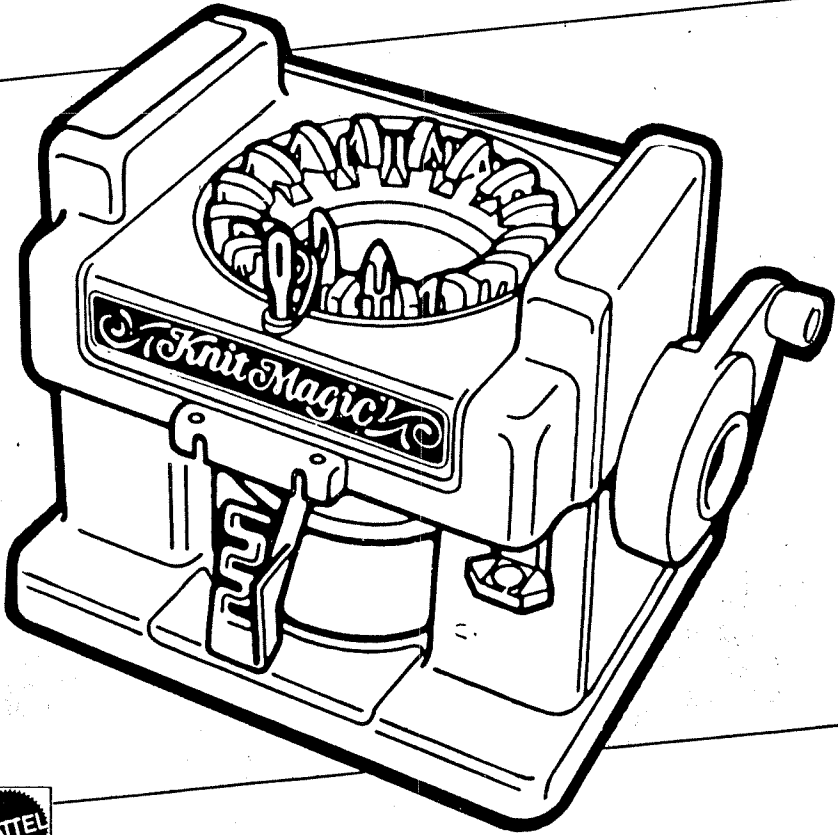


Barbie®

KNIT MAGIC® INSTRUCTIONS

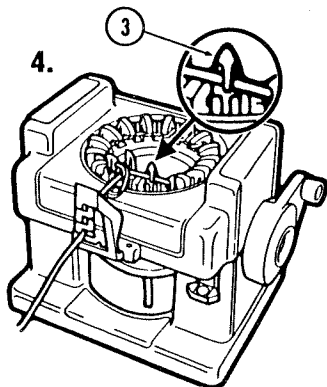
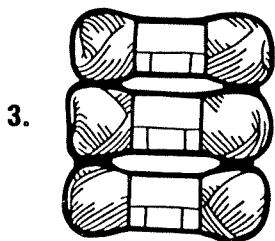
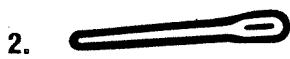
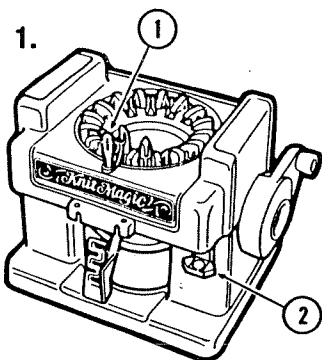


Welcome to the world of knitting! Before you start any project, it's important to read and do all of the lessons. The lessons will show you the basics that you will need to know. You may want to practice doing the lessons several times before you start a project. We suggest that you go through them with your mother or an older person.

HAPPY KNITTING!

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CONTENTS:

1. Machine
 1. REMOVE NEEDLE FROM MACHINE
 2. SWITCH
2. Needle
3. 3 skeins of yarn
4. Colored Start Point Needle
 3. USE THE COLORED START POINT NEEDLE TO COUNT THE TURNS AS YOU SEE IT COME AROUND.

THINGS TO WATCH FOR WHEN KNITTING:

If your Knit Magic machine handle becomes hard to turn, the trouble might be:

(1) There is not enough slack between the machine and skein of yarn. Unravel more yarn from the skein.

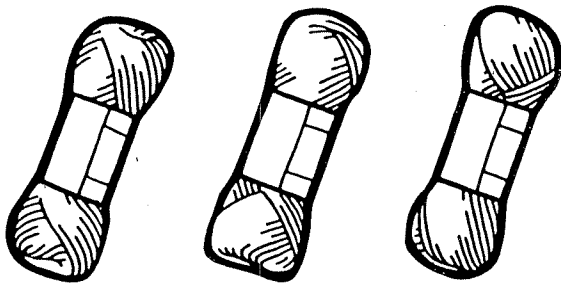
(2) Yarn is jamming in needles. Remove yarn from needles.

If the yarn tensioner comes off the machine, don't worry, just snap it back in place. Also, if the machine makes a hard snapping noise, there is too much back tension.

If your knitting machine misses stitches or is knitting too loose, you'll need more back tension. Wind more turns on tension lever to suit.

KINDS OF YARN TO USE:

Your Knit Magic machine has been designed to use 3-ply yarn. You may use any kind of fibre: Wool, Orlon, Polyester. To use more than one color, all you do is tie one strand to another. The knot will not show when your project is finished. You can use as many colors as you like.



LESSON 1 HOW TO KNIT A TUBE

You can make every project in the Knit Magic Center from either a tube or a panel. Before you start ANY PROJECT, do the lessons.

1. Move the switch to the tube, "T" position. Find the loose end of yarn on the INSIDE of the yarn roll. Drop the end of yarn through the well of the machine until it touches the table top.

- 1. WELL
- 2. TENSION ARM
- 3. SWITCH
- 4. "T" POSITION
- 5. LOOSE END

2. Drape yarn under the hook on the FIRST needle LEFT of the wire guide.

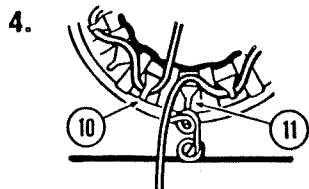
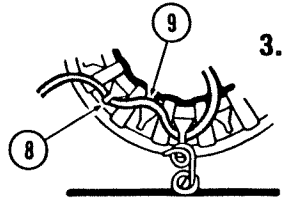
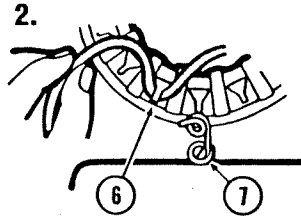
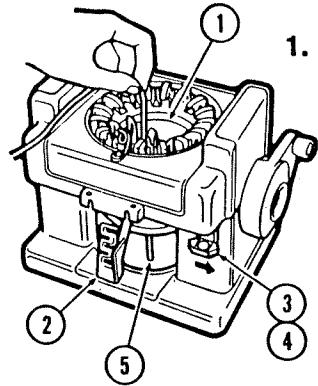
- 6. FIRST NEEDLE
- 7. WIRE GUIDE

3. With your right hand, turn the handle AWAY FROM YOU. Drape the yarn BEHIND the next needle.

- 8. FRONT
- 9. BEHIND

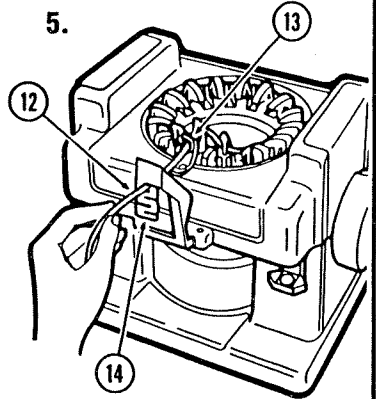
4. Turn the handle. On the next needle, drape the yarn in front under the hook. Alternate front to back until all needles are threaded.

- 10. FIRST NEEDLE
- 11. LAST NEEDLE



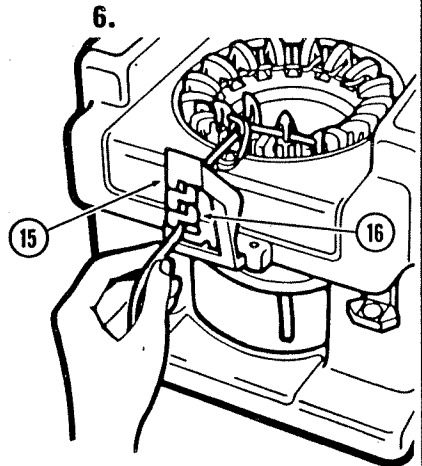
5. Loop yarn through the wire guide. Raise the tension arm. Slide yarn into the top slot.

- 12.** TOP SLOT
- 13.** WIRE GUIDE
- 14.** TENSION ARM



6. Thread the yarn over and through to the second slot. Under and through to the fourth slot. Over and through to the fifth slot. Under to the first slot.

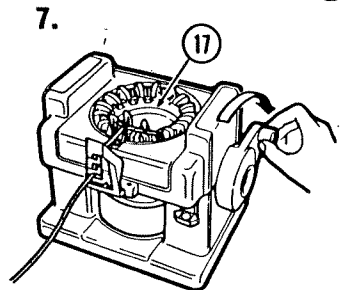
- 15.** SECOND SLOT
- 16.** THIRD SLOT



7. You are ready to practice knitting a tube. Turn handle AWAY from you. When you have made several complete rows, check for missed stitches. A missed stitch will cause a hole to appear in the side of the knitted tube. If a stitch was missed, start over. (See Step 8 for removing knitting from machine.)

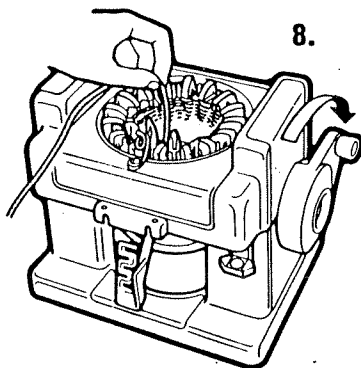
Practice knitting until the tube is to the first ridge in the well.

- 17.** FIRST RIDGE

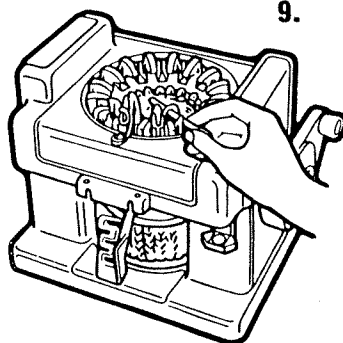


HOW TO REMOVE KNITTED TUBE.

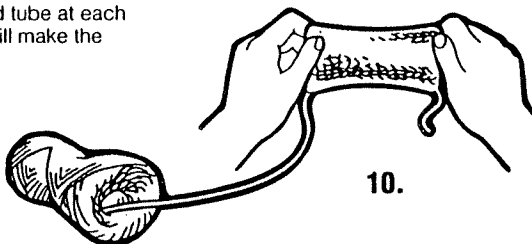
8. Unwind the yarn from tension arm and wire guide. Hold the loose yarn over the well of the machine. Turn the handle **AWAY** from you. As the well moves, the tube is released from the machine.

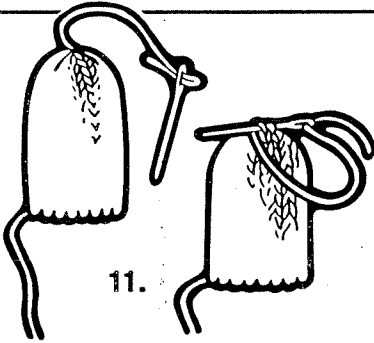


9. If there is still one or two loops attached, gently remove them with your fingers or with the needle. Lift knitted tube out of well.



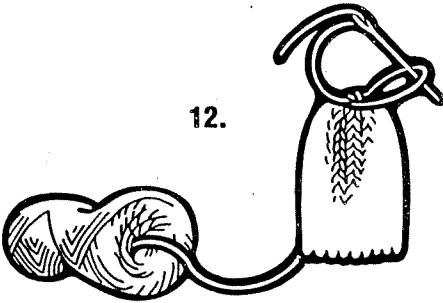
10. Hold the finished tube at each end and pull. Stretching will make the stitches firm.





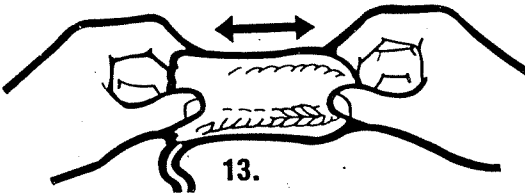
11.

11. To keep stitches from pulling out, let's tie a knot. Loop the yarn and thread it into your needle. Push the needle through any two stitches on each side of the center hole.



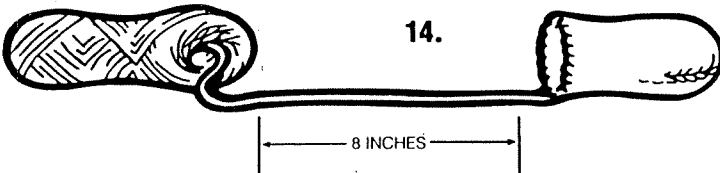
12.

12. Put the needle through the loop. Pull tightly. Cut off the extra yarn. Use safety scissors.



13.

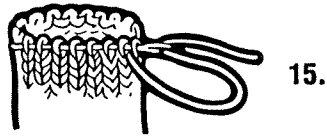
13. Let's tighten the stitches. Hold both ends of the tube and pull.



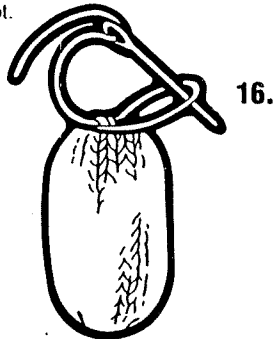
14.

14. To close off the other end of the tube, cut the yarn about 8 inches from the tube. Use safety scissors.

15. Thread the needle and put it through all the loops on one side. Pull the needle and yarn through the loops. Push the needle through the loops. Push the needle through the loops on the other side.

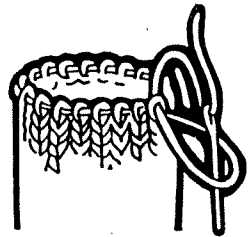
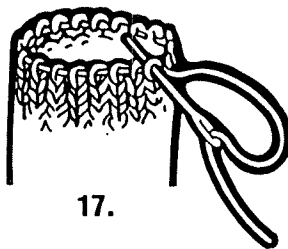
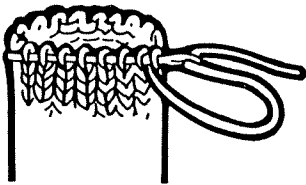


16. Pull the yarn to close the end and make a knot.



17. For some projects you make, the tube ends need to be open. Here's how to keep the stitches from unraveling:

- Push the needle through ALL loops.
- Do not pull the yarn tight.
- At the last loop, make a knot as you did before.



17.

LESSON 2 HOW TO KNIT A PANEL

1. Move your switch to the "P" position. "P" means you'll be knitting a "panel". Turn handle toward you until it stops. Drop the free end of the yarn into the center of the machine as you did before.

- 1. SECOND HOOK
- 2. FIRST HOOK
- 3. SWITCH

2. Drape yarn under the hook on the FIRST needle LEFT of the wire guide.

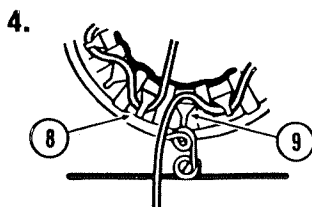
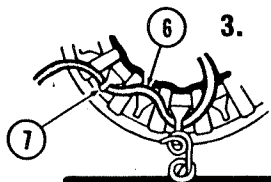
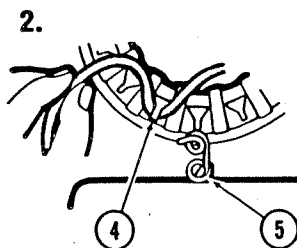
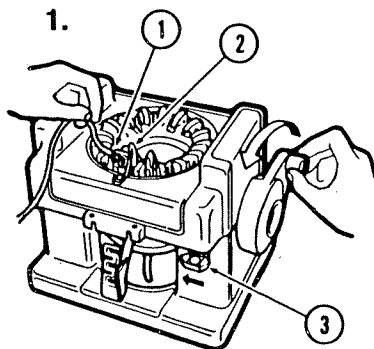
- 4. FIRST NEEDLE
- 5. WIRE GUIDE

3. With your right hand, turn the handle AWAY from you. Drape the yarn BEHIND the next needle.

- 6. BEHIND
- 7. FRONT

4. Turn the handle. On the next needle, drape the yarn in front under the hook. Alternate front to back until all needles are threaded. Place the yarn into the "wire guide" and "tension arm" as before. Continue to turn the handle away from you until it stops.

- 8. FIRST NEEDLE
- 9. LAST NEEDLE



5. Now start turning handle toward you, turn until it stops. Do this back and forth for 30 times. Count 1 every time it stops. When you reach 30 your panel is finished.

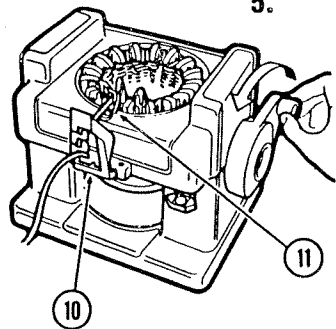
10. TENSION ARM

11. WIRE GUIDE

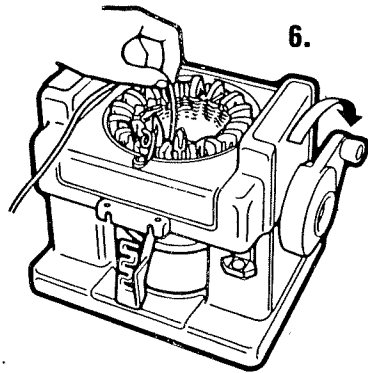
IMPORTANT!

Once you start turning in a direction - don't stop. Keep turning until handle stops. Don't stop knitting in the middle of a row.

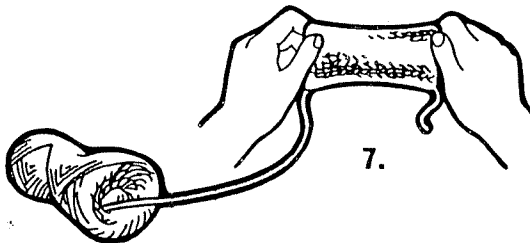
When knitting, the tension arm will move up and down to adjust slack. WHEN YOU REACH A STOP, THE TENSION ARM SHOULD ALWAYS BE UP. Check the (3-ply) yarn to be sure it is always threaded in all tension arm slots.



6. Remove panel from machine the same as you removed tube. First move switch to "T" position. Remove yarn from tension arm and wire guide. Hold yarn over center of machine. Turn handle away from you until top loops release from hooks. Remove panel.



7. Hold your knitted panel at each end and stretch it apart as shown. Your panel should be about 5 inches long.



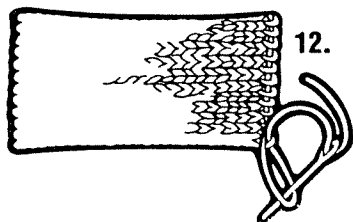
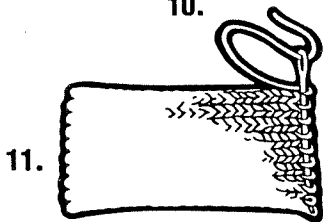
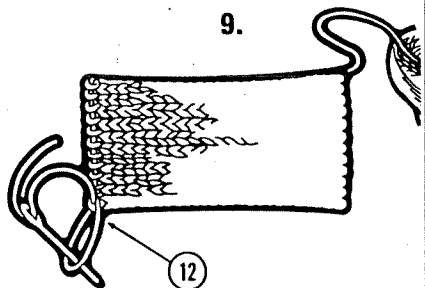
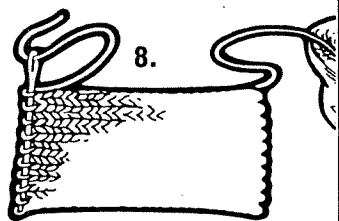
8. To keep the stitches from unraveling, the end of the panel must be knotted. Thread the loose end of yarn into your needle. Pull the needle and yarn through all loops.

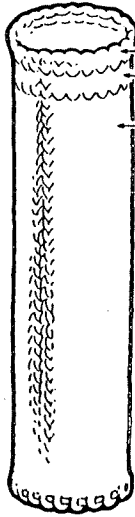
9. Tie a knot through the last loop.
12. END LOOP

10. Before you knot the panel end attached to the roll of yarn, unravel some stitches until the loose yarn is hanging from an end loop. Cut off the yarn about 8 inches from the panel. Use safety scissors.

11. Thread your needle. Push it through all loops.

12. Tie a knot through the last loop.
NOW YOU ARE READY TO MAKE A PROJECT.





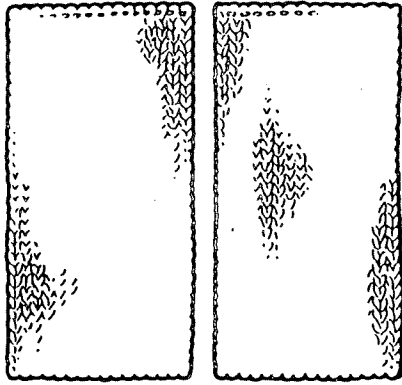
2 - ROWS PURPLE

2 - ROWS AQUA

40 - ROWS YELLOW

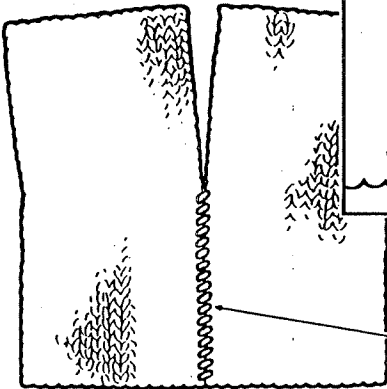
YELLOW DRESS

YELLOW PANELS

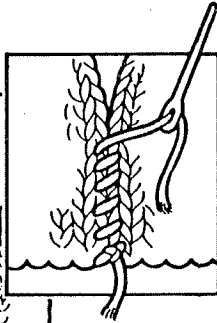


EACH 36-ROWS YELLOW

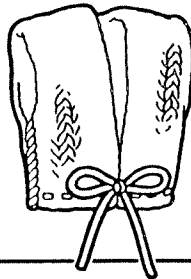
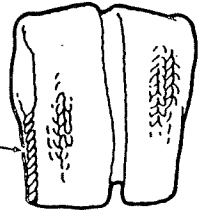
JACKET



SEW 18 ROWS

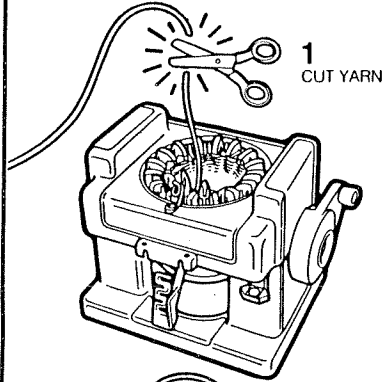


SEW 10 ROWS

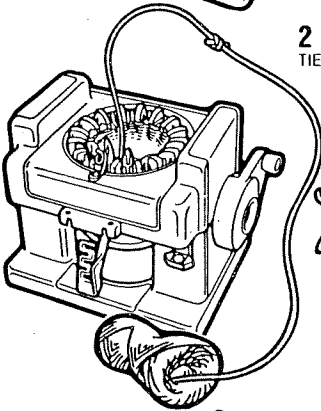


THREAD
DRAWSTRING

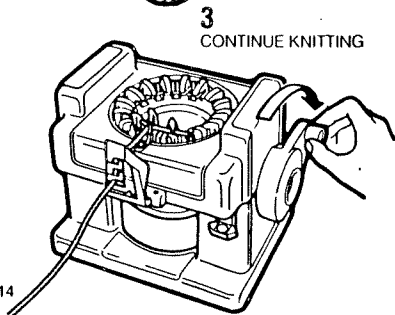
**HOW TO CHANGE
THE COLOR OF YARN**



1
CUT YARN



2
TIE KNOT

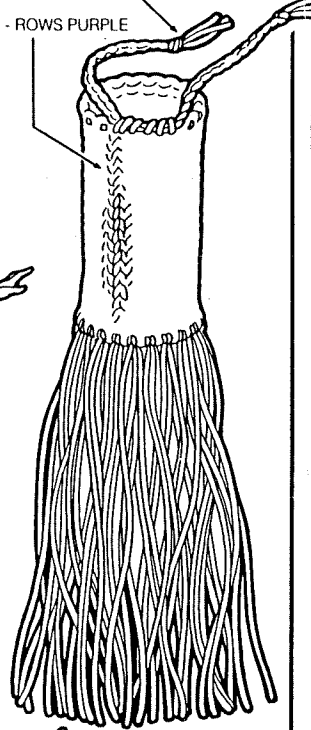


3
CONTINUE KNITTING

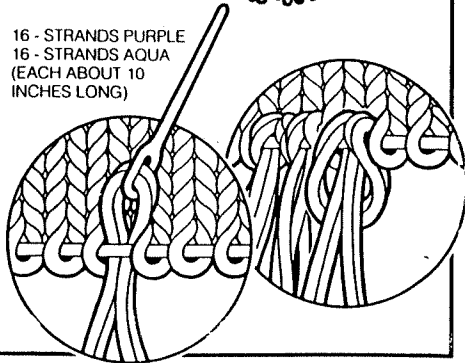
LONG DRESS

HALTER = 2 - STRANDS
1 - AQUA, 1 - PURPLE

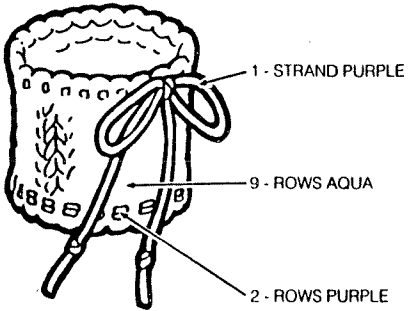
21 - ROWS PURPLE



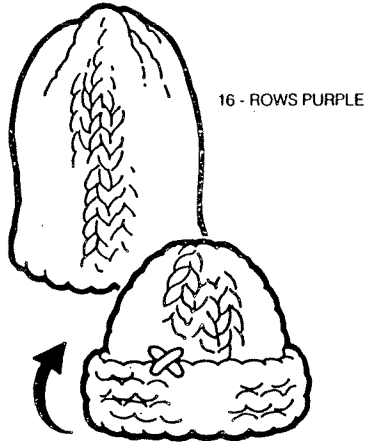
16 - STRANDS PURPLE
16 - STRANDS AQUA
(EACH ABOUT 10
INCHES LONG)



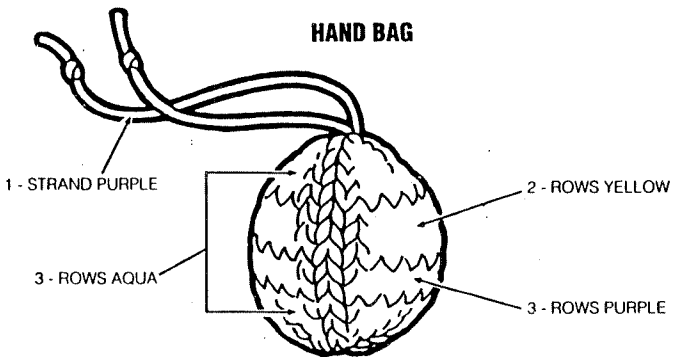
TUBE TOP



HAT



HAND BAG



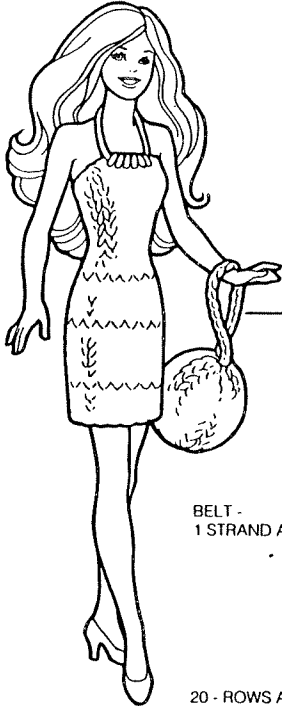
AQUA TOP

HALTER - BRAID 3 STRANDS
1 - AQUA
1 - PURPLE
1 - YELLOW

12 - ROWS AQUA

3 - ROWS PURPLE

3 - ROWS YELLOW



AQUA SKIRT

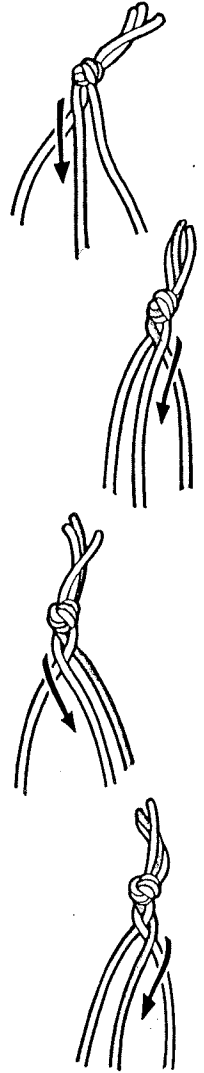
BELT -
1 STRAND AQUA

20 - ROWS AQUA

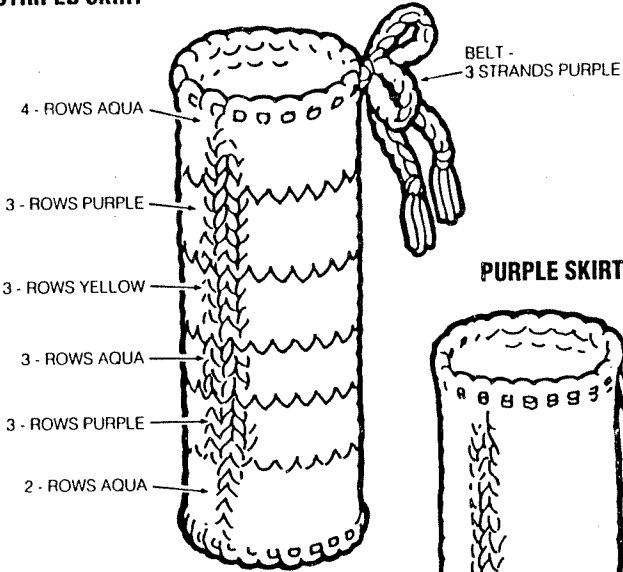
3 - ROWS PURPLE

3 - ROWS YELLOWS

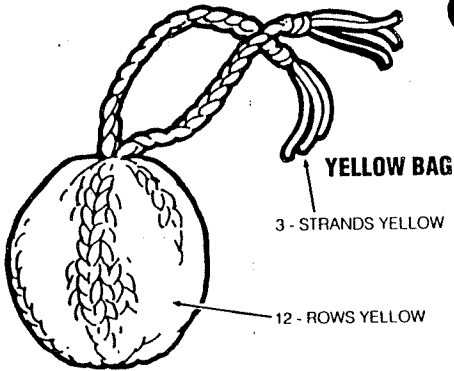
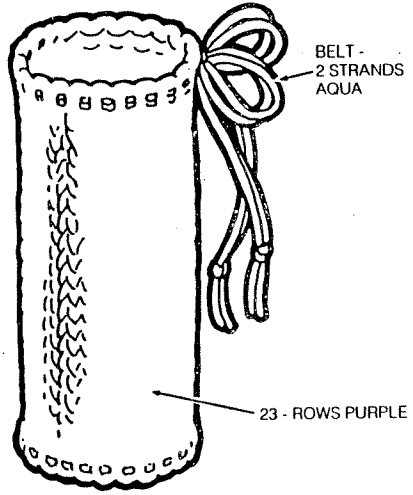
HOW TO PLAIT STRANDS

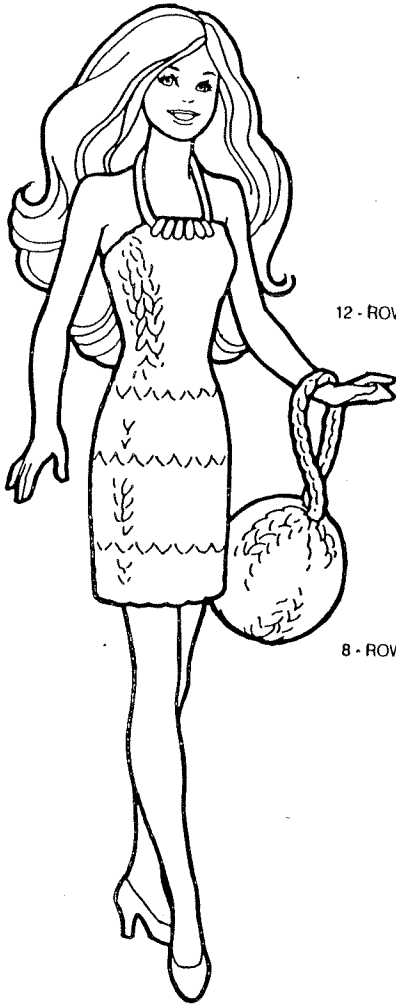


STRIPED SKIRT

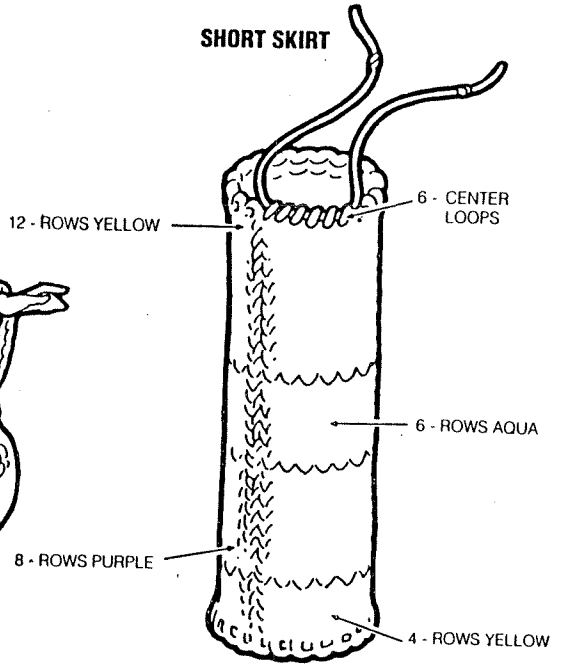


PURPLE SKIRT





SHORT SKIRT



90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any toy product it manufactures that the product will be free from defects in material or workmanship for 90 days (unless otherwise specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date-of-purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at our option. This warranty gives you specific legal rights and you may also have rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse. **Valid only in U.S.A.**

Send only product to the address listed above. Send all correspondence to Consumer Relations, 5150 Rosecrans Ave., Hawthorne, CA 90250 or you may phone us toll-free at (800) 421-2887 Monday thru Friday between the hours of 8:00 AM and 4:30 PM PST (11:00 AM and 7:30 PM EST).