

Front size:86*167mm

My Magical Mermaid Instructions

ROBO AGES 3+



Play Instructions

Mermaid On/Off Activation

To TURN ON your Magical Mermaid simply place her in the water. To TURN OFF your Magical Mermaid or play with her outside the tank, take her out of the water and dry her with a soft, clean cloth.

Power Save Mode

To SAVE battery POWER your Magical Mermaid will automatically switch herself off in water after 4 minutes. To REACTIVATE take your Magical Mermaid out of the water for 5 seconds, shake off excess water and place her back in the water.

Mesmerizing Mermaid Mode

To make your Mermaid swim up and down vertically in the water, follow these steps:

1. Take your Mermaid out of the water.
2. Place a TAIL RING on your Mermaid. NOTE: Use CORRECT WEIGHT of tail ring, see inset:
3. Position both Mermaid's arms with her hands by her sides.
4. Place your Mermaid back in the water, gently SHAKE her to remove air bubbles and watch her go. NOTE: See inset for SHAKE details:

WEIGHT

PLACE A COLORED RING AROUND THE TAIL OF YOUR MERMAID TO HELP HER SWIM UP AND DOWN THEN PLACE HER IN THE WATER

IF SHE SINKS DOWN SWITCH TO A LIGHTER TAIL RING

IF SHE FLOATS UP SWITCH TO A HEAVIER TAIL RING

RESULT: A BALANCED SWIMMING STYLE

TAIL RINGS

PURPLE IS LIGHT-WEIGHT
PINK IS MEDIUM-WEIGHT
SILVER IS HEAVY-WEIGHT

SHAKE

AS YOU PLACE YOUR MERMAID IN THE WATER GENTLY SHAKE HER

THIS WILL REMOVE AIR BUBBLES CAUGHT IN HER HAIR AND BODY
HER BUOYANCY WILL STABILIZE TO ENSURE A BALANCED VERTICAL SWIMMING PATTERN

Sky Gazing Mermaid Mode

To make your Mermaid swim on her back or front on the surface of the water, follow these steps:

1. Take your Mermaid out of the water.
2. Remove TAIL RING.
3. Position both Mermaid's arms with her hands above her head.
4. Place your Mermaid in the water on her back and see her go!

Tail Mechanism

DO NOT PULL on your Mermaid's tail as this can damage the internal mechanisms.

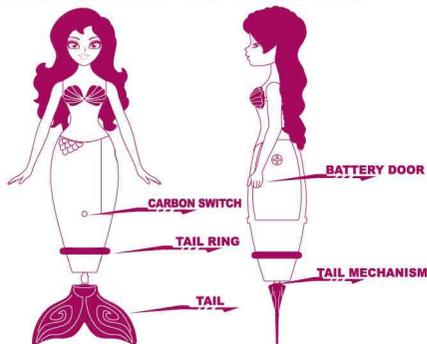
To avoid damage the tail is detachable, please take care of it. If the tail comes off simply place it back on.

The Magic Touch

Your Mermaid magically bursts to life with a gentle touch.

Your Mermaid's tail is fitted with a carbon switch, this acts as a sensor.

Simply hold down over the carbon switch on the back and front of her tail simultaneously. See her fin begin to flap.



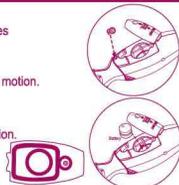
Changing the batteries in your Magical Mermaid

Changing the Batteries in your My Magical Mermaid

Note: Always ask an adult to replace batteries. 2 Bonus batteries included. Batteries should only be handled by an adult and kept away from children.

Caution: Store 2 replacement batteries in their blister.

1. Using a crosshead screwdriver, unscrew the battery door, using an anti-clockwise motion.
2. Replace the 2 batteries (LR44 1.5V) with new batteries.
3. Pay attention to the correct polarities (-/+), ensuring these are inserted correctly.
4. Make sure the rubber seal on the battery door is in the correct position.
5. Replace the battery door and screw in the screw until tight, using a clockwise motion.



Back size:86*167mm

Water Wonderland Playset Instructions

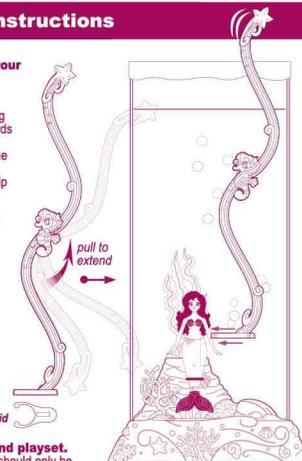
MAGIC WAND

The Magic Wand allows you to smoothly take your Magical Mermaid in and out of the water.

To use follow the below steps:

1. Extend the Magic Wand to its full length by gently sliding the sticks of the wand apart and pulling one stick upwards until the Magic Wand is full length.
2. Whilst holding the top of the Magic Wand place it into the water.
3. Pick up your Magical Mermaid by placing the circular clip at the base of the Magic Wand around her waist.
4. When the clip feels firm around the Mermaid's waist you can gently pull the Magic Wand up out of the water to remove the Mermaid.
5. To place her back into the water, gently push the clip around the Mermaid's waist until firm and then place the Mermaid back into the water tail first.

The clip goes around the Mermaid's Waist.



*The Magic Wand is only available in the My Magical Mermaid Water Wonderland playset and is not sold separately.

Changing the batteries in your Water wonderland playset.

Note: Always ask an adult to replace batteries. Batteries should only be handled by an adult and kept away from children.

1. Using a crosshead screwdriver, unscrew the battery door, using an anti-clockwise motion.
2. Replace the 2 batteries (AA or LR6) with new batteries.
3. Pay attention to correct polarities (-/+) ensuring these are inserted correctly.
4. Make sure the rubber seal on the battery door is in the correct position.
5. Replace the battery door and screw in the screw until tight, using a clockwise motion.



The Water Wonderland Playset requires 2 X AA or LR6 Batteries, not included. Please ensure that the battery compartment is kept clean and dry. Please handle playset with care, damage may be caused if dropped heavily. The Water Wonderland Playset requires 1 pc RGB LED, included.

For more information please visit www.zuru.com

Important Information

CAUTION

A76 / LR44 / LR1154 / AG13 batteries are classed as small parts and should be kept away from small children and children who are prone to putting things in their mouths.

If batteries are swallowed, see a doctor immediately and have your doctor call your poison control centre.

Always follow the instructions, inserting batteries correctly and matching the - and + signs.

Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMMEDIATELY remove and dispose of old batteries from the product and remove the batteries if the product is not going to be played with for a significant length of time.

Always store batteries in the blister so they are not touching each other.

Do not short circuit the supply terminals.

Do not put batteries on metal surfaces.

Do not let batteries touch each other when not in use.

Do not mix these with any other types of batteries.

Replace related used batteries under adult supervision.

Make sure the batteries are inserted correctly and always follow the operation instructions regarding batteries.

Make sure to always dry the body of Mermaid & Batteries especially during the batteries replacing process.

Always remove the used batteries from the product after using (approximate total 40 minutes continuous working), and we strongly suggest to perform the treatment regulations of local batteries recyclability immediately & properly.

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the toy before being charged;

Rechargeable batteries are only to be charged under adult supervision.



WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 yrs.

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