With 90 fun, creative commands, twinkling light shows, and a variety of musical styles, Magic Moves’ electronic wand gets kids up and moving, exercising their bodies, their creativity, and their listening skills!

Getting Started
Before you play, install 3 AAA batteries in the battery compartment on the back of Magic Moves™ according to the instructions in this guide.

Let’s Look at Magic Moves™

Light Shows
Twenty-six different colorful twinkling light shows motivate active engagement.

Play Button
Press to play one of 90 different commands and its music and light show. If you press the Play Button while the music is playing, the music stops. Press the Repeat Button to play the same tune, or press the Play Button to play the next command.

Repeat Button
Press to repeat the last command and tune.

Surprise! Special commands are played at intervals, enlivening the game. The commands: “Freeze,” “March,” and “Let’s Dance” come without a button press. So, don’t rush to push the Play Button as soon as a tune is over or you might miss the fun. “Let’s Dance” has three different style tunes each with its own beat: “Techno,” Afro-pop, and Latin salsa. Surprise!

Power and Volume Switch
Turn the unit on by moving the switch to the right to choose the desired volume level: low and high. Move it to the left to turn it back off. Note: The wand will turn off after two minutes of nonuse.

Ages 3+
EI-1253

Speaker
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Caring for Magic Moves

Keep food and beverages away from Magic Moves. The unit contains a small amount of liquid in any kind of the water, and do not submerge in water. You may clean the wand’s surface with a soft, very lightly damp cloth. If Magic Moves is not operating properly, insert fresh batteries.

Battery Installation and Information

1. Open the battery compartment door by carefully loosening the screw with a coin.
2. Install three fresh AAA batteries following the illustration inside the battery compartment.
3. Close the compartment door and tighten the screw.

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. The 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 not comply with the instructions, may cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on.

Note: This equipment is not operating properly, insert fresh batteries.

Before You Begin
Talk to children about “magic wands” and how they transform things. Tell them that they are going to pretend to be different animals, like frogs and dinosaurs, and different things like trees and toy tops. Talk about how those animals and things move. Invite children to show you their interpretations of the movements.

Let’s Move! Magic Moves is simple to use.
1. Slide the switch on the back of the unit to power on and choose the desired volume level. A lively musical introduction and light show invites children to play.
2. Press the green Play Button. One of the 90 commands and its accompanying tune and light show will play. If you wish to hear the tune again, press the Repeat Button.