

For product sold in USA

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 of the device.

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.

Mattel, Inc.

Consumer Relations

636 Girard Ave

East Aurora, NY

(800) 524-8697

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

For product sold in Canada • Pour les produits vendus au Canada

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

(VALID FOR CANADA ONLY • VALABLE AU CANADA SEULEMENT)

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.

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1-866-965-3661 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1-800-524-8697.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628500303

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

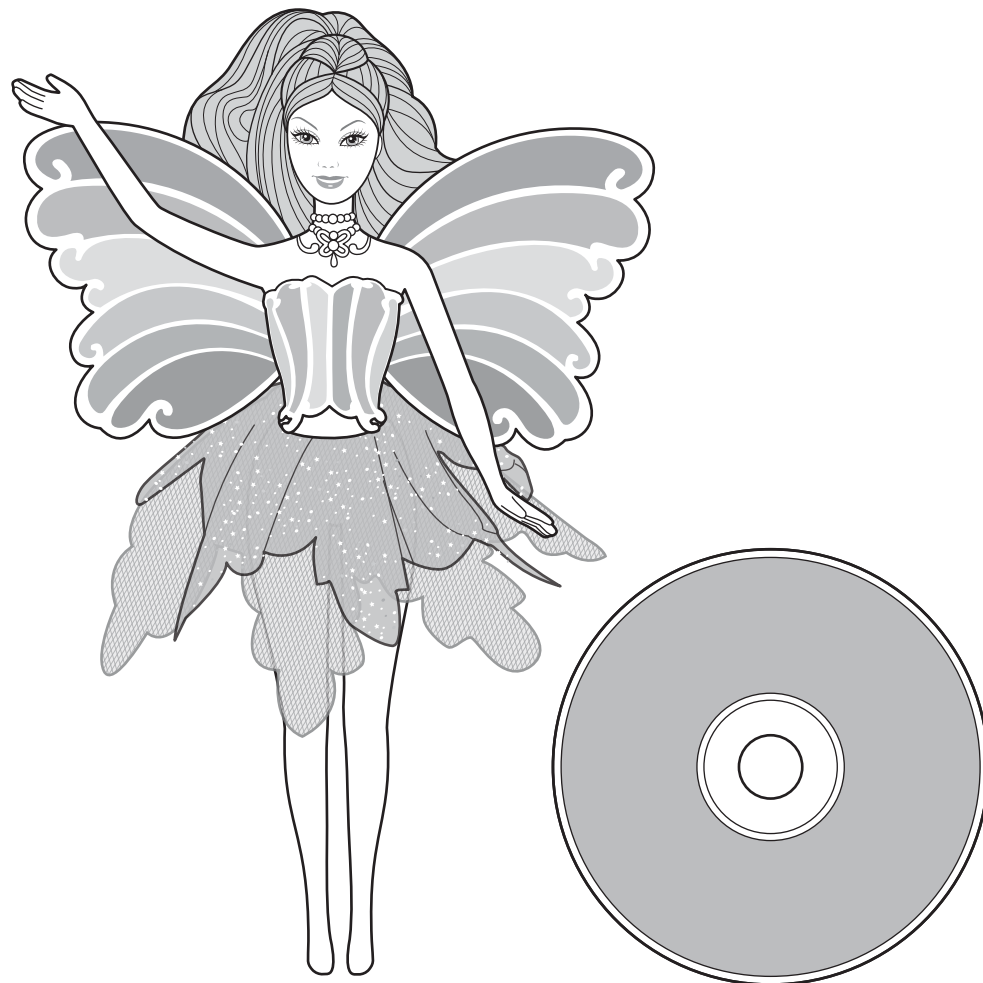
Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 P.J. Tel:03-78803817, Fax:03-78803867.

Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A. Consumer Affairs 1 (800) 524-8697.

3+ Barbie®

INSTRUCTIONS

K8130-0920G1



Requires 2 AAA alkaline batteries, not included. Dispose of batteries safely.

Colours and decorations may vary from those shown.

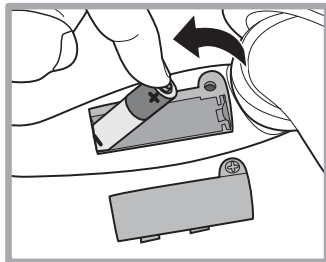
CONTENTS: Please remove everything from the package and compare to the contents shown here.

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

If anything is missing, contact your local Mattel facility.

©2006 Mattel, Inc., El Segundo, CA 90245. All Rights Reserved.

INSTALL / REPLACE BATTERIES



BATTERY REPLACEMENT: Use a Phillips head screwdriver (not included) to open battery doors. Insert 2 AAA alkaline batteries as shown (1 battery in each leg). Replace battery covers and screw closed. For longer life use only alkaline batteries. Replace batteries when the product does not respond or slows down or the light dims.

For better performance, replace batteries in your DVD remote control.

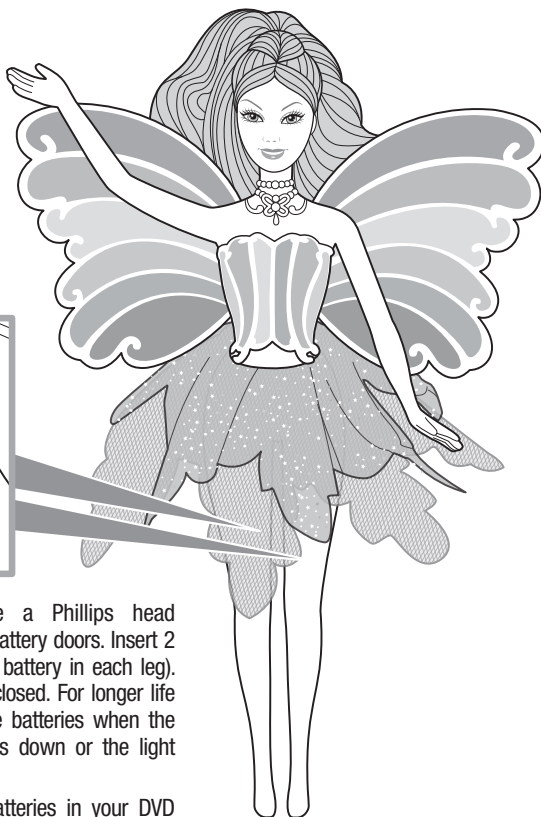


Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

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:

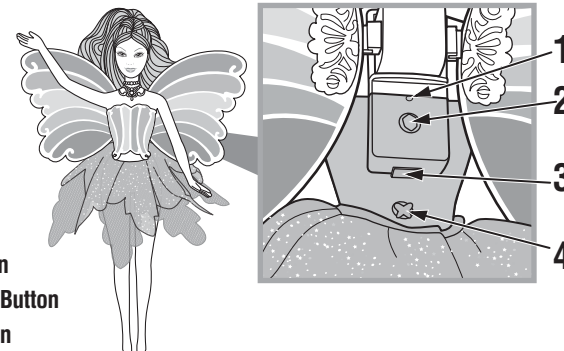
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (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.



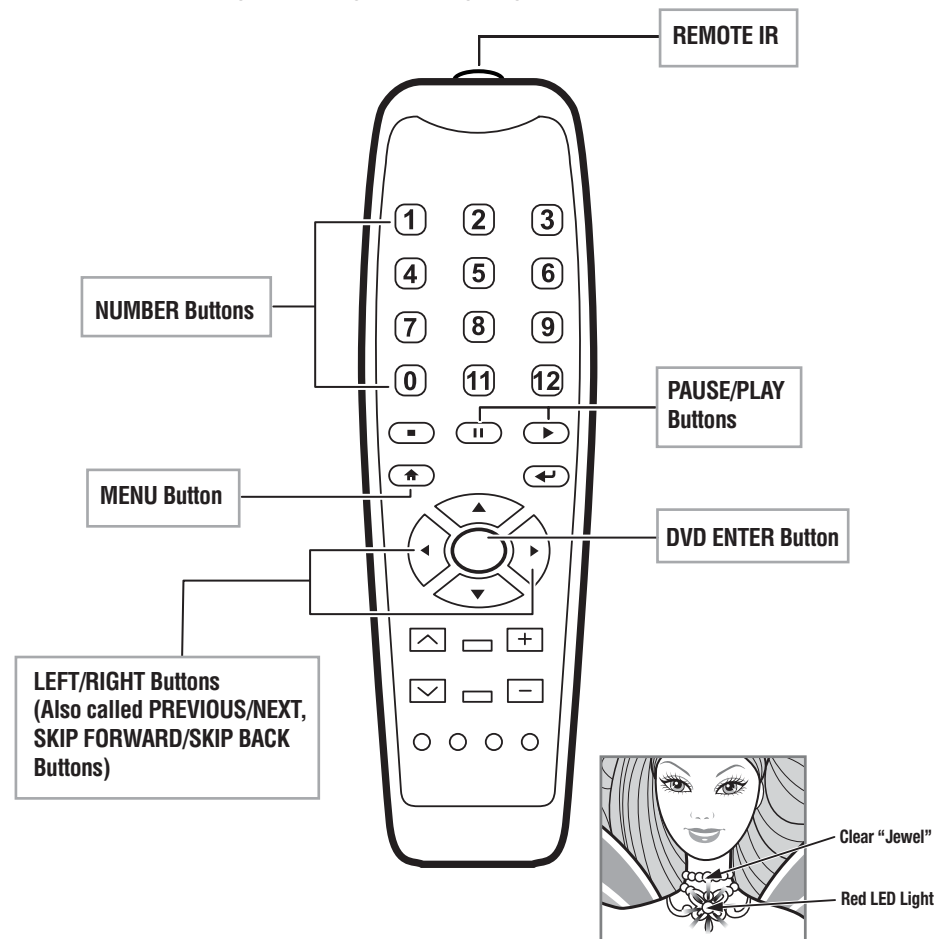
CONTROLS

BACK OF DOLL:

1. RESET Button
2. Blue ENTER Button
3. White PROGRAM Button
4. Pink WINGS Button



DVD REMOTE CONTROL: Remote control is shown for reference only. Remote controller layouts and symbols may vary from brand to brand.



PROGRAM YOUR DOLL

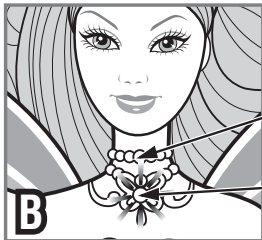
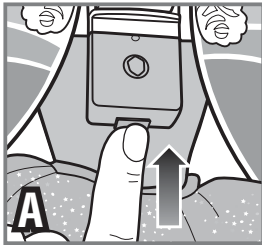
There are **3 STEPS** on the following page to program your doll so she can work as your remote control for the game. We recommend that you watch the instructional section from start to finish and then re-start the instructional segment and follow along to program the doll. When you program the doll, you should be at least 10 feet away from the TV/DVD player. If you are interrupted for more than five minutes while programming, you will need to start again.

If you make a mistake while programming the doll, you simply need to press the **White PROGRAM Button** **ONCE** to turn off the **Red LED Light** and then press the **White PROGRAM Button** **AGAIN** to turn it back on to start over.

NOTE: If your remote control is a Universal or "Combo" Remote, please be sure that it is in DVD mode.

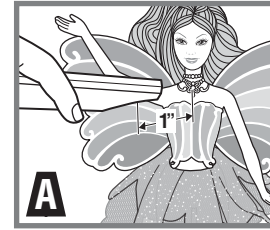
TO START:

(A) Press the **White PROGRAM Button** **ONCE** and the doll's **Red LED Light** will shine (B).



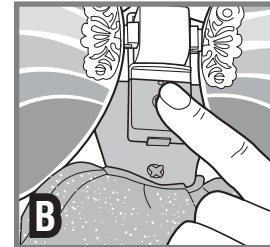
Clear "Jewel"

Red LED Light

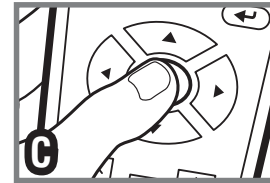


STEP 1: Program ENTER Button:

(A) Hold the doll in one hand and your DVD remote control in your other hand. Point the **DVD REMOTE IR** towards the upper **Clear "Jewel"** on the necklace. The distance between your DVD remote control and the doll's necklace should be 1 inch.



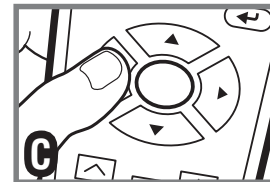
(B) Press the **Blue ENTER Button** on the back of the doll and continue pressing it while you keep your DVD remote control facing the necklace. While pressing the **Blue ENTER Button**, the **Red LED Light** will disappear.



(C) While continuing to press the **Blue ENTER Button**, use your other hand to press the **DVD ENTER Button** once. The **Red LED Light** will begin to flash and then it will shine. Release the **Blue ENTER Button** and proceed to the next step.

You are finished programming the **ENTER Button**.

When you program any of the commands, the Red LED Light will flash 3 times if successful. If not successful, Red LED Light will flash once.

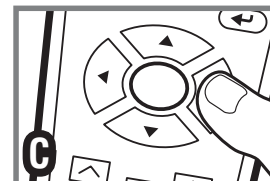


STEP 2: Program LEFT Button:

REPEAT (A) and (B) FROM "Program ENTER Button"

(C) While continuing to press the **Blue ENTER Button**, use your other hand to press the **LEFT Button** once on your DVD remote control. The **Red LED Light** will begin to flash and then it will shine. Release the **Blue ENTER Button**, and proceed to next step.

You are finished programming the **LEFT Button**.



STEP 3: Program RIGHT Button:

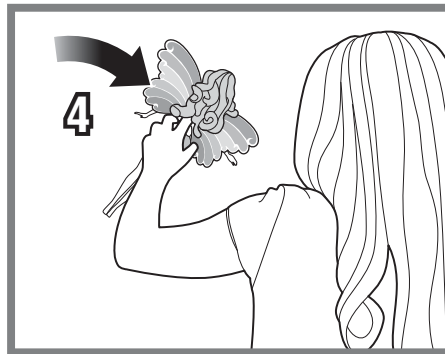
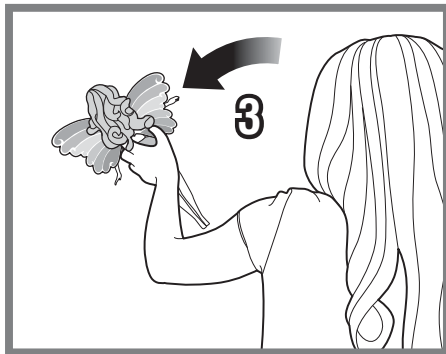
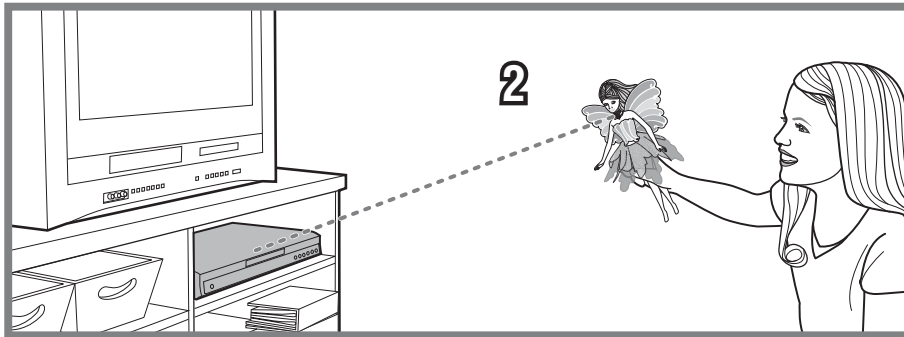
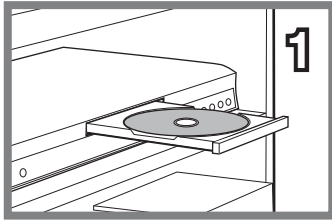
REPEAT (A) and (B) FROM "Program ENTER Button"

(C) While continuing to press the **Blue ENTER Button**, use your other hand to press the **RIGHT Button** once on your DVD remote control. The **Red LED Light** will begin to flash and then it will disappear.

You are finished programming your doll.

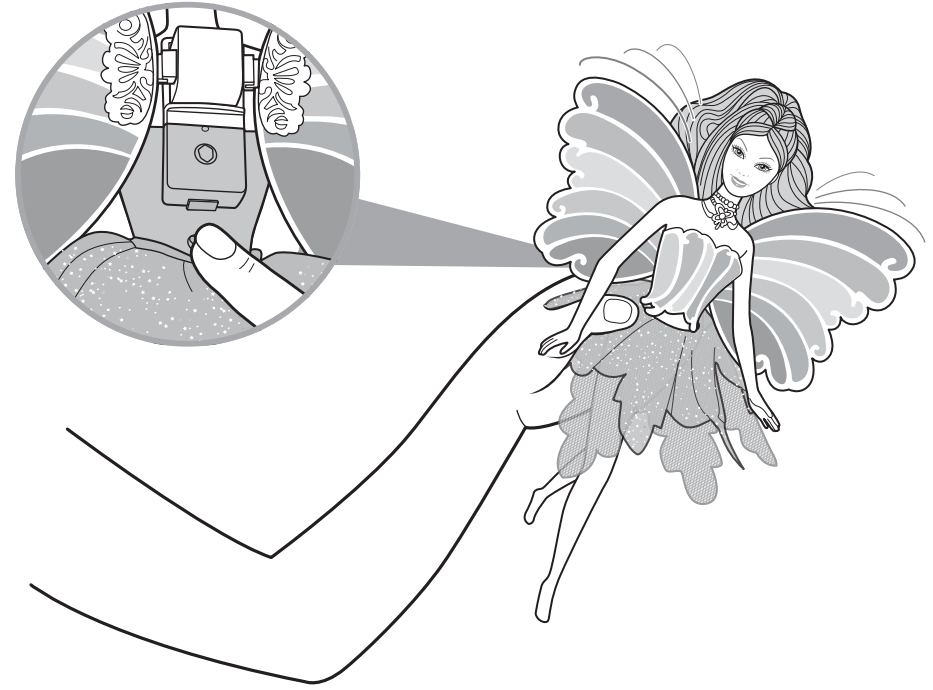
Now that the "ENTER", "LEFT" and "RIGHT" Buttons are programmed into the doll, the necklace's **Red LED Light** should disappear. Remember, if you made a mistake, you just need to press the **White PROGRAM Button** **ONCE** to turn off the **Red LED Light** and then press the **White PROGRAM Button** **AGAIN** to turn it back on to start over. In the event that you misplace your doll, you can also play the game with your DVD remote. Simply press the **RIGHT** or **LEFT Buttons** to choose those directions and use **DVD ENTER Button** instead of the doll's **Blue ENTER Button**.

PLAY TIME!



- 1) Insert DVD.
- 2) Doll must be directed TOWARD DVD player;
- 3) Move doll left to select LEFT path;
- 4) Move doll right to select RIGHT path.

Collect the jewels to save the Crystal Palace!



Make the Wings Flutter:

Press **Pink WINGS Button** on doll's back. Wings will flutter for several seconds. Wings cannot be activated in "PROGRAM MODE". If wings do not work or flutter out of control, use a pen or paperclip (not included) to press the **RESET Button** on the back of the doll as shown.

