn the Monster Maker on. The connection light will blink blue.
2. Pair with *Bluetooth*® wireless technology. Touch the settings icon on your iPad.

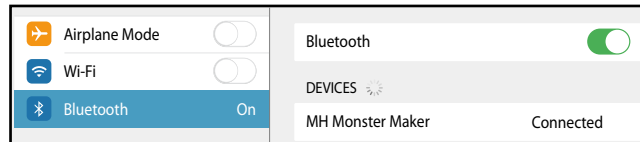


Back View



You only need to complete *Bluetooth* pairing the first time you use your iPad with Monster Maker.

3. Touch "*Bluetooth*" then move the slider to "On".



When your iPad detects the Monster Maker, "MH Monster Maker" will appear in the Devices list. Touch "MH Monster Maker" to pair with your iPad.

4. Installing the app

App Not Installed

The accessory "MH Monster Maker" uses an app you do not have installed. Would you like to get it from the App Store?

App Store

Ignore

Once Monster Maker pairs with your iPad, a dialog box will prompt you to go to the App Store to download the free app. The connection light will stop blinking and glow a steady blue.

Touch "App Store" and you will be taken to the App Store page where you can download the free Monster High Monster Maker app. Monster Maker prompts you to download the app only the first time you pair with your iPad. If you touch "Ignore" at that time, you will need to go to the App Store on your own, search for Monster High Monster Maker and download the free app.

5. Touch the Monster Maker app icon on your home screen to launch the app.

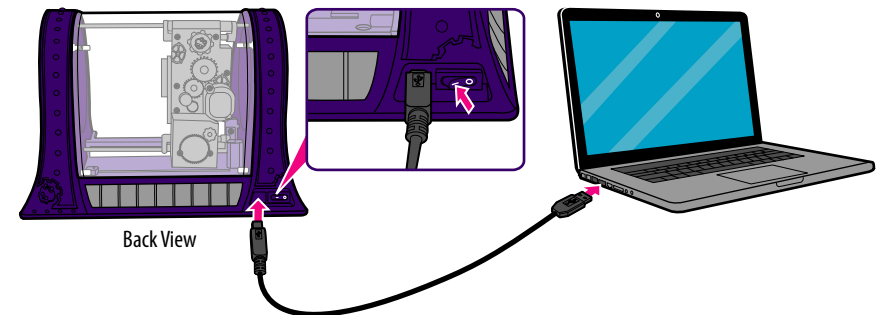
Android devices

Note that the connection process may vary slightly depending on your Android device.

1. Go to the Google Play store to download the free Monster High Monster Maker app.
2. Turn the Monster Maker on. The connection light will blink blue.
3. Touch the settings icon on your Android device.
4. Turn on *Bluetooth*.
5. Touch "MH Monster Maker" to pair with your device. The connection light will stop blinking and glow a steady blue.
6. Touch the Monster Maker app icon on your home screen to launch the app.

Windows or Mac computer

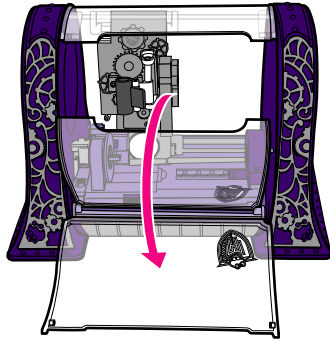
1. Remove the USB cover.
2. Connect a USB A-to-B printer cable (not included) to the Monster Maker and your computer.
3. Turn the Monster Maker on. The connection light will glow a steady blue.
4. Go to www.monsterhigh.com/monster-maker to download the design software.
5. Install and launch the design software.



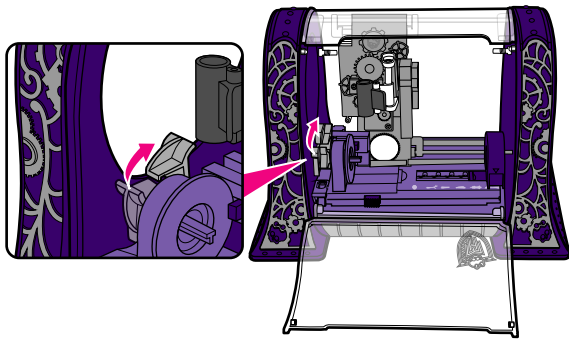
Back View

Getting ready to print

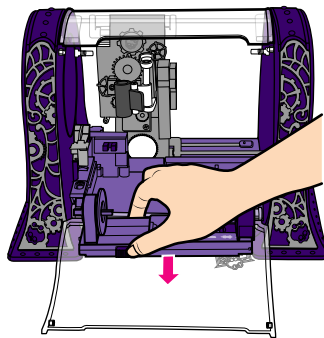
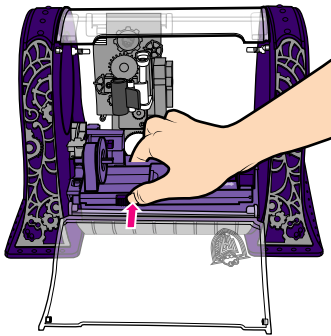
- 1 Open the door.



- 2 Lift the latch.



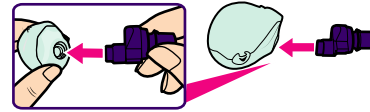
- 3 a. Press and hold the release button on the front of the carriage. b. Slide the carriage out of the Monster Maker.



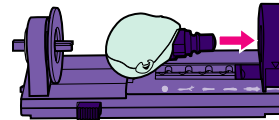
- 4 Find the doll part you want to print below. Follow the steps to assemble adapters to the doll part and load it in the carriage. Each adapter is marked with the shapes of the doll part it goes with.

Head

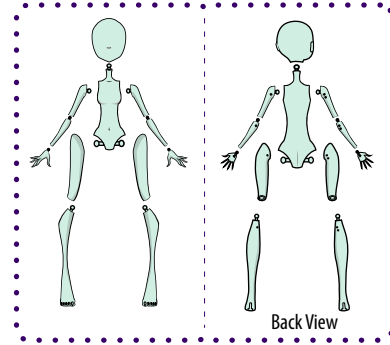
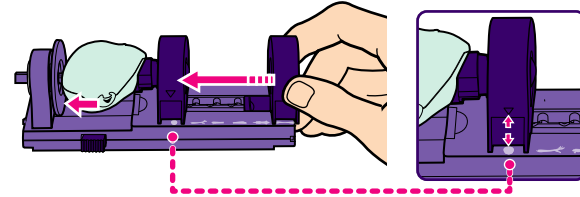
- a. Connect adapter to the head.



- b. Snap adapter into the slide.

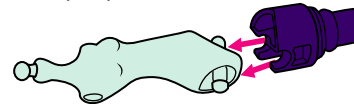


- c. Move slide to the left until the arrow is pointing at the head icon. Connect the head to the carriage.

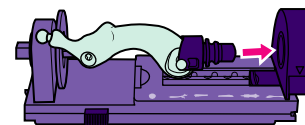


Torso

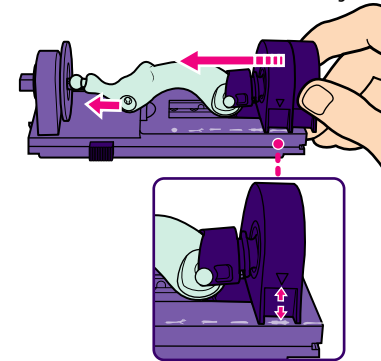
- a. Snap adapter to the torso.



- b. Snap adapter to the slide.



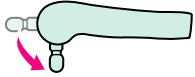
- c. Move slide to the left until the arrow is pointing at the torso icon. Connect the torso to the carriage.



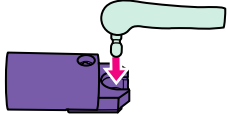
Upper arm

Upper arms are marked with one dot for doll's left arm and two dots for right.

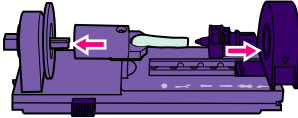
- a. Rotate connector as shown.



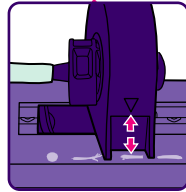
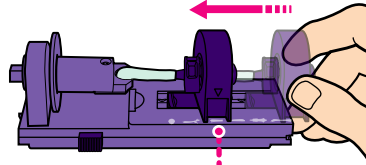
- b. Snap arm to light purple adapter.



- c. Connect light purple adapter to carriage and snap dark purple adapter to the slide.



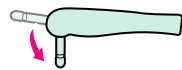
- d. Move slide to left until the arrow is pointing at the upper arm icon. Connect dark purple adapter to the upper arm.



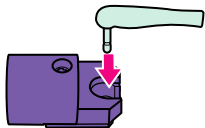
Lower arm

Lower arms are marked with one dot for doll's left arm and two dots for right.

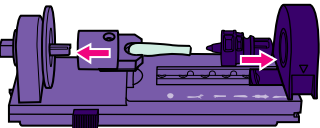
- a. Rotate connector as shown.



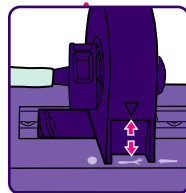
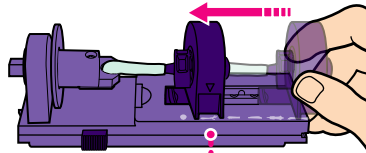
- b. Snap lower arm to light purple adapter.



- c. Connect light purple adapter to carriage and snap dark purple adapter to the slide.



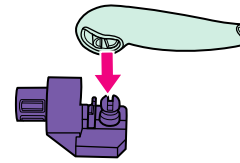
- d. Move slide to left until the arrow is pointing at the lower arm icon. Connect dark purple adapter to the lower arm.



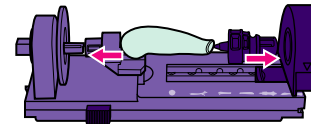
Upper leg

Upper legs are marked with one dot for doll's left leg and two dots for right.

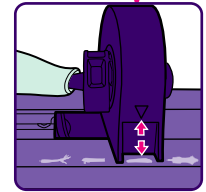
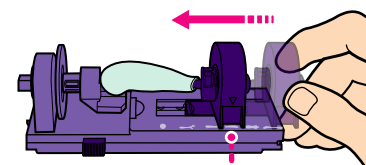
- a. Snap light purple adapter to upper leg.



- b. Connect light purple adapter to carriage and snap dark purple adapter to the slide.



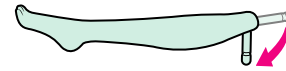
- c. Move slide to left until the arrow is pointing at the upper leg icon. Connect dark purple adapter to the upper leg.



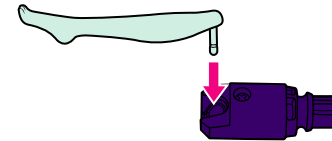
Lower leg

Lower legs are marked with one dot for doll's left leg and two dots for right.

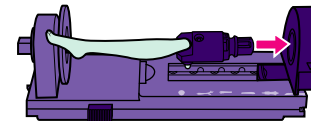
- a. Rotate connector as shown.



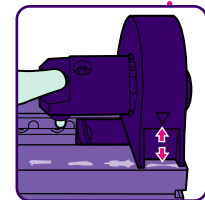
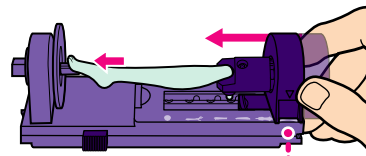
- b. Snap lower leg to adapter.



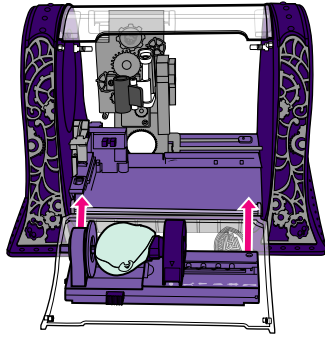
- c. Snap adapter to slide.



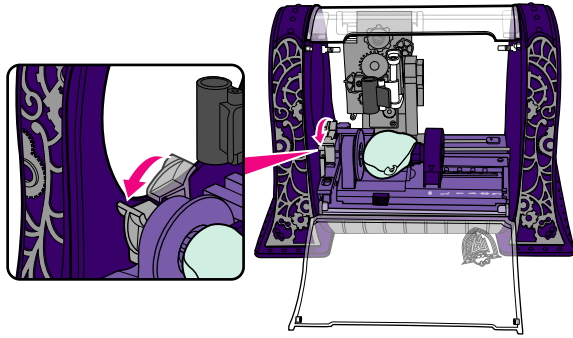
- d. Move slide left until the arrow is pointing at the lower leg icon. Connect the lower leg to the carriage.



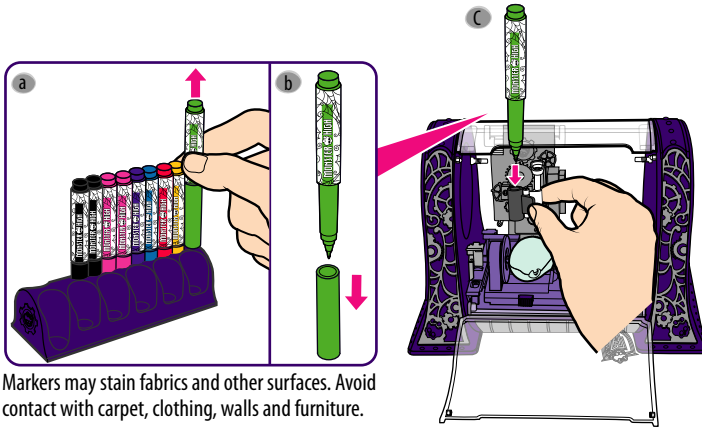
5 Slide the carriage into the Monster Maker until you hear a click.



6 Close the latch.

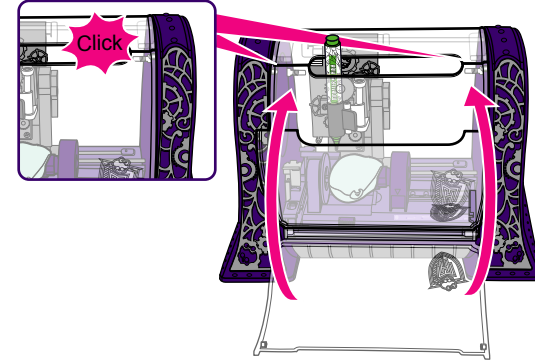


7 The design software shows you which marker to install. Remove the cap and install the marker in the holder as shown. . .



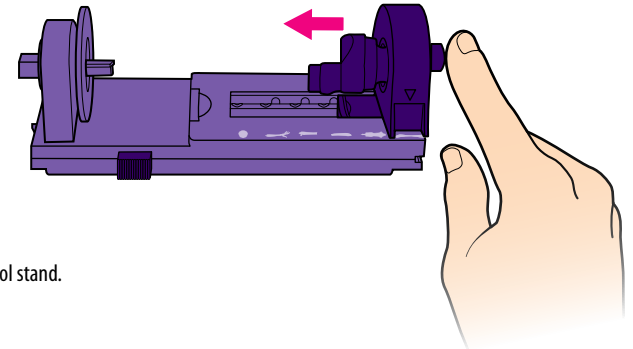
Markers may stain fabrics and other surfaces. Avoid contact with carpet, clothing, walls and furniture.

8 Close the door. The Monster Maker will not print if the door is open.



If your design includes more than one color, change markers when prompted by the design software. Replace the marker cap and put it back in the tool holder, cap side down. After printing is complete, open the door, remove the marker, and take the doll part out by reversing the steps above.

Remove the dark purple adapter by pushing it out of the slide.



Store adapters in the tool stand.

Erasing ink from doll parts

Use the provided sponge to erase ink from doll parts so you can design them again and again. Add water and a little dish soap (not included) and rub with the sponge until the ink is removed. Dry the doll part thoroughly before putting it back in the Monster Maker. Please protect play surfaces before use. Dry all items thoroughly before storing.

Designing fashions

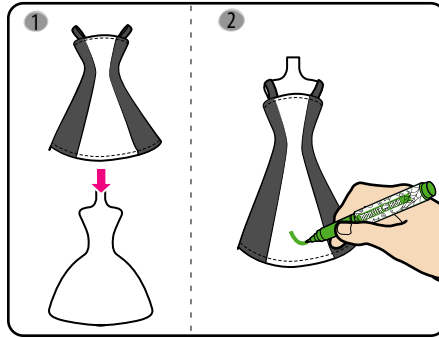
You can design the provided fashions using the included markers.

IMPORTANT: Don't put the fashions in the Monster Maker.

You can only draw on them by hand.

1. Place the chip insert inside a fashion.
2. Draw on the fashion with the markers.

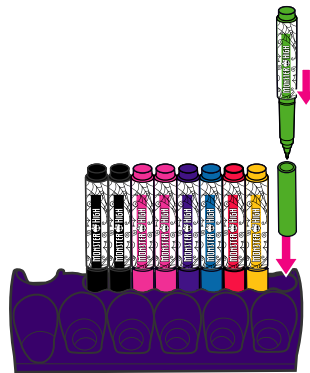
Ink is permanent on fabric.



Markers

Always remove the marker from the Monster Maker when printing is complete. Replace cap on marker immediately after use. Store the markers in the tool holder, cap side down, when not in use.

If left uncapped, markers will dry out. Markers can be partially restored by replacing the caps and storing them in the tool holder, cap side down, for 24 hours. Use the included markers only with the Monster Maker.



Cancelling a print job

If you cancel a print job, wait a moment for the mechanism to stop moving before opening the door.

Tips & Troubleshooting

Go to service.mattel.com for how-to videos.

After 15 minutes of inactivity, the Monster Maker will power down. To resume play, press the action button or cycle the power switch off then back on.

What do the lights mean?

Your Monster Maker has two indicator lights—a blue connection light inside the drawing chamber and a multicolor light on the action button.

Blue light	Action light	Meaning
On	Purple	Everything is ok.
On	Flashing yellow	Printing is paused, check the design software.
Flashing	Purple	Searching for USB or <i>Bluetooth</i> connection.
On / Off / Flashing	Flashing red	Error—check for open door or low batteries. Also may indicate a motor failure.
On / Off / Flashing	Solid red	Firmware update failure.
Off	Off	Machine has gone to sleep or power switch is off.

If you can't connect your tablet device to the Monster Maker using *Bluetooth*:

Enable *Bluetooth* on your tablet device.

If the blue light is glowing steady blue and you can't connect to your tablet device, turn off *Bluetooth* on any nearby tablet device that has been paired to the Monster Maker.

Legal

"Made for iPad" means that an electronic accessory has been designed to connect specifically to iPad and has been certified by the developer to meet Apple performance standards. Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards. Please note that the use of this accessory with iPad may affect wireless performance.

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Windows is a registered trademark of Microsoft Corporation in the United States and other countries.

Macintosh is a trademark of Apple Computer Inc.