

IF YOU NEED FURTHER ASSISTANCE, CONTACT OUR CONSUMER RELATIONS DEPARTMENT:

Telephone: 1-877-875-2557, Monday - Friday, 9:00 am - 5:30 pm Pacific Time.

Mail: JAKKS Consumer Relations

21749 Baker Parkway, Industry, CA 91789

Please include your name, address and phone number.

E-mail: consumers@jaksks.com - Please include your name, address and phone number.

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.

Warning: 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.

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.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

JAKKS PACIFIC, INC. ELECTRONICS TOY 90 DAY LIMITED WARRANTY

THANKS FOR PURCHASING A GREAT PRODUCT FROM JAKKS PACIFIC, INC. PLEASE IMMEDIATELY REGISTER YOUR PRODUCT ONLINE AT WWW.ULTIMOTION.COM/REGISTER. REGISTRATION IS NOT REQUIRED FOR THE EFFECTIVENESS OF THIS LIMITED WARRANTY.

IMPORTANT NOTICE TO CONSUMER:

THIS LIMITED WARRANTY APPLIES TO THE ORIGINAL PRODUCT PURCHASER, PROVIDED THE PRODUCT: 1) WAS PURCHASED FROM AN AUTHORIZED JAKKS PACIFIC™ DISTRIBUTOR / DEALER / RETAILER, AND 2) IS RETURNED AT YOUR EXPENSE, POSTAGE PRE-PAID AND INSURED, ALONG WITH THE ORIGINAL DATED SALES RECEIPT. PLEASE SAVE A COPY OF YOUR ORIGINAL SALES RECEIPT. AS THE ORIGINAL RECEIPT WILL NOT BE RETURNED TO YOU. IF THE PRODUCT IS RETURNED TO US WITHOUT THE ORIGINAL DATED SALES RECEIPT, IT WILL BE EXCLUDED FROM THIS WARRANTY COVERAGE. IF THE PRODUCT IS DETERMINED TO BE DEFECTIVE, WE WILL (AT OUR OPTION) REPAIR OR REPLACE IT. RETURN SHIPMENT MAY TAKE UP TO 6 WEEKS, DEPENDING UPON YOUR LOCATION. IF YOUR PRODUCT IS REPAIRED OR REPLACED, IT WILL BE WARRANTED FOR THE LONGER OF THE ORIGINAL WARRANTY OR FOR 30 DAYS AFTER WARRANTY SERVICE.

SCOPE OF LIMITED WARRANTY: The product is warranted to be tested and inspected before shipment and to be free of defects in material and workmanship for 90 days from date of purchase. If a covered defect occurs within the warranty period, then at our sole option, we will repair or replace the product or provide you with another product of equal value.

WHAT IS NOT COVERED BY LIMITED WARRANTY: This warranty is void if the product has been modified or repaired by user or others or if it has been damaged as a result of accident, immersion in water, neglect, abuse, misuse, battery leakage, improper battery installation, unauthorized service, loss of parts, weather, acts of God, any action or omission which constitutes a deviation from the operating instructions, or any other causes not arising out of defects in workmanship or materials.

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ADDITIONAL LEGAL RIGHTS: This warranty provides specific legal rights. You may have other rights in your state or country. Some states and/or countries do not allow exclusion or limitation of a) incidental, special and consequential damages, or b) duration of an implied warranty, so the above exclusions or limitations may not apply to you.

QUESTIONS OR COMMENTS: If you experience product difficulties or have questions or comments, you may contact our Consumer Relations department as follows:

Phone: 877-875-2557 (toll-free, North America only) or 909-594-7771 x 560 (Monday-Friday, 7:30AM-4:30PM Pacific / GMT - 8)

Mail: JAKKS Pacific, Inc. Consumer Relations, 21749 Baker Parkway, Walnut, California USA 91789.

Email: consumers@jaksks.com

WHEN WRITING TO US: Please include: 1) product name; 2) item number; 3) purchase date; 4) description of the problem being experienced; and 5) your name, address and phone number. Additionally, if eligible under the warranty and so advised by Consumer Relations, also include the defective product and the ORIGINAL dated sales receipt evidencing product purchase. Please retain a copy of your receipt.

Contents may vary in style, color, shape and decoration from images shown on package or in advertising. Questions or comments? www.jaksks.com, consumers@jaksks.com, or 1-877-875-2557 in North America.

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MADE IN CHINA.

HANDHELD GAMES

JAKKS Pacific

Disney

ULTIMOTION



Disney **ULTIMOTION**
MOTION CONTROLLED VIDEO GAME

3+ YEARS



YOUR MOVES CONTROL THE GAME!

Ready to fly like a fairy and dance like a princess on the clouds? With UltiMotion™ Disney's Fairies and Sleeping Beauty, you'll be able to dance with a handsome prince, make music with exciting woodland creatures and even fly through enchanted skies just like Disney's beloved characters. Each game puts you right in the middle of the magical action.



GETTING CONNECTED

1. Insert fresh batteries into both the Controller and the Game Console.
2. Turn the Game Console on by pressing the bar-shaped Power Button.
3. Turn the Controller on by pressing the A Button



TROUBLESHOOTING

RESTART / SYNCING INSTRUCTIONS

If the game is not responding to the controller, or if the controller's LED is blinking slowly or rapidly, it may have lost sync. A "sync-loss" graphic will appear on the screen to indicate this. In most cases, pressing the A button on the controller should re-establish sync and return to gameplay, but if the controller has still lost sync, please follow these steps:

Step 1: Press the pin hole button located on the back side of the Controller using the tip of a pencil or paper clip, then press the A button on the controller.

Step 2: If sync has not been re-established, press the Sync button on the Game Console for 1 second, then repeat step 1. If sync has still not been established, turn off the game console and turn it back on again. Repeat step 1 and 2 as needed.

1. Connecting to the TV or VCR

If you have plugged the Audio/Video cable in properly, but still cannot get the product to work, the following additional steps might need to be taken depending on the make and model of your TV and/or VCR:

- A. Connections to Satellite systems may interfere with reception. Again, depending on the make and model of your TV and/or VCR, you may need to disconnect or turn OFF the Satellite system. Then you will need to reconnect the UltiMotion™ Receiver as indicated above.
- B. If your TV has an option for "Games" or "Games Systems," you may need to turn this feature ON or the product may not work. You may need the original remote control for your TV to access this feature.
- C. If you have an older TV set that does not have Audio or Video inputs, then you will need to purchase an adapter called an "RF Modulator." These can be purchased from most major electronic stores.

If none of the above suggestions work, please contact your TV manufacturer's customer service department.

Problems after getting connected:
If you have successfully connected the UltiMotion™ Receiver to your TV or VCR and have been able to use it, but suddenly experience a distortion, such as "ghosting" or "fading," in the images onscreen, the batteries may need to be replaced. When replacing the batteries, use only NEW batteries and dispose of the old batteries properly. Please refer to the back page of the instructions for the type of batteries to use.

IMPORTANT SAFETY INFORMATION:

WARNING: SEIZURE - A small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the UltiMotion™ System, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic seizure or symptoms in these individuals or in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you or anyone in your family experience any of the following symptoms while using the UltiMotion™ System — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

-To reduce the likelihood of a seizure while playing with the UltiMotion™ System:

1. Sit or stand as far from the screen as possible.
2. Use the UltiMotion™ System in a well-lit room and on the smallest available screen.
3. Do not play if you are tired.
4. Take a 10 to 15 minute break every hour.

WARNING: BATTERY USAGE - Battery acid leakage can cause personal injury and cause damage to your UltiMotion™ Controller, console and surrounding property. If battery leakage occurs, thoroughly wash any affected skin, making sure to keep battery acid away from eyes, ears, nose and mouth. Immediately wash any clothing or other surface that comes into contact with leaked battery acid. Leaking batteries may make "popping" sounds.

TO AVOID BATTERY PROBLEMS, NEVER:

- Mix old and new batteries or different brands of batteries
- Mix alkaline, standard (carbon-zinc) and rechargeable (nickel-cadmium) batteries
- Use rechargeable batteries with this product
- Dispose of batteries in fire. Batteries may leak and explode.
- Disassemble or modify the product as this could void the user's authority to operate the equipment
- Leave batteries in the handheld unit and console for long periods (a week or more) of non-use.
- Leave the handheld unit and console ON after the batteries have lost their charge.
- Put batteries in backwards by placing the negative (-) battery pole into the positive (+) receptor slot.

TO AVOID BATTERY PROBLEMS, ALWAYS:

- Have an adult install and change the batteries.
- Turn OFF the console when you finish using it.
- Replace all batteries at the same time.
- Insert batteries according to the instructions in your Instructions Set-up.

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TIPS FOR SET-UP:

ULTIMOTION™ CONTROLLER

INSERT 2 NEW "AAA" BATTERIES (not included) INTO THE ULTIMOTION™ CONTROLLER
Only adults should install and change the batteries. Using a small screwdriver, loosen the screw and remove the battery compartment cover from the back of the unit. Install the batteries by matching the polarity icons on the batteries with those in the battery compartment. Once you have replaced the cover and tightened the screw, your UltiMotion™ Controller is ready for play.

ULTIMOTION™ RECEIVER

INSERT 4 NEW "AA" BATTERIES (not included) INTO THE ULTIMOTION™ RECEIVER
Only adults should install and change the batteries. Unscrew the compartment (located under the console) with a small screwdriver. Install the batteries by matching the polarity icons on the battery with the polarity icons inside the console. Replace and resecure the battery cover.

CONNECT THE RECEIVER TO A TV OR VCR

The Audio/Video cable which plugs into the console has a yellow input and a white input. To plug the Audio/Video cable into your TV or VCR, plug the yellow input into the Video IN (which is a yellow outlined hole on your TV or VCR) and plug the white input into the Audio IN (which is a white outlined hole on your TV or VCR).

ONCE THE AV CABLES ARE CONNECTED TO THE TV OR VCR

You may need to select the appropriate "Line-In source." To do this, first turn ON the Receiver.

a. For multiple input televisions

Set your TV to either channel 3 or 4, depending on which channel you use to watch your videos. In most cases you will need the original TV remote. Turn OFF your Satellite system, or in some cases, disconnect it from the TV. On TVs with multiple inputs, there is usually a button labeled "Input", "Source", "Aux", "Ant", "Video", or "Game." Selecting one of these buttons will normally bring the game up on the screen. You may need to press the button more than once. The game usually plays through your "Video 1", "Video 2", "Line 1", "Line 2", or "Auxiliary" source. If your remote does not have one of these buttons, try keying in "00" or "01" using the number pad on your remote control. If after these steps the game fails to appear on the screen, you can choose the down arrow on your remote control or TV and go below Channel 1. If your channels are programmed properly, you should see a "blue screen", followed by one of the sources mentioned above. Continue channeling down and the game will appear on screen. If you get a number as opposed to one of the sources previously mentioned, you may need to reprogram your TV channels through your "auto-programming" button, which is usually located on your TV. If not, refer to your owner's manual or contact the TV manufacturer.

b. Single input televisions

On TVs with only 1 input source, there is usually a button that says "Line" or "Line In" or "Line/ANT" or "Input" on the remote control. If this button exists, pressing it should select "Line In" as the active source and you should see the game on screen. If your remote does not have one of these buttons or something similar, try changing the channel to "00" or "01" using the number pad on your remote control. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owner's Manual for your TV should provide instructions on how to do this without the remote control. If the steps above do not work, consult the owner's manual for your TV to determine how to select the line input for your brand and model. If this still does not resolve the problem, contact the Customer Service Support Line for your television manufacturer.

c. VCR/DVD Connection

Set up your television as if you were going to watch a tape from your VCR/DVD. You may need to press the "TV/VIDEO" button so that you are viewing the VCR's output on your TV screen. Using the VCR/DVD remote control, look for a button that says "Line" or "Line In" or "Line/ANT" or "Input" or "Source." Pressing this button should select "Line In" as the source for the VCR/DVD. You should then see the game on screen. In most cases, you will need the original remote to your VCR/DVD to access the menu. If you do not have the original remote control, then the Owner's Manual for your VCR/DVD should provide instructions on how to do this without the remote control. If the steps above do not work, consult the manufacturer's guide for your VCR/DVD to determine how to select the line input for your brand and model. If this still does not resolve the problem, contact the Customer Service Support Line for your VCR/DVD manufacturer.

ADDITIONAL TIPS

- Depending on your type of TV or VCR/DVD, the "Video In" and "Audio In" inputs will be located in different places, but usually they are located in the back of the TV or VCR/DVD.
- If you are connecting your UltiMotion™ Receiver by plugging it into the AV outlets on your VCR/DVD player, you will need to make sure your VCR/DVD player is on or it will not work.
- If you are connecting your UltiMotion™ Receiver directly to your TV, but there is a cable box also connected to your TV, you will need to access the "Setup" menu and change the source of the input just as you would if you were using a VCR or DVD. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owner's Manual for your TV should provide instructions on how to do this without the remote control.
- Image Burning or "Ghosting" (for all TVs, but especially for plasma TVs): If you are not actively playing the game, turn the game off. Never leave the game on your TV set for an extended period of time, as this may cause the image to "burn" into the screen. Consult your TV owner's manual.

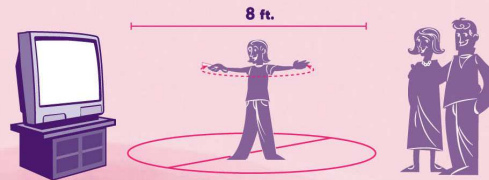
10

FOR YOUR SAFETY

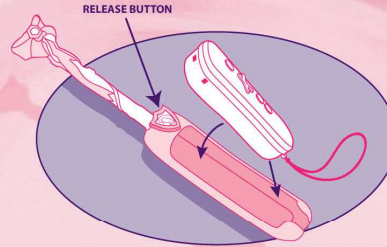
THE SWING ZONE

Before you fly along or waltz with the Prince, be sure to follow the simple safety steps below.

- Give yourself a 8-ft. wide space to perform all your motions. Keeping within a 8-ft. swing zone will help ensure everything stays in one piece.



ATTACHING ACCESSORY HANDLES TO THE CONTROLLER

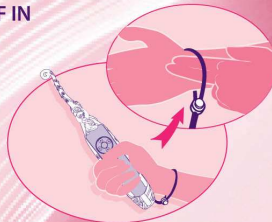


Insert the Controller into the handle, wrist strap end first. Press the top of the Controller down into the handle until you hear a "click." Be sure the wrist strap properly protrudes from the end of the accessory handle.

To remove the Controller, simply press the release button (Tinker Bell and the Sleeping Beauty Shield) and lift.

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STRAP YOURSELF IN

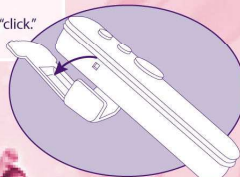


The wrist strap will prevent you from losing your grip on the remote. Put it on prior to beginning each game. Tighten strap around the wrist, adjusting with the strap lock button. Do not overly tighten—leave an approximate space of two fingers. Now the Controller is less likely to be let go during any rapid motions that occur during game play. When sharing the remote with multiple players, be sure each player takes the time to properly tighten the strap onto their wrist.

SECURING THE CONTROLLER TO THE SKIRT AND WINGS

SNAP CONTROLLER INTO THE CLIP

Insert the Controller into the clip until you hear a "click."
To release the controller, pull at sides of the clip.



WING CLIP

Make sure the Fairies logo is not upside down. Controller should be in upright position.



WING CLIP

Make sure the Sleeping Beauty logo is not upside down. Controller should be in upright position.

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IRIDESSA'S NIGHTTIME LIGHTS

After the sun has gone to bed, it's a Light Fairy's duty to keep Pixie Hollow bright. Fireflies, crystals and other nighttime objects need to be lit. Guide Iridessa as she illuminates Pixie Hollow with her special Light Fairy powers!

Twist the controller left or right to move Iridessa in that direction.

Point the controller upward to light hanging crystals. Shake the controller up and down to illuminate dancing fireflies. Point the controller downward near moonbeams to fill Iridessa's basket with colored light.

If Iridessa runs out of colored light, she must use the ordinary yellow light that all Light Fairies have.



FIND YOUR FAIRY TALENT

All Fairies have hidden talents that make them different from other Fairies. Do you like helping animals? Do you wish you could tiptoe on lily-pads? Answer a few simple questions and find out where you fit in the world of Disney Fairies!

Shake the controller up and down to answer "yes" to a question. Shake it left and right to answer "no". Press the "A" button to hear a question again.



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TINKER BELL'S FAIRY FLIGHT

Help Tinker Bell discover treasures hidden around Pixie Hollow. Guide her flight as you help her gather enough Lost Things to tinker together wonderful inventions for her friends!

Lean left and right to move Tinker Bell in that direction. Duck down to help Tinker Bell gather items and fly beneath big flowers that grow in her path. Hop up to help Tinker Bell fly over rocks and other obstacles.

If Tinker Bell is lucky enough to find some magical Pixie Dust, nothing can get in her way—she'll easily fly through anything in her path!

This game assumes you are wearing the Fairy Wings, with the controller clipped to the elastic strap! For instructions, see page 4.



LET'S BEGIN!

Great! You're all set. The title screen will appear, letting you choose between Disney Fairies and Sleeping Beauty games.

- Step 1:** Press the A button to activate the Controller. (The Controller Status Indicator should blink and then turn solid if working properly. If the Indicator is still blinking, please refer to the syncing instructions in the troubleshooting section.)
- Step 2:** Move Up/Down on the D-pad to move the cursor and highlight either the Disney Fairies or Sleeping Beauty logo
- Step 3:** Press the A button to make your selection
- Step 4:** Move Up/Down on the D-pad to move the cursor to the game you would like to play
- Step 5:** Press the A button to confirm your selection
- Step 6:** Attach the right accessory for your game and get ready to have fun! During game play, press the Menu button to pause the game. Choose Resume Game to resume playing. You also have the option to turn the Audio On/Off.

OPTION MENU

OPTIONS:

To see the game's options, press the MENU button on the Disney Fairies or Sleeping Beauty game menu. The following options are available:

- Back** – Go back to the game menu. (The "B" and MENU buttons do this as well.)
- Credits** – View the credits.
- Calibration** – Presents you with a few short steps to follow that will memorize how sensitive the wireless controller is at detecting different motions.
- Erase Puzzle** – Erase all pieces in the Puzzle Gallery and start over.
- Sound** – Turn the game's sounds on or off.
- Music** – Turn the game's music on or off.

PAUSING:

Press the MENU button during any game to pause it. Once paused, you can resume playing, start that game over, go back to the game menu, or turn the game's sound and music on and off.



DANCING LIKE A PRINCESS

Guide Princess Aurora as she dances the night away with handsome Prince Phillip in her palace ballroom before crowds of adoring townsfolk. Help her make the right moves to put on a spectacular show!

Curtsey at the start of the dance to begin, and help Princess Aurora follow the dance move hints as they appear. You will have to twist, spin, sway from side to side and step forward and backward to complete the dance.

Once you complete the game, Princess Aurora and Prince Phillip will enjoy a wonderful dance on the clouds.

This game assumes you are wearing the Princess Skirt, with the controller clipped to the hem! For instructions, see page 4.



MAGICAL MUSIC

Briar Rose strolls through the forest singing and dancing with her furry woodland friends. Help them all make wonderful music together!

When it's Briar Rose's turn, wave the controller left, right, or up to guide her into singing different musical phrases. When two or more animals light up, wave the controller toward one of them to tell that animal to sing those notes back.



DARING ESCAPE

Prince Phillip needs to wake Aurora from her cursed slumber, but first he must escape from Maleficent's castle! Help the three good fairies Flora, Fauna, and Merryweather use their Fairy magic and help him gain his freedom!

Shake the controller up and down to turn arrows into harmless flowers. Shake it left and right to change heavy boulders into floating bubbles. Wave the controller in a big sweeping circular motion to protect Prince Phillip from hot pouring oil with a magical rainbow. Finally, point the controller straight up to help Prince Phillip jump over the open drawbridge to freedom.



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