


FCC COMPLIANCE

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.

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: Modifications not authorized by the manufacturer may void users authority to operate this device. CAN ICES-3 (B)/NMB-3(B).

 'Let's care for the environment!' The wheelee bin symbol indicates that the product must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item. Do not treat old batteries as household waste. Take them to a designated recycling facility.

Download our free iOS apps:



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Kids, ask your parents to download the Project Mc²™ apps, available on iOS devices through the app store :

- Click on the App Store icon on your iOS device.
- Click "Search" on your mobile device and type in "Project Mc²"
- Once the correct app names come up on the screen, tap on the word "get."
- You may be asked for your Apple ID. If so, enter your ID or follow the instructions on screen to get one.
- Once your ID is accepted, watch the download status until the downloads are complete.
- The application icons should appear on your device. Tap the icon to activate the apps.

The Project Mc²™ apps require iOS 6.1 or later. Compatible with iPod Touch® 4, iPhone® 4 and iPad® 2 or later versions. Data rates may apply.

Please keep this manual as it contains important information.



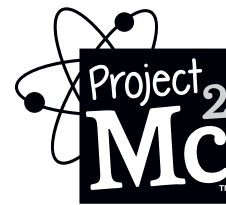
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A.D.I.S.N.™ JOURNAL

6+ YEARS

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

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ADULT SUPERVISION RECOMMENDED

CONTENTS

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|--|---------------------|
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| B. 1 Magic Ink Marker | E. 1 Notebook |
| C. 1 UV light (hidden inside journal binding) | F. 2 Sticker Sheets |

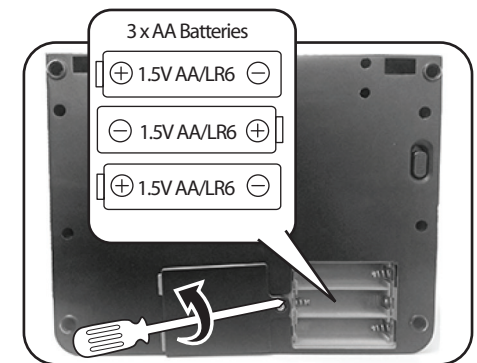


Illustrations are for reference only. Styles may vary from actual contents.

BEFORE YOU BEGIN

An adult must install fresh alkaline batteries (not included) in your journal prior to playing. Here's how:

1. Using a Phillips screwdriver (not included), remove the screw and battery compartment cover located on the back of the journal.
2. Install three (3) AA alkaline batteries (not included) into the journal. Make sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
3. Replace the compartment cover and tighten the screw.

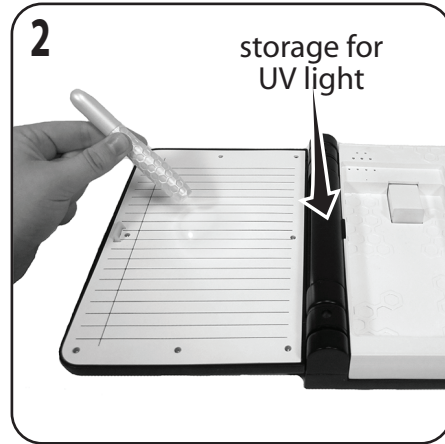


QUICK START

NOTE: Before beginning, cover the play area to avoid possible ink damage.



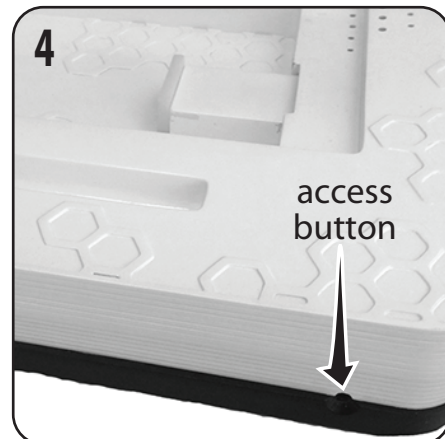
1. Move the switch on the back of the journal to the "ON" position. Put on the bracelet and wave the middle of the bracelet over the logo on the front of the journal.



2. Use the magic ink marker to write on the inside cover of the journal or in the included notebook. Then, remove the UV light from the journal binding and press and hold the button on the light to reveal the message. Store the UV light in the hidden compartment.



3. Place your smartphone into the holder inside the journal. Press in the tab before inserting larger phones.



4. Should you misplace the bracelet, an access button is located on the side panel of the journal. Use a dull object, like a paper clip, to press the button, and the journal will open.

Decorate your journal with the sticker sheets! Use the included notebook to help the Project MC²™ girls complete secret missions for NOV8™.

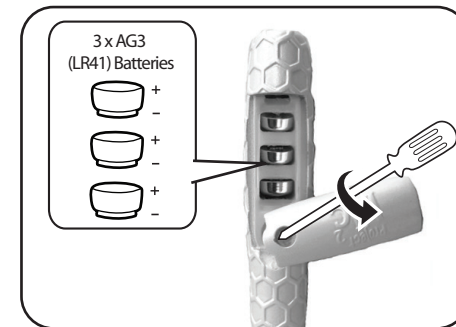
IMPORTANT INFORMATION

- While the journal can hold many smartphone models, the app is only compatible with iOS devices. Only use smartphones in the journal as larger devices may not fit.
- Do not use markers other than the one included with this product on the journal as other markers may be permanent and may not be removable.
- Magic ink marker cannot be removed from the notebook after writing messages. Use a pencil and erase your messages to do the missions in the notebook again.
- Use a damp cloth to remove marker writing from the journal cover. Air dry only before writing a new message. DO NOT use cleaners, abrasives, or other harsh chemicals.
- Recap the marker after using.
- Wash hands thoroughly after using the magic ink marker. DO NOT write on skin, furniture, etc.
- Keep the marker away from eyes.
- DO NOT leave the marker in the sun or in very hot areas.
- Do not use stickers on humans, pets, furniture or any item which may be damaged by sticker or sticker removal.
- Always turn the journal "OFF" after playing to conserve battery life.

CHANGING THE BATTERIES

An adult must install fresh alkaline batteries in your UV light should the batteries need replacing. Here's how:

1. Using a Phillips screwdriver (not included), remove the screw and battery compartment cover located on the bottom half of the UV light.
2. Install three (3) AG3 (LR41) alkaline batteries into the UV Light. Make sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
3. Replace the compartment cover and tighten the screw.



SAFE BATTERY USAGE

- Use alkaline batteries for best performance and longer life.
- Use only the type battery recommended for the unit.
- Batteries should be replaced only by an adult.
- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not short-circuit batteries.
- When not used for an extended time, remove batteries to prevent possible leakage and damage to the unit.
- Do not mix rechargeable and non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before charging.
- Rechargeable batteries are to be recharged only under adult supervision.
- Do not recharge non-rechargeable batteries.
- Exhausted batteries are to be removed from the toy.
- Do not dispose of batteries in fire as they may leak or explode.