

4+

CRYSTALINA™

LET YOUR CRYSTAL POWER SHINE!

TURN ON: Press button or shake to wake.
TURN OFF: Press and hold button for 4 seconds.
AUTO OFF: Sprite and amulet will both turn off after a period of inactivity.
RESET: Remove batteries and reinstall to reset. Shared and unlocked powers will be lost.

AURAS FOR AVENTURINE

Auras 1 thru 4 are unique to Aventurine!

SELECTING AN AURA
Crystalina sprites light up with multi-color aura patterns that empower you. Press the button to cycle through 1 of 10 auras. You may also select a shared aura or crystal color. See SHARING COLORS.

SUPERPOWER AURA BURST
Each Crystalina sprite has a superpower aura. Shake the sprite for several seconds to display it.

EMPOWER YOURSELF WITH AURAS & CRYSTAL COLORS!

SELECTING CRYSTAL COLORS
Amulets focus the power of single crystal colors. Press the amulet button to cycle through 1 of 10 different colors. You may also select a SHARED aura or crystal color. See SHARING COLORS.

SHARING COLORS

Magically pass a sprite's multi-color aura to an amulet. Just shake the sprite with the amulet close by. Both will momentarily flash, then the aura pattern will magically pass to the amulet!

SHAKE TO SHARE!

A shared power is retained until another shared power replaces it. Sprites and amulets only hold 1 shared power at a time. You can share from sprite to amulet...or amulet to sprite. You can even share between 2 sprites or 2 amulets. Just shake to share!

UNLOCKING HIDDEN AURAS

When Crystalina sprites meet, they unlock a hidden aura. Unlocking happens automatically. Both sprites will communicate with lights and then display the new aura. The new aura is then stored and added to each sprite's memory.

Assemble the moon stand as shown. Place the amulet into the moon to make it light up. Place the crystal hair piece into your sprite's hair...or attach it to the snap-bead and wear it in YOUR hair!

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Install fresh batteries for best performance

Requires 6x AG13 (LR44) Button Cell Batteries (included)
BATTERY SPECIFICATIONS & CAUTIONS

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix old and new batteries and Do not mix alkaline, standard (carbon-zinc) or rechargeable (ni-cad, ni-mh, etc.) batteries.
- Batteries are to be inserted using correct polarity (+ and -).
- Remove exhausted batteries as soon as possible and discard properly.
- Remove all batteries from compartment if toy is not used for a long period (7 months).
- The supply terminals are not to be short circuited.

WARNING: This toy produces flash that may trigger epilepsy in sensitized individuals. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

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 to this unit 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. 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.

ITEM # 18340

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

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Amulet (18305A) FCC ID: 05318305A

MADE IN CHINA
Product colors & styles may vary from those shown. Retain this package for future reference. Do not put in mouth. Do not consume.

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