

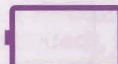
AGES 3+  
62810

my  
little  
Pony®

## Sing & Dance Pinkie Pie™

Thank you for purchasing this My Little Pony® product! Please read these instructions thoroughly and carefully.

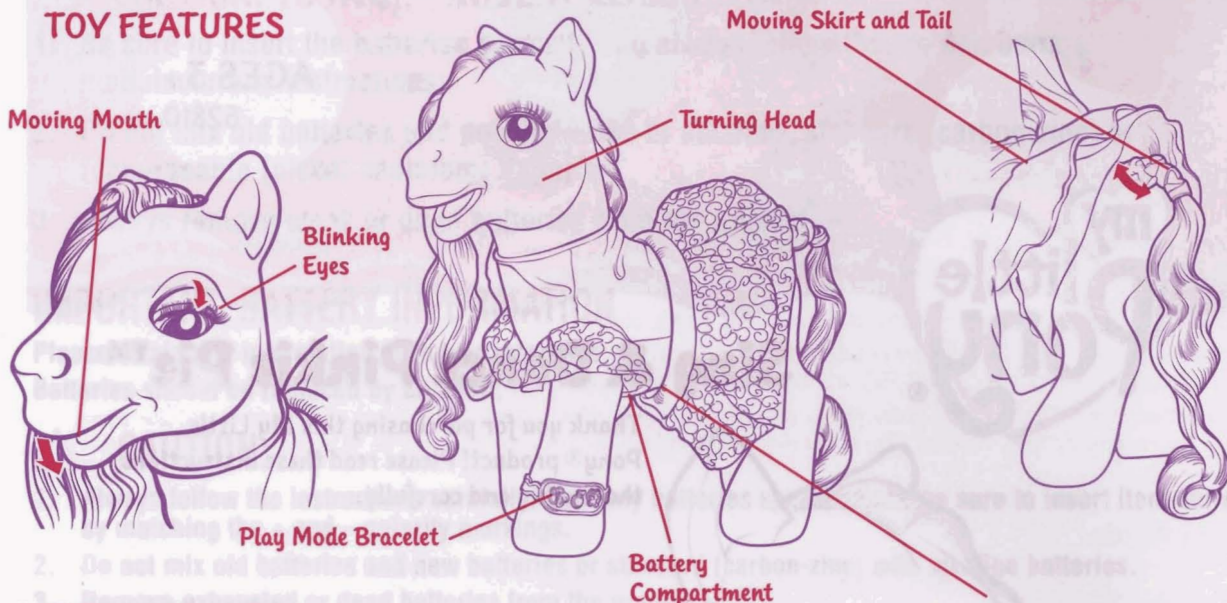


 **x4** 1.5V C or LR14 size  
**BATTERIES INCLUDED**

Replace with 4 x 1.5V "C" or LR14 size alkaline batteries.  
Phillips/cross head screwdriver (not included) needed to  
replace batteries.

## PLAYING WITH THE TOY

### TOY FEATURES



### GETTING STARTED

Your PINKIE PIE® pony loves to sing, dance, and play games, and she wants you to join in the fun!

This toy is packaged in “DEMO” mode. When you bring the toy home, move the DEMO / OFF / PLAY switch to the “PLAY” position.

Every time you turn PINKIE PIE'S switch to PLAY, after 3 seconds, she will move her head, tail and skirt to her starting position.

Your PINKIE PIE pony will speak and let you know she's ready

#### DEMO / OFF / PLAY Switch



### PLAY MODES



Your PINKIE PIE pony has three (3) play modes:

**Dance Mode:** pink ballet slipper

**Sing Mode:** yellow musical note

**Activity Mode:** orange butterfly

Press any of these buttons to enter a play mode.

### Dance Mode



Press the button shaped like a pink ballet slipper. Your PINKIE PIE pony will start to play music and dance: moving her head, shaking her skirt, and swinging her tail!

PINKIE PIE will call out to get **you to dance, too!**

PINKIE PIE dances to four (4) songs:

1. Dancing With My Friends
2. Dance, Dance, Dance
3. The Pinkie Pie® Pink Dance
4. My Little Pony® Theme Song

If there is a song you really like, you can skip ahead to it! While a song is playing, press the Dance Mode button, and PINKIE PIE pony will proceed to the next song.

After PINKIE PIE pony is done dancing, she will ask you if you want to keep dancing. If you want to keep dancing, press the Dance Mode button. Otherwise, PINKIE PIE will go into Hangout Mode.

## Song Mode



Press the button shaped like a yellow musical note. PINKIE PIE will start to sing! PINKIE PIE knows eight (8) songs:

1. Come Along
2. Make a New Friend Every Day
3. Positively Pink
4. Singing Star
5. Shine On
6. A Day Full of Cheer
7. My Little Pony® Theme Song
8. Get the Giggles



If there is a song you really like, you can skip ahead to it. While PINKIE PIE pony is singing, press the Song Mode button, and she will proceed to the next song.

- The first time PINKIE PIE pony sings a particular song, she will sing all the words (Solo Mode).
- Sometimes when PINKIE PIE pony sings a particular song, she will either sing all the words or ask you to sing along (Duet Mode): PINKIE PIE will still sing all the words but will shout out things like, "Sing Along!"
- Sometimes when PINKIE PIE pony sings a particular song, she will still sing most of the words of the song, but if there is a chorus, PINKIE PIE pony will stop singing and encourage you to sing that part on your own.

## Activity Mode



Press the button shaped like an orange butterfly.

Your pony knows three (3) games:

1. Pinkie Pie® Silly Dance. Listen for directions to do a silly dance!
2. Pretend Along. Listen for directions and pretend to be and do different things!
3. The Big Dance Party. PINKIE PIE pony will tell you a story which you can control by pressing one of her buttons!

If there is an activity you really like, you can skip ahead: while one activity is underway, press the Activity Mode button to advance to the activity you want.

## HANGOUT MODE / SLEEP MODE

If you stop playing with your PINKIE PIE toy, she will go into "Hangout Mode": she will talk to you to encourage you to play more, or she may ask you questions to start a conversation!

After about 1 minute in Hangout Mode, PINKIE PIE will enter Sleep Mode. "Wake her up" by pressing any of the three buttons on her bracelet.

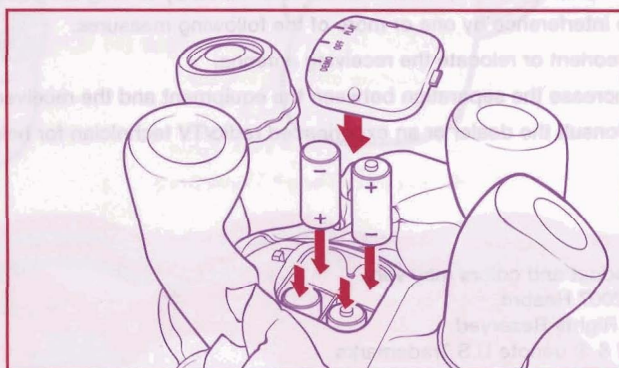
## TIPS

1. If you are not playing with this toy for a while, turn it OFF. Doing so will help conserve battery life.
2. Do not get the toy wet, and absolutely do not immerse it in water.
3. If the toy begins acting erratically, switch it OFF and back on again, or replace the batteries.

## TO REPLACE BATTERIES

Using a Phillips/cross head screwdriver (not included), loosen screw in battery compartment cover (screw stays attached to cover). Insert 4 x 1.5V "C" or LR14 size alkaline batteries (not included) in the battery compartment. Replace cover and tighten screw.

(See back page for important battery information.)



## **CAUTION: TO AVOID BATTERY LEAKAGE**

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

## **IMPORTANT: BATTERY INFORMATION**

Please retain this information for future reference.  
Batteries should be replaced by an adult.

## **CAUTION:**

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

## FCC Statement

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

Product and colors may vary.

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