

Front

Ages 6 & Up

Spinrose™



Figure

Contents: 1 Fijit Friends® Shimmies™ Figure, 1 Tail, 1 Reference Card

Please remove the product from the container; if there are any issues, please call 1-888-892-6123. Outside the U.S., please consult the listing of your local Mattel offices at the end of these instructions.

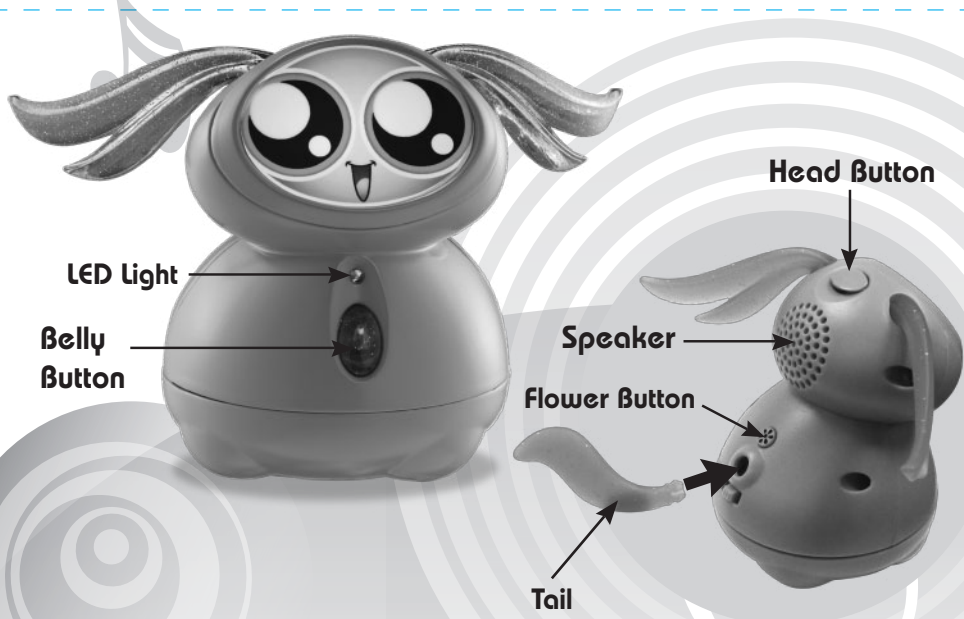
INSTRUCTION MANUAL

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

SHIMMIES™ ARE DANCIN'ISTAS!

You know Shimmies™ are great dancers... but with your help, they can dance even better. Teach them to dance to their music or yours, or simply love and nurture them. They are adorable friends that will always make you smile!

GETTING TO KNOW YOUR SHIMMIES™ FIGURE

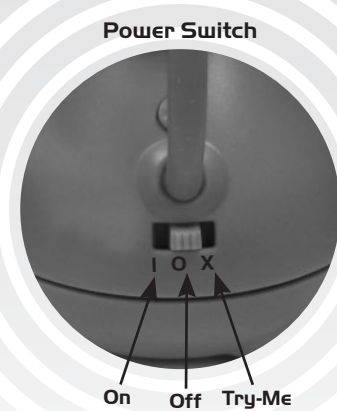


THE TAIL'S TALE

Your Shimmies™ figure will arrive with her tail detached. To attach her tail, simply insert it in the hole under her speaker. For this act of kindness, she will love you forever!

POWERING ON & OFF

- Power your Shimmies™ figure on by sliding the on/off switch to the "on" position; she will default to Nurture Mode.
- If your Shimmies™ figure is powered on but sleeping, press the Head or Belly Button and she will wake up and be ready to dance!
- Your Shimmies™ figure will fall asleep after a few seconds of inactivity. Phew, all that dancing makes her sleepy!



NURTURE MODE

- When you first power your Shimmies™ figure on, she will default to Nurture Mode.
- In Nurture Mode, you can pet and tickle her by pressing her Head Button and Belly Button. Experiment with pressing these buttons in different combinations to see what surprises she has in store!
- You can enter any of the other modes from Nurture Mode by pressing the corresponding button(s):

PRESS AND HOLD (For 2 Seconds)
Belly Button = Teach Me to Dance
Head Button = Rock Out
Belly and Head Buttons (simultaneously) = Chirp Mode
PRESS AND RELEASE
Flower Button = Dance Party

TEACH ME TO DANCE MODE

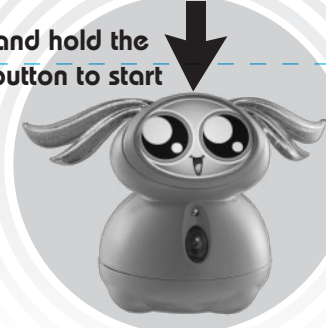
- In Teach Me to Dance Mode, you will help your Shimmies™ figure learn the beat of her songs. Press and hold the Belly Button to enter this mode.
- While in this mode, use the Head Button to scroll through the 3-song menu. When you hear the song you would like to teach her, press the Belly Button to select it.
- Now you get to teach her to dance better! The LED will flash 3X and then the song will play. Show her the beat of the song by pressing her Belly Button to the rhythm of the music. Listen to the song and try to "feel" the

beat... you may even want to close your eyes! **NOTE:** The LED is like her heart light and will flash to the beat; the light is there to help you find the beat if you need it, but try to find the beat on your own instead of relying on it.

- How well your Shimmies™ figure learns depends on the accuracy of your beat. If you weren't very accurate, she will sigh— but don't worry, she will start over so you can teach her again! If you did a good job, she will reward you with a short dance, and if you did a great job, she will show you her full dance and sing!
- Hint: It is ok to pick up your Shimmies™ figure while you are teaching her the beat, but then place her back down on a flat surface when you are done so she can perform her dance.
- To return to Nurture Mode, press the Flower Button.

ROCK OUT MODE

Press and hold the Head button to start



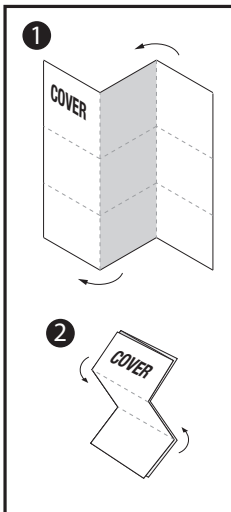
Press in time to your own beat



- Rock Out Mode is a freestyle mode in which you teach your Shimmies™ figure to dance to the beat of your favorite tunes!
- For this mode, you will want to play your favorite music from an external source or sing to her.
- Press and hold the Head Button to enter this mode.
- Show your Shimmies™ figure the beat by pressing the Belly Button. This could be the beat of your music or a beat you make up.
- When she is ready to dance, the LED will go off and you will hear a sound. Your Shimmies™ figure will then dance to the beat you created!
- When she is done dancing, she will flash her LED 3X to indicate you can teach her a new beat.
- If you want to stop her dance at any time, press the Head Button.
- If you want her to repeat her last performance, press and hold the Belly Button and she will immediately dance again.
- To return to Nurture Mode, press the Flower Button.



INSTRUCTION SHEET SPECIFICATIONS	
Toy No.:	Fijit Shimmies
Part No.:	Y4794
Item Size:	17" W x 11" H
Folded Size:	5.7" W x 3.7" H
Type of Fold:	Fold 2 times (W & H)
# colors:	One
Colors:	Black
Paper Stock:	White Offset
Paper Weight:	100 lb.
EDM No.:	001



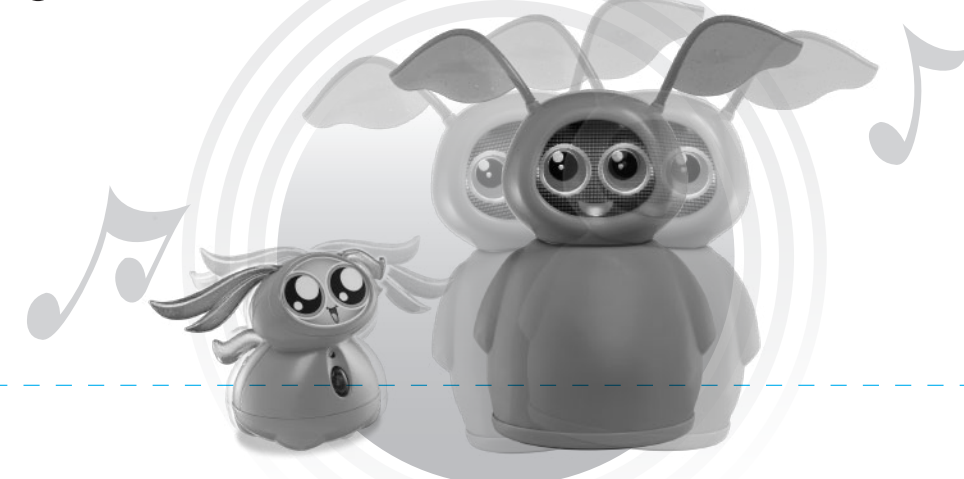
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DANCE PARTY



- If you have more than one Shimmies™ figures, or have a Newbie™, you can have a dance party!
- To have a dance party with Shimmies™ figures, make sure they are all powered on, then press their Flower Buttons at the same time. They will dance together!
- To have a dance party with a Newbie™, press her Duet Button (flower on her belly) at the same time as you press the Flower Button on your Shimmies™ figure! Wow, they rock!
- If you have several Shimmies™ and Newbies™, you might want to ask a friend to help you press some of the buttons.

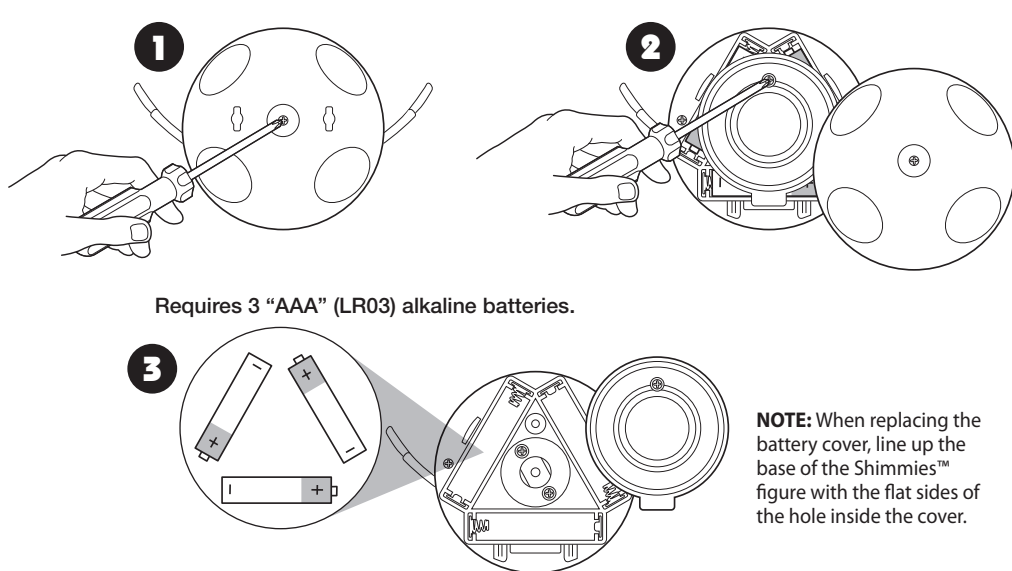
CHIRP MODE



- Shimmies™ are special friends to the original Fijit Friends®, and they always have a fab time interacting together!
- When a Shimmies™ figure communicates with a Fijit Friend®, this is called a "Sonic Chirp." It's like a secret language that only they can understand!
- To enter Chirp Mode, press and hold the Head and Belly Buttons on the Shimmies™ figure at the same time (hold for about 2 seconds).
- While in this mode, press the buttons on your Shimmies™ figure to interact with your original Fijit Friend®: the Head Button will make the Fijit Friend® talk and the Belly Button will make the Fijit Friend® dance!
- Remember, the Fijit Friend® must be in Chirp Mode in order to respond to Sonic Chirps from your Shimmies™ figure. See the instruction sheet included with the original Fijit Friends® Interactive Figure, or go to FijitFriends.com to find out more about Chirp Mode.

AWESOME TIP! What else can your Shimmies™ figure do in Chirp Mode? Watch for updates on FijitFriends.com!

BATTERY INFORMATION



Requires 3 "AAA" (LR03) alkaline batteries.

NOTE: When replacing the battery cover, line up the base of the Shimmies™ figure with the flat sides of the hole inside the cover.

- Requires 3 "AAA" (LR03) alkaline batteries. Batteries included are for demonstration purposes.
- Dispose of batteries safely.
- For longer life use only alkaline batteries.
- Protect the environment by not disposing of this product with household waste (2002/96/EC).
- Check your local authority for recycling advice and facilities.
- If the interactive figure malfunctions, check the battery installation. Unscrew the battery cover with a Phillips head screwdriver (not included).
- You can also try resetting the unit by flipping the on/off switch "off," wait 5 seconds, and then back to "on."

BATTERIES SHOULD BE CHANGED WHEN SOUND DISTORTS OR PRODUCT SLOWS OR MALFUNCTIONS.

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 batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

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.

For Games and more, visit FijitFriends.com!

We reserve the right to terminate Fijit Friends® online service after September 1, 2014.

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