

Fisher-Price®

X5260



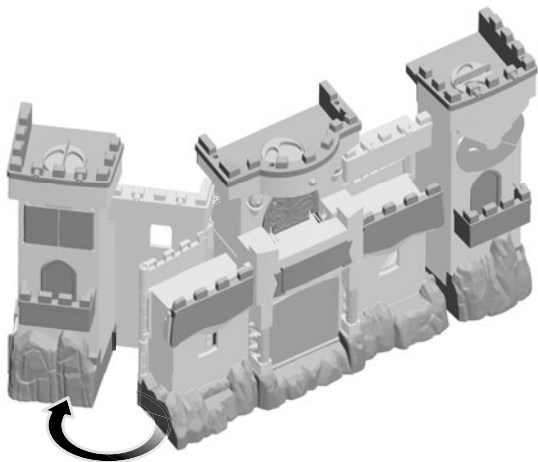
Please keep this instruction sheet for future reference,
as it contains important information.

Requires two “AA” batteries and three LR44 button cell batteries
(batteries included) for operation. The “AA” batteries are for
demonstration purposes only.

Adult assembly is required for battery replacement.
Tool required: Phillips screwdriver (not included).

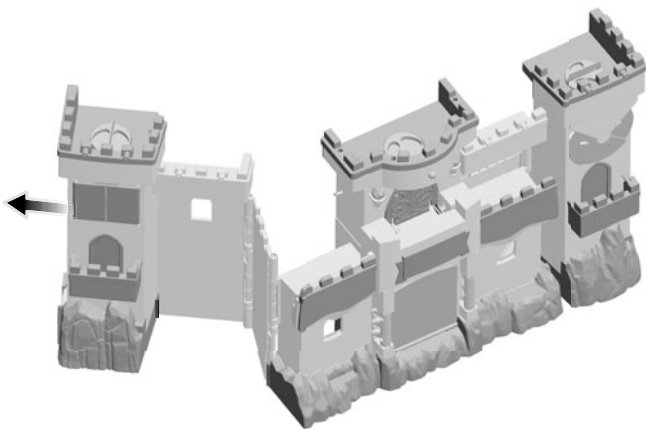
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Opening the Castle



1

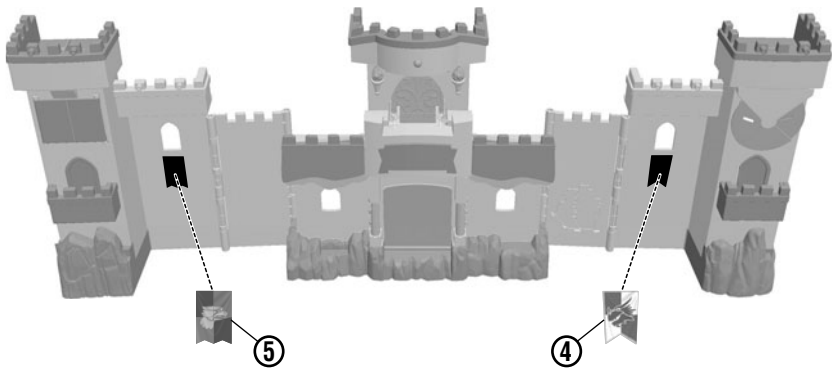
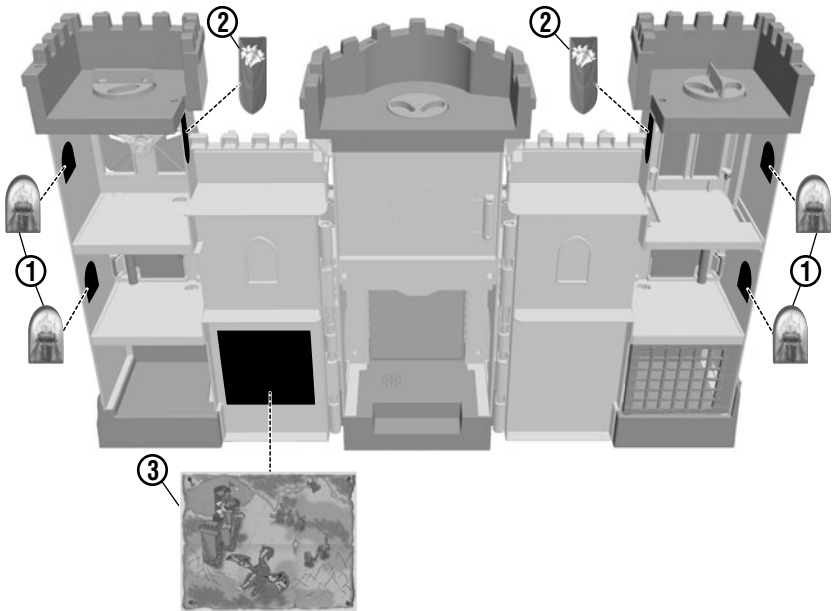
- First, turn a castle side tower back.



2

- Then, slide the castle wall out to unfold.
- Repeat to open the other side of the castle.

Decoration

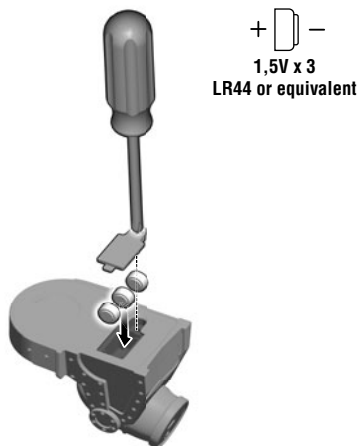
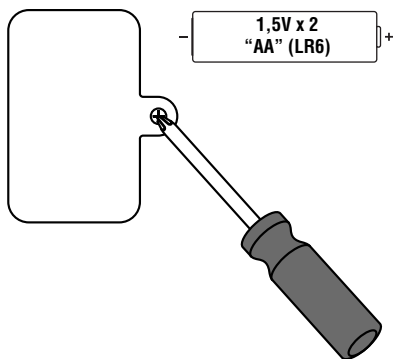


- Place the labels exactly as shown in the illustrations.

- For best results, avoid repositioning a label once it has been applied.

Battery Replacement

We recommend the use of **alkaline** batteries for longer battery life.
When sounds/lights become faint or stop, it's time for an adult to change the batteries.



Castle

For best performance, we recommend replacing the batteries that came with the Castle with two, new “AA” (LR6) alkaline batteries.

- Locate the battery compartment door on the bottom of the Castle.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the door.
- Remove the exhausted batteries and dispose of them properly.
- Insert two, new “AA” (LR6) **alkaline** batteries.
- Replace the battery compartment door and tighten the screw. Do not over-tighten.
- If the Castle begins to operate erratically you may need to reset the electronics. Slide the power switch off and back on.

Cannon

- Locate the battery compartment door on the bottom of the cannon.
- Loosen the screw in the battery compartment door with a Phillips screwdriver and remove the door.
- Remove the exhausted batteries and dispose of them properly.
- Insert three, new button cell (LR44) **alkaline** batteries.
- Replace the battery compartment door and tighten the screw. Do not over-tighten.
- If the cannon begins to operate erratically, you may need to reset the electronics. Remove the batteries and reinstall them.

Battery Safety Information

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

Care

- Wipe this toy with a clean damp cloth. Do not immerse.
- This toy has no consumer serviceable parts. Do not take apart.



- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.



Great Britain: Vanwall Business
Park, Maidenhead SL6 4UB.
Helpline: 01628 500303.
www.service.mattel.com/uk.

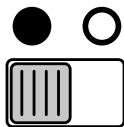
Mattel Europa B.V., Gondel 1,
1186MJ Amstelveen, Nederland.

Australia: Mattel Australia Pty. Ltd.,
658 Church Street, Locked Bag #870,
Richmond, Victoria 3121 Australia.
Consumer Advisory Service
1300 135 312.

New Zealand: 16-18 William
Pickering Drive, Albany 1331,
Auckland.

Asia: Mattel East Asia Ltd, Room
1106, South Tower, World Finance
Centre, Harbour City, Tsimshatsui,
HK, China.

Malaysia: Diimport & Diedarkan
Oleh: Mattel SEA Ptd Ltd.
(993532-P) Lot 13.5, 13th Floor,
Menara Lien Hoe, Persiaran
Tropicana Golf Country Resort,
47410 PJ. Tel: +603-3341 9052.



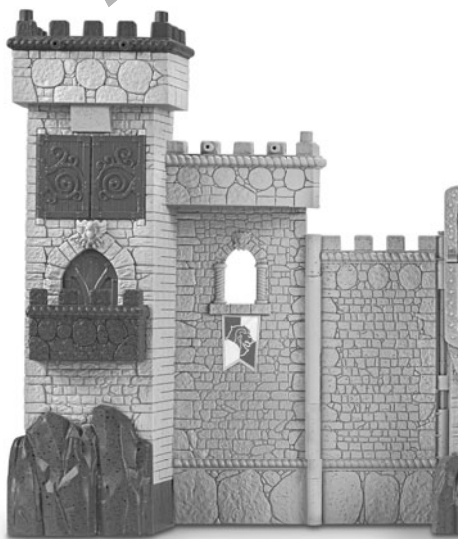
- Slide the power switch on the bottom of the Castle ON ● or OFF ○.



- Lift the top of the launcher to load disks.
- Press the button on the launcher to launch disks!
- Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

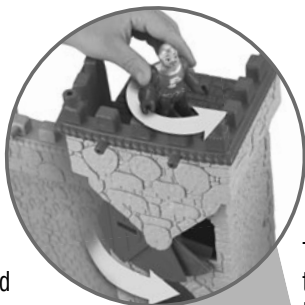


Turn a figure to close the shutters!





Turn a figure for cool sounds and lights, and reveal the launcher!



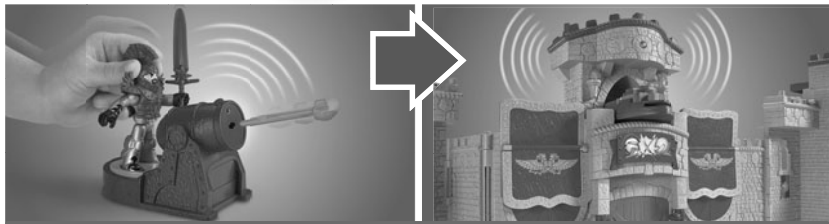
Turn a figure to barricade the window!



Open and close the drawbridge for sounds.

B-BOOOM!

The Castle recognizes the cannon and responds!
Additional accessories sold separately and subject to availability.

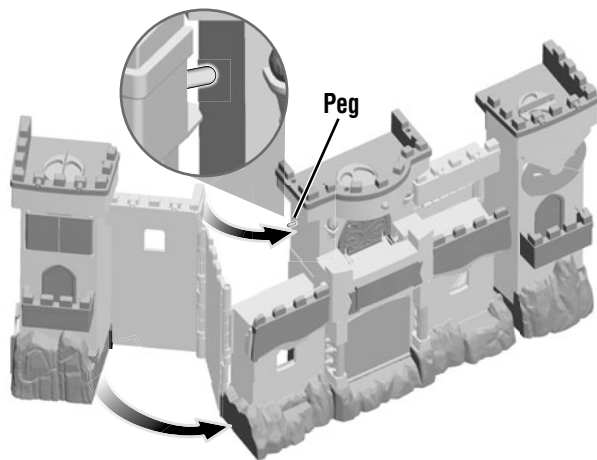


- Place the cannon near the Castle.
- Fit a figure on the cannon platform and press down to fire the cannon. Listen to the Castle respond!
- Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.
- After about five minutes of no activity, the Castle will go into “sleep” mode. To wake up the Castle, simply open the drawbridge, turn a figure to reveal the launcher or press the button on the launcher.

Hints:

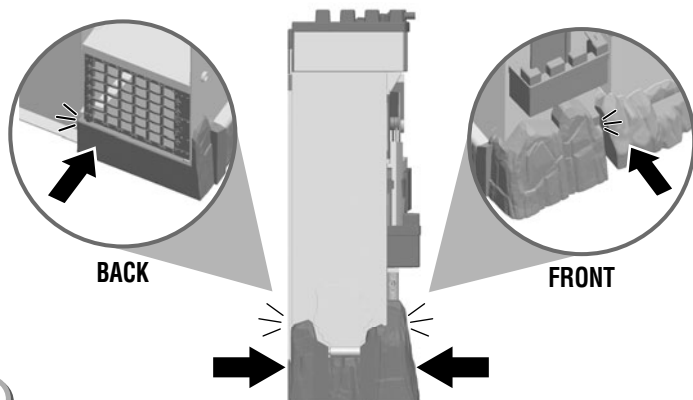
- *The maximum response range between the Castle and the cannon is 12 feet (3,7 m).*
- *Bright sunlight or fluorescent lights may affect the response range of the Castle. Try dimming the light in the room you are playing in.*
- *Make sure you have a clear path between the Castle and the cannon.*

Closing the Castle



1

- Push one of the side towers toward the center of the castle.
- Make sure the castle wall is in front of the peg, as shown.



2

- Push the front and back of the castle together to “snap” in place.
- Repeat to close the other side of the castle.