



Additional figures sold separately and subject to availability.



Keep these instructions for future reference as they contain important information.



Adult assembly required. Required tool: Phillips screwdriver (not included).



Wand requires two AAA batteries (included).



Palace requires three AA batteries (included). Batteries included are for demonstration purposes only.



Periodically wipe each part of this toy with a clean, damp cloth. Do not immerse.

Consumer Information



CONSUMER ASSISTANCE

1-800-432-5437 (US & Canada)
1300 135 312 (Australia)



service.fisher-price.com

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.
Hearing-impaired consumers: 1-800-382-7470.

Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,
Mississauga, Ontario L5R 3W2; www.service.mattel.com.

Great Britain: Mattel UK Ltd, Vanwall Business Park,
Maidenhead SL6 4UB. Helpline: 01628 500303.
www.service.mattel.com/uk

Mattel Europa B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

Australia: Mattel Australia Pty. Ltd., 658 Church Street,
Locked Bag #870, Richmond, Victoria 3121 Australia.

New Zealand: 16-18 William Pickering Drive,
Albany 1331, Auckland.

CAN ICES-3 (B)/NMB-3 (B)

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.



Protect the environment by not disposing of this product or any batteries with household waste.

This symbol indicates that this product shall not be treated as household waste. Check your local authority for recycling advice and facilities.

FCC STATEMENT (UNITED STATES ONLY)

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.
- 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.

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.

©Disney

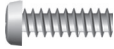
©2017 Mattel. All Rights Reserved. © and ™ designate U.S. trademarks of Mattel, except as noted.

Assembly



CAUTION

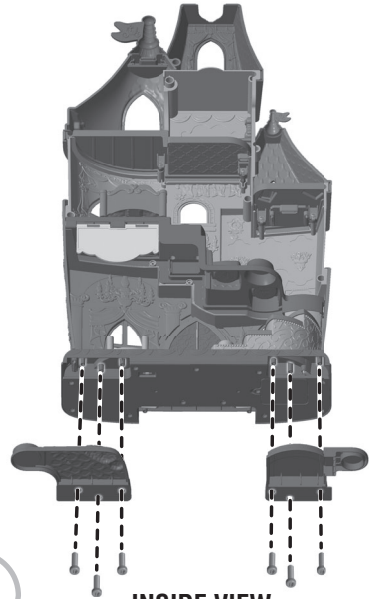
This package contains small parts. For adult assembly only.



M3,5 x 12 mm - 9

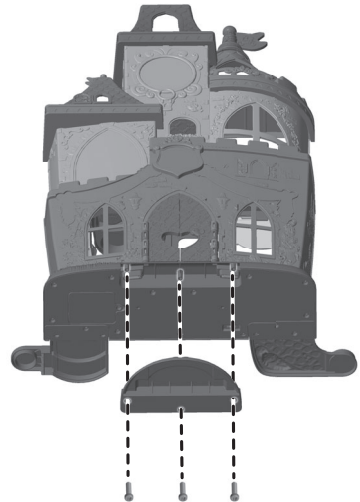
Shown Actual Size

Tighten and loosen all screws with a Phillips screwdriver. Do not over-tighten.



INSIDE VIEW

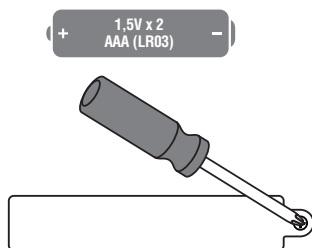
- Fit a connector to each side of the palace base.
- Insert two screws into each connector and tighten.



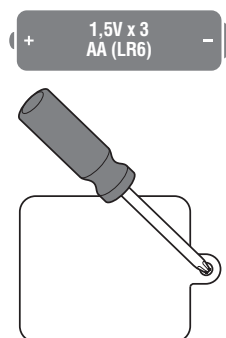
FRONT VIEW

- Fit the steps to the center of the palace base.
- Insert three screws and tighten.

Battery Replacement



Wand



Palace

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:

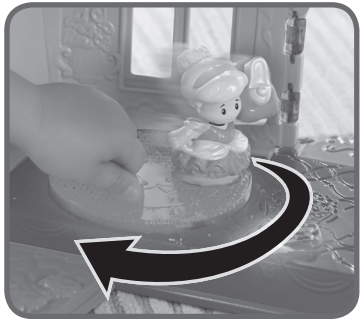
- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable.
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

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- For longer life, use **alkaline** batteries.
 - Locate the battery compartment door on the back of the wand and the bottom of the palace.
 - Loosen the screw in each battery compartment door with a Phillips screwdriver and remove each door. Remove the exhausted batteries and dispose properly.
 - Insert two, new AAA (LR03) **alkaline** batteries in the wand, and three, new AA (LR6) **alkaline** batteries in the palace.
 - Replace each battery compartment door and tighten the screws. Do not over-tighten.
 - If the palace or the wand begin to operate erratically, you may need to reset the electronics. Slide the power/volume switch on the bottom of the palace, off and back on. Remove the batteries from the wand and reinstall them.
 - When sounds or lights from the place, or lights from the wand become faint or stop, it's time for an adult to change the batteries.

Timeless stories...Endless play!



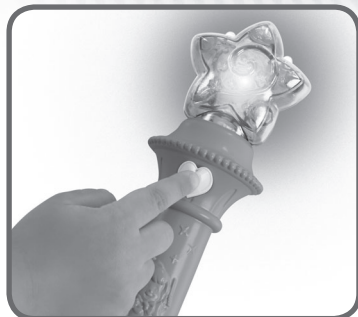
Slide the power/volume switch, on the bottom of the palace, to ON with low volume, ON with high volume or OFF.



Spin the dance floor for lights and sounds!



Place a figure on the bottom step of the staircase and press. The palace recognizes and responds to the princess!



Press the button on the wand...



... or point and wave the wand at the glass slipper inside the palace for music, phrases and lights!



Glass Slipper

Sleep Mode

- After about three-four minutes of inactivity, the palace enters sleep mode and the glass slipper light turns off. When this happens, the wand does not activate music, lights or phrases.
- Here's how to wake up the palace:
 - Spin the dance floor.
 - Press the bottom step of the staircase.
 - Slide the power/volume switch on the bottom of the palace off and then back on again.
- If the glass slipper light still does not turn on, it's time to change the batteries!