

CHARGING YOUR CAULDRON

Your Cauldron is equipped with a Lithium Polymer battery that is non-replaceable.

that is non-replaceable.

When the Couldron bottery is low, the red light neat to the charging port will flash, and a flow battery is sound will play the charge port will flash and a flow battery is charged. Use the USE Charging Coulse to charge your play the Micro-USE and into the charger port. Plug the USE-A end into a USE2, 0-compatible port. For best results, use a USE2 0-compatible port. For best results, use a USE2 0-compatible port. Or best pressults, use a USE2 0-compatib

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- BATTERY INSTRUCTIONS:
- The rechargeable batteries are only to be charged by an adult or by children at least 8 years old.
 Never leave Cauldron unattended while charging battery.
- Never leave Couldron unaftended while charging battery.
 Charge battery in an isolated area away from flammable materials.
 Disconnect USS Charging Cable when unit is fully charged.
 There is a risk of the batteries exploding, overheating, or igniting, Do not disassemble, modify, heat, or short direut the battery. Do not place unit or battery in fires, leave them in hot places, or in direct smilght.

- Do not drop or subject to strong impacts.
 Only charge the bathery with the supplied USB cable.
 Only use the battery in the device supplied with the product.
 Carefully read all instructions and use the unit as directed.
 In the unlikely event of leckage or explosion use sand or a chemical

- In the unlikely event or reactage or exposure or reactions are recognized from extrapolation from extrapolation recognized from the control of the control
- and in the event of controllings, it should not be used until the controllings been reported.

 The toy is only to be connected to equipment bearing either of the following symbols: □ or ⊕.

 BATTERY REMOVAL CONSIDERATIONS:

- The Lithium Polymer battery is factory installed, and is not intended to be removed for the usable life of the product. The battery should only be removed by an adult when you intend to dispose of the product,
- be removed by an adult when you inlead to dispose of the product, and recycle the battery. Frame by an adult is described to the product of t





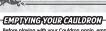


ADD WATER #1









Before playing with your Cauldron again, empty all liquid from the previous spell⁹.

\(\sigma\)

UNSCREWING BASE Unscrew the bottom half of the Cauldron to pour out liquid, remove any larger items or wash thoroughly.

 Do not use any chemicals or detergents. . Do not immerse product in water. To clean the Inner Bowl wipe with damp cloth.

 We recommend this is done before starting a new spell or placing the item in storage Reassemble the Cauldron by aligning the triangle indicators as shown

This process only applies to "Create Mode".















TROUBLESHOOTING - CAULDRON

For safety and to avoid any potential malfunction, do not restrict

I don't want my child to be exposed to the mist emitted by the Cauldron:

- . Invert the Cauldron and unscrew base
- 3. Manually retrieve the Magic Mixie. Reattach base.
- 5. Switch Cauldron to "Spell Mode" for play
- Adding water to the Cauldron is not triggering bubbling and Ensure water is being poured into the correct side of the Inner Bowl
- Refer to "Resetting your Cauldron" page of this manual.

 Make sure that the Inner Bowl surface is properly wiped clean of any previous spell ingredients, particularly the Water Sensors.

Tapping the Wand on the Cauldron does not advance play to the

- Make sure the Wand hits the rim of the Cauldon 3 or more times. If you Mode sofe the World this iteration in the Cabildon's of those littles. If you are tapping softly then increase the force of the tap.
 Only tap the Cauldron directly after the "tap, tap, tap" prompt (when there
- is no Cauldron sound playing).

 Try to match the rhythm of the Prompt sound.
- . Battery may be low on the Cauldron. Low battery may not allow ful function. Charge battery using USB Charging Cable.

Energy Level

Cauldron is progressing to the next stage of the spell before I tap the Wand on the Cauldron:

 Avoid stirring after the "lap, tap, tap" prompt - the Cauldron may register that
you are tapping the Wand to progress. Try to only stir your ingredients when bubbling and boiling sounds are playing.

I have used all my ingredients in "CREATE MODE" and nothing happened

- Please follow the instructions and Spell Book.
 Only use 1 ingredient for each step. The Cauldron is supplied with enough ingredients for a single "Create Mode" play session.
- You can still complete the reveal process by tapping the Cauldron with the Wand at the correct times.

 • Ensure the main switch has been placed into "Create Mode".

Cauldron emits an odor and there's little mist generated (in "Create Mode"):

Switch to "Spell Mode" to avoid running the system without sufficient mist liquid.
 See "Mist Refill" section of this manual.

Cauldron no longer produces mist:

Minimise surrounding noise as much as possible.

- Cauldron may have run out of mist liquid. You can create more mist by refilling the Cauldron with the Refill Vial.
 Ensure the Play Mode Switch is on "Create Mode". If the switch is in the "OFF"
- or "Snell Mode" position, then mist will not be created
- or spent mode position, irren mist will not be created.

 Battery may be low on the Cauldron, Low battery may not allow full function.

 Charge battery using USB Charging Cable.

Cauldron's functions do not match instructions

- play session.

 Cauldron may be in Sleep Mode. Please follow steps in the "Cauldron Sleep
- Mode" section of this manual.

 Battery may be low on the Cauldron. Low battery may not allow full function. Charge battery using USB Charging Cable.

- Water is leaking from Cauldron
 Only apply one full Potion Bottle of water for each "Create Mode" session.
 Any more than this will drain from Inner Bowl.
- All water must be drained from Cauldron Base at the end of each "Create
- As where must be draining from Louison's base at the end of each "Leater Moded" play season inteller to "Empling your Couldron's section of this manual.
 Ensure you are playing on a flat, level surface,
 Ensure you are playing on a flat, level surface,
 Lessen your stirring action.
 Lessen your stirring action.
 Lessen your stirring action.

Reset Key will not turn:

- Ensure Cauldron is not already in reset position (water sensors and light side of the bowl is facing up and visible). Reset Key will not turn if reset position is
- Only turn Key in clockwise direction Do not attempt to forcibly turn the Key if you feel high levels of resistance. - doing so may break the Key

 Look inside Cauldron to check for any obstructions that may be prohibiting rotation of inner Bowl. If there is liquid or another item loose in the bottom area of the Cauldron, then it may be causing a blockage.

I have lost the Reset Key

I nove iost me reser key:

If Resel Key has been lost, you may return the Inner Bowl to the correct
position by reaching into the Cauldron and manually rotating until it clicks
into position CAUTION: Switch Cauldron to "OFF" position before manually
attempting to move Inner Bowl.

- Reveal of Magic Mixie or Gem Case is not working:

 Battery may be low on the Couldron. Low battery may not allow full function. Charge battery using USB Charging Cable.

 There may be something blocking the inner bowl. Unscrew the bottom half of the Cauldron from the top and check for any obstructions. This will stop
- the reveal function from working properly.

 Magic Mixie may have detached from under side of Inner Bowl.

 Refer to "Create Mode (Mist) Reveal your Magic Mixie again" section of
- this manual.

 Finsure all elements of your Magic Mixie are tucked/contained within the
- Inner Bowl. Refer to "Reveal Your Magic Mixie Again" section of this manual. Always ensure the Gem Case has been correctly closed you should hear
- a click and visually inspect the clip before placing into Cauldron.

 Do not overload the Gem Case. Excessive weight may cause the lid to open

when inverted.

Switch off Cauldron when not in use to preserve battery.

YOUR MAGIC MIXIE



WARNING This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as Itile as two hours and lead to death. Dispose of used batteries immediately and safety. Keep new and used betteries every from children. If you think batteries might have been seel powed or placed inside any part of the body call your legal Plesson (florentian) butteries and even immediately medical atteriors.















TROUBLESHOOTING - MAGIC MIXIE Using the Wand with the Magic Mixie does not yield animations or sounds: • Ensure switch has been pushed to the "ON" position. • Make sure the tip of the Wand is directly contacting the top of the Gem.

- Petting Magic Mixie does not yield animations or sounds:
- Permig Magic Mixee ooes nor yeled animations or sources:

 Ensure switch is pushed into the "ON" position.

 Make sure you are touching the area directly above the Gern on its head lin between the Gern and the plush.

 Make sure you are not triggering the Magic Mixie's Gern with the
- Wand at the same time as petting.

 Using more contact with your finger may increase the chances of
- sensor activation. Magic Mixie's functions do not match instructions:

- Ensure switch is pushed into the "ON" position.
 Battery may be low. Low batteries may not allow full function.
 Replace all 3 batteries as described in the "Batteries" page of this
- manual. Always ensure they are placed in the correct polarity.

 Magic Mixie may be in sleep mode. In this case, push the "ON/OFF" switch off and then back on

Keeping my Magic Mixie clean

- After repeated play, your Magic Mixie may develop some dirt/marks on its soft surface. Gently brush with a clean cloth or soft brush and wipe off dirt immediately. Do not use any chemicals or detergents Short Battery Life:

 • Switch off Magic Mixie when not in use to preserve battery.

FCCSTATEMENT

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.

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

NOTE: 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 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 installation. This equipment is residential installation. This equipment is residentially also a residential installation and installation and installation and in accordance with the instructions, may couse harmful interference to radio communications. However, there is no grounder 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 talevision reception, which can be determined by turning the interference will not make the properties of t equipment off and on, the user is encouraged to try to correct the nterference by one or more of the following measures

- intertenence by one or more of the following measures:

 Received no reflocate the receiving antenna.

 Increase the separation between the equipment and receiver.

 Connect the equipment into an outled on a circuit different from that to which the receiver is connected.

 Consult the dealer or experienced radio/TV technician for help.



WARNING: TOY PRODUCES A "WIST" EFFECT USING YEGETABLE GRYCERN, DISCONTINUE USE F BRITATION OCCURS, NOT NITION TO BE INTERTIONALLY BHAILDIN, USE IN WELL VIRTUALIZED ROOM. ONXT USE APPROVED BEEL KITS TO REFLEXISH VEGETABLE GRYCERN, USE OF ANY OTHER MARIBEALS MAY DAMAGE PROCU-OR LEAD TO UNISARE DEPARTON NOT SUTTABLE FOR CHILDERN UNDERS YEARS DO NOT ANY SOURCES COST OF TOUGH EAR!

www.magicmixies.com

MARNING: DEGREENZAG-Straftpats Sector deleter under 3 mass.





INCLUDES:



