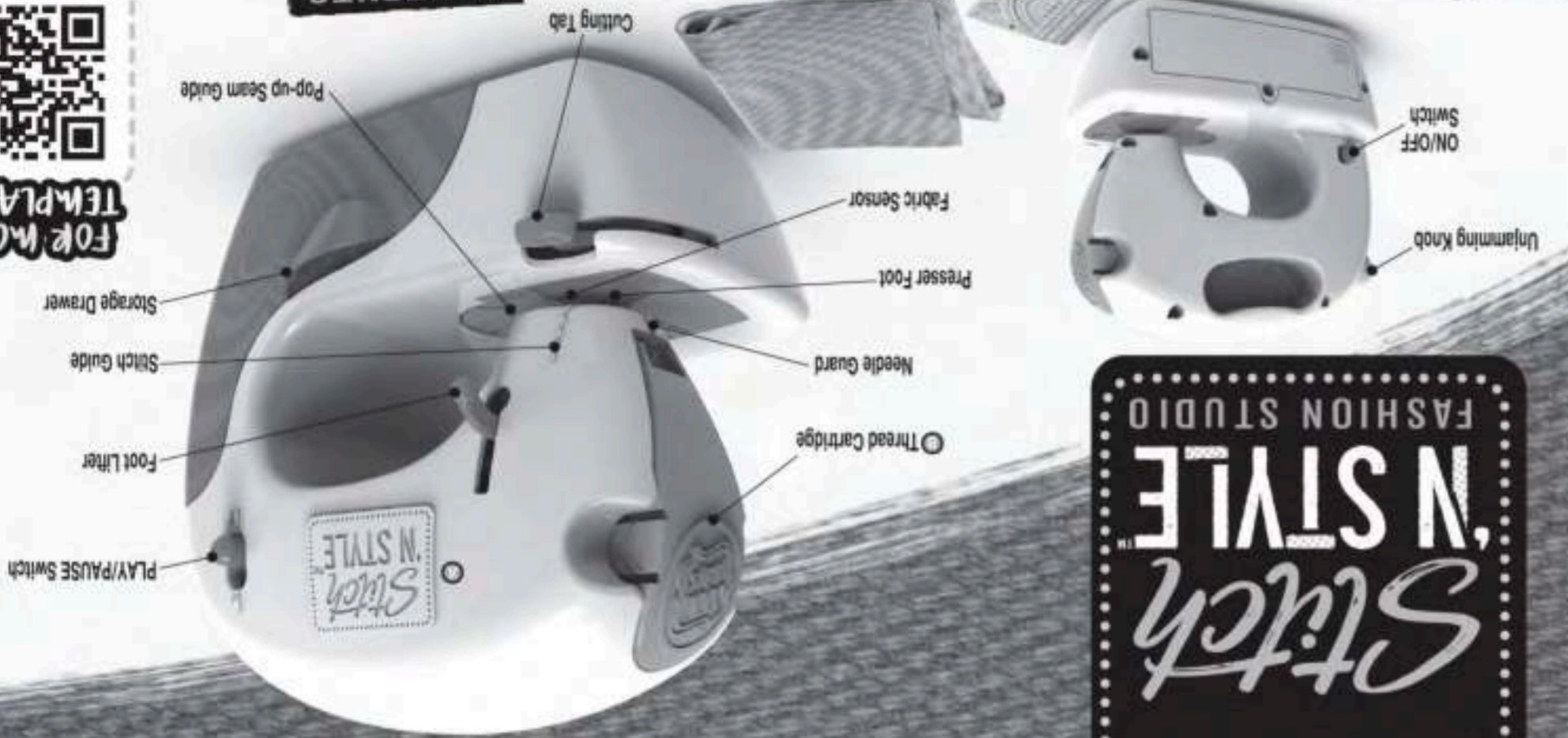




CONTENTS

- 1 Stitch 'N Style™ Sewing Machine, 1 Thread Cartridge, 1 Stamer,
- 2 Sewing Clips, 1 Ruler, 1 Threader Tool, 1 Printed Fabric Sheet,
- 1 Sheet of Hydro Prints, 1 Flat Elastic, 1 Round Elastic



FASHION STUDIO
Stitch 'N STYLE™



SOLD SEPARATELY.



For indoor dry locations use only. Clean the product with a dry cloth only. Stickers not intended to be placed on skin. Do not give the plush dolls or accessories that are made by the Fashion Studio to children under 3 years. The fabric and stuffing materials provided may cause suffocation. This toy uses sharp needles (already assembled). Requires help from an adult. Do not store or use product near heat, sparks or flame.

Retain this information, addresses and phone numbers for future reference. Spin Master Ltd. reserves the right to discontinue use of the www.coolmaker.com website at any time. TM & © Spin Master Ltd. All rights reserved. • MADE IN CHINA

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customer@spinmaster.com

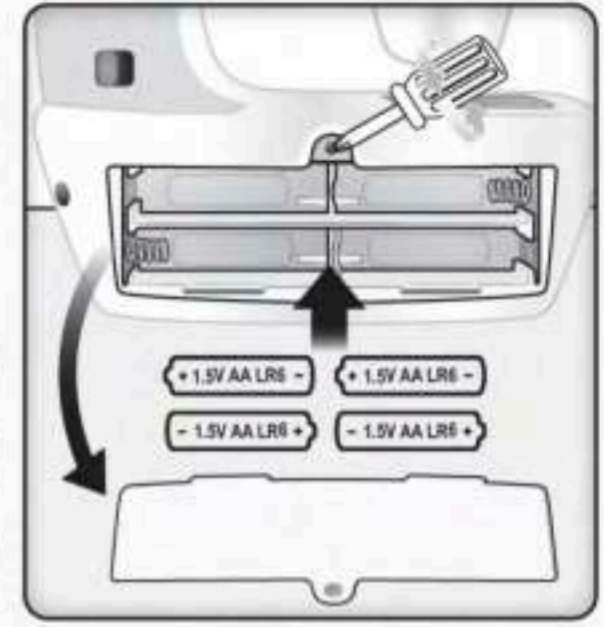
SPIN MASTER LTD., 225 KING STREET WEST, TORONTO ON M5V 3M2 CANADA
SPIN MASTER INC., PMB #10053, 300 INTERNATIONAL DRIVE, SUITE 100, WILLIAMSVILLE, NY 14221
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BATTERY SAFETY INFORMATION



Requires 4 x 1.5 V AA (LR6) batteries (not included). Batteries or battery packs must be recycled or disposed of properly. When this product has reached the end of its useful life, it should not be disposed of with other household waste. EU legislation for Electrical and Electronic Equipment and Batteries, requires these to be separately collected so that they can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The "wheelie bin" symbol means that it should be collected as "waste electrical and electronic equipment". You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.



HOW TO INSTALL BATTERIES: 1. Open the battery door with a screwdriver. 2. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery. **DO NOT** remove or install batteries using sharp or metal tools. 3. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment. 4. Replace battery door securely. 5. Check your local laws and regulations for correct recycling and/or battery disposal.

BATTERY SAFETY INFORMATION: Batteries are small objects. Replacement of batteries must be done by adults. Follow the polarity (+/-) diagram in the battery compartment. Promptly remove dead batteries from the toy. Dispose of used batteries properly. Remove batteries for prolonged storage. Only batteries of the same or equivalent type as recommended are to be used. **DO NOT** incinerate used batteries. **DO NOT** dispose of batteries in fire, as batteries may explode or leak. **DO NOT** mix old and new batteries or types of batteries (i.e. alkaline/standard/rechargeable). Using rechargeable batteries is not recommended due to possible reduced performance. Rechargeable batteries are only to be charged under adult supervision. Replaceable-rechargeable batteries are to be removed from the toy before being charged. **DO NOT** recharge non-rechargeable batteries. **DO NOT** short-circuit the supply terminals.

FCC STATEMENT: 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. This equipment has been tested and found to comply with the limits for Class B digital devices pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful: • Reorient or relocate the receiving antenna • Increase the separation between the toy and the radio or the TV • Consult the dealer or an experienced TV-radio technician for help. **NOTE:** Changes, adjustments or modifications to this unit, including but not limited to, replacement of any transmitter component (crystal, semiconductor, etc) could result in a violation of FCC rules under part 15 and/or 95 and must be expressly approved by Spin Master Ltd or they could void the user's authority to operate the equipment. Spin Master Inc., PMB #10053, 300 International Drive, Suite 100, Williamsville, NY 14221. To contact the responsible party please visit fcc.spinmaster.com. CAN ICES-3(B)/NMB-3(B)

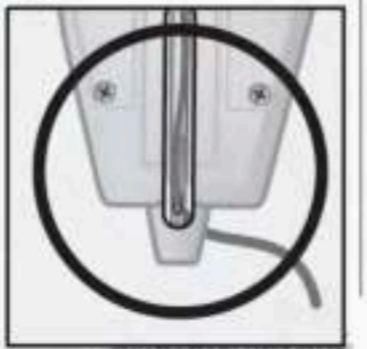
GET YOUR MACHINE READY

IMPORTANT

- Check cartridge for any broken part of the cartridge. Never use if cartridge is broken as this will affect the function of the machine.
- As a safety precaution, check if needle is bent or broken. Never use cartridge if needle is bent or broken.
- In the unlikely event that a needle breaks during use, ensure that the needle fragment is found and removed safely before giving the Sewing Machine to the child.



Insert Thread Cartridge at an angle with tip end first. **IMPORTANT:** Thread should be at least 6 cm (2.5 in) long.



Turn ON/OFF switch to ON. Machine will make 2 short beeps. **NOTE:** Machine will make 2 long beeps and turn off after 10 minutes. Turn machine off and on again to continue.

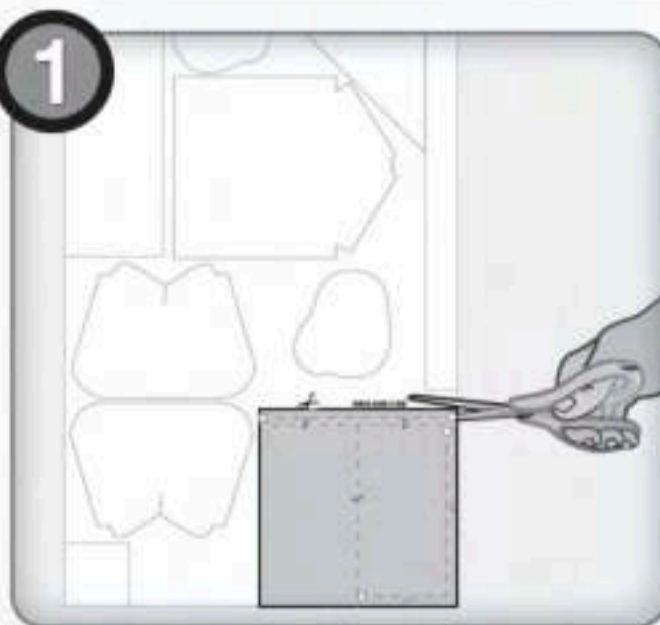


Click into place. Make sure PLAY/PAUSE switch is on PAUSE (II) before beginning. **IMPORTANT:** Make sure your machine has the Stitch'N Style logo facing you when you are sewing!

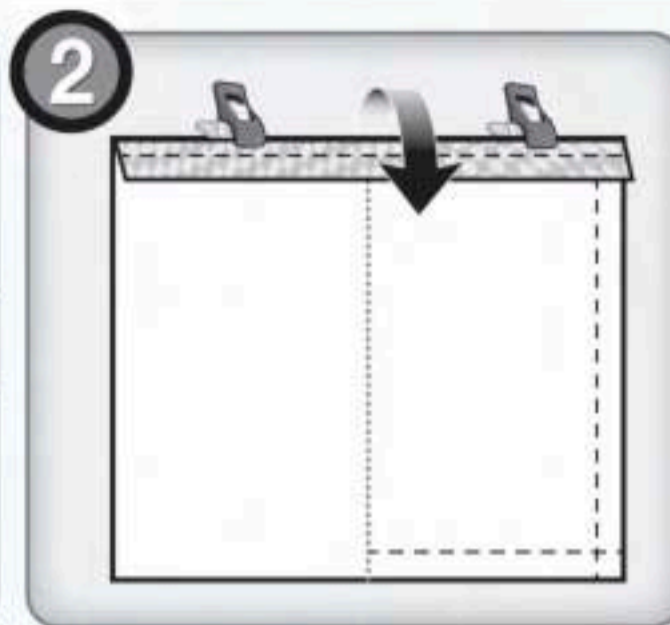
SEW YOUR FIRST PROJECT SUNGLASSES CASE

MORE PROJECTS ON PAGE 5!

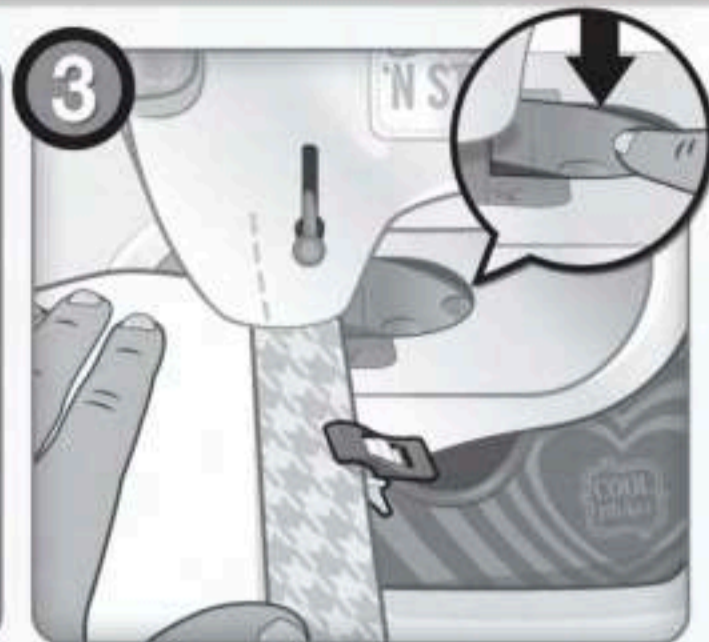
TROUBLESHOOTING



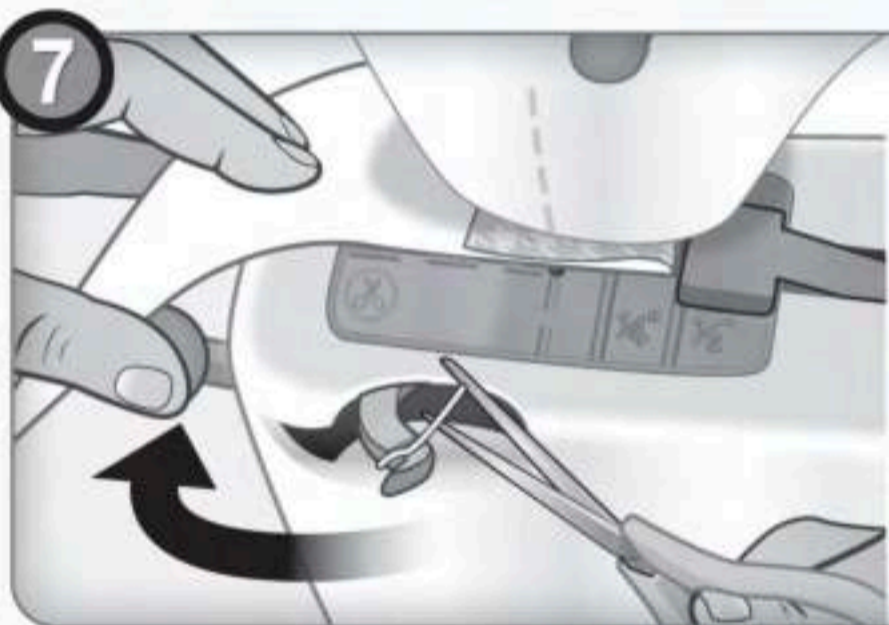
1 Cut out the Sunglasses Case fabric piece. Always use safety scissors (not included). **IMPORTANT:** Save all scrap fabric for Plushie project later.



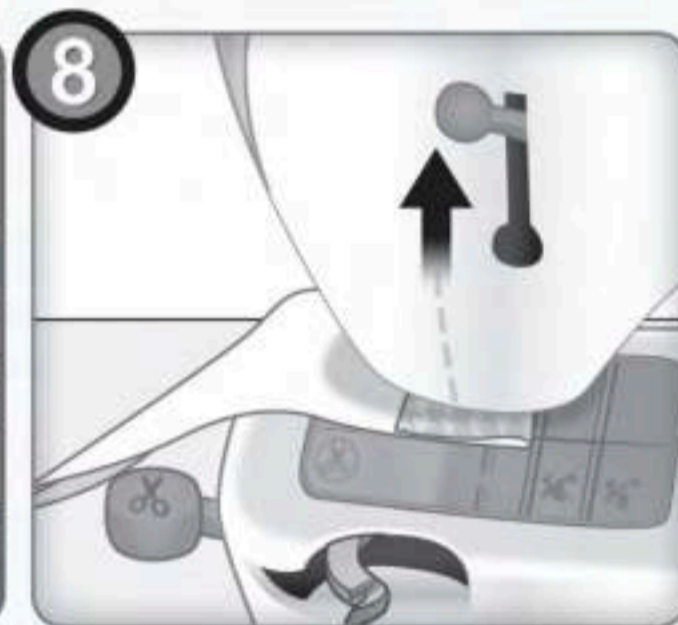
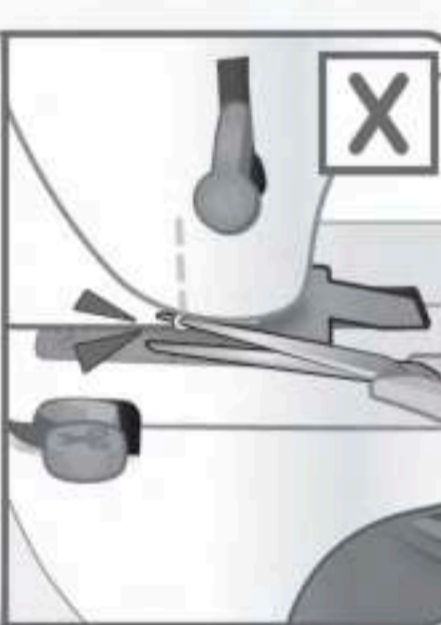
2 Fold edge of fabric towards back white side. **TIP:** Use Sewing Clips to help keep fabric together.



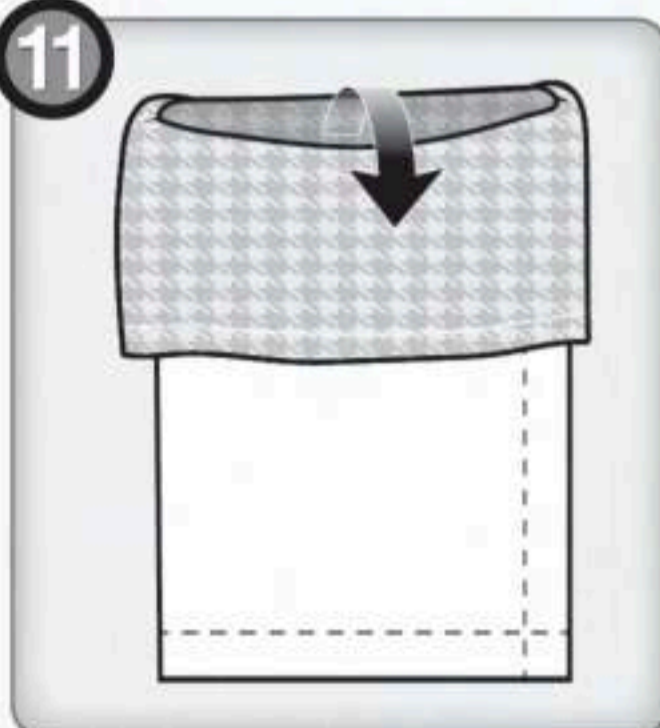
3 Align the **Stitch Line** on the fabric to the **Stitch Guide** on the machine. **IMPORTANT:** Do not force fabric under the **Stitch Guide**. **TIP:** Pop up the **Seam Guide** to help keep stitching straight. See legend on page 6.



7 **IMPORTANT:** Slide **Cutting Tab** back all the way until it locks into place and then cut exposed thread. This will prevent your stitches from unraveling. **IMPORTANT:** Do not cut near needle or stitches will unravel. Always use **Cutting Tab** to cut thread and lock stitches.



8 Hold up **Foot Lifter** and remove fabric.



11 Flip so that pattern is on the outside.

TIPS & TRICKS



1 **A** Keep your seams straight by lining up the edge of your fabric against the **Pop-up Seam Guide**.

B Use sewing clips to keep fabric together. Remove them while sewing.

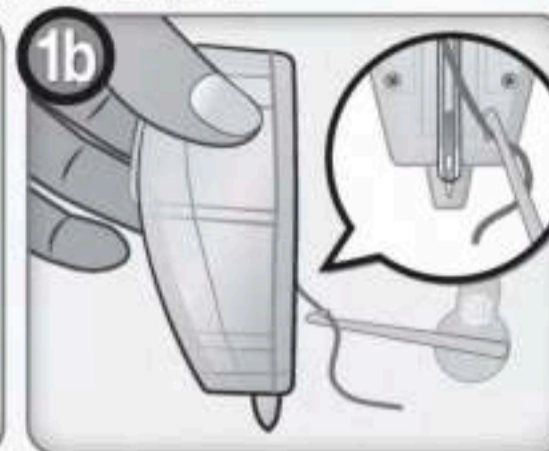


2 To access **Storage Drawer**, pull straight out by handle and then swing slightly to the right.

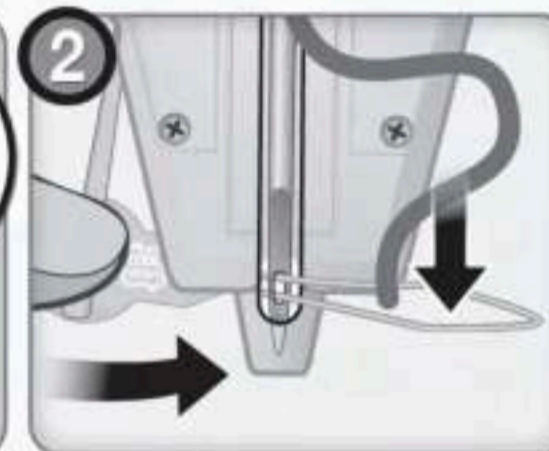
THREADING THE NEEDLE



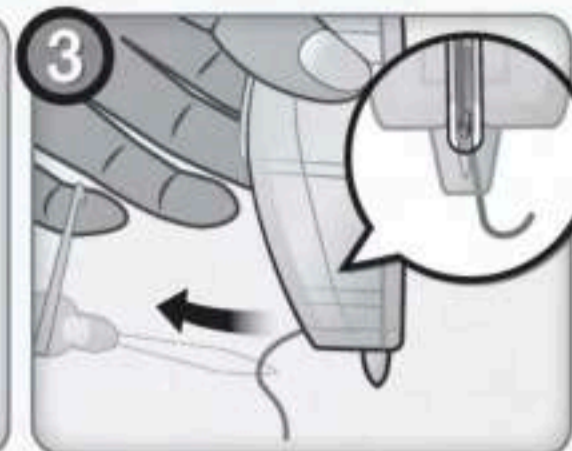
1a Needle Threader Tool.



1b Locate thread with Threader Tool.



2 Insert Threader Tool through the **FRONT** of the cartridge and then through the needle hole to the back. Insert the thread into the wire from the **TOP**.



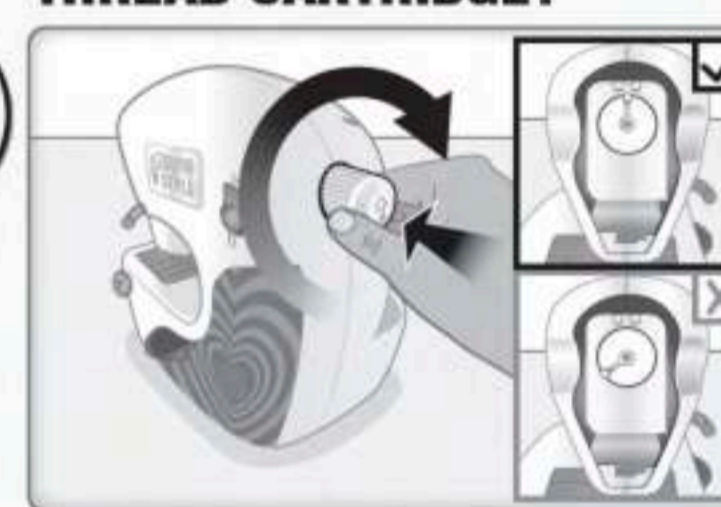
3 Pull the Threader Tool out and leave at least a **6 cm (2.5 in)** tail of thread.

CAN'T REMOVE FABRIC FROM MACHINE OR CAN'T SEE THREAD ON CUTTING TAB?



- Press in and turn the **Unjamming Knob** clockwise until arrow is pointing **UP**. Then cut thread with the **Cutting Tab** as shown in **Step 7** in *Sew Your First Project*. **Do not** remove cartridge until machine is unjammed.

CAN'T INSERT THREAD CARTRIDGE?



- Inspect cartridge slot on **Sewing Machine**. If post is not at the very top, rotate it by pressing in on the **Unjamming Knob** and turn clockwise until the arrow points **UP**.

MACHINE NOT SEWING?

- Machine will automatically turn off after 10 minutes. Turn it on again by sliding the **ON/OFF** button to **OFF** and then back to **ON**.
- Make sure **PLAY/PAUSE** switch is in **PLAY** (▶) position.

NOT SEEING STITCHES ON FABRIC?

- Inspect **Thread Cartridge** to make sure needle is threaded. If not, follow directions on **Threading the Needle**.

SKIPPED STITCHES?

- You can just re-sew the missing part! Or remove the stitches (see **Tips & Tricks**) and start the stitch line again.



CUSTOMIZE & DECORATE

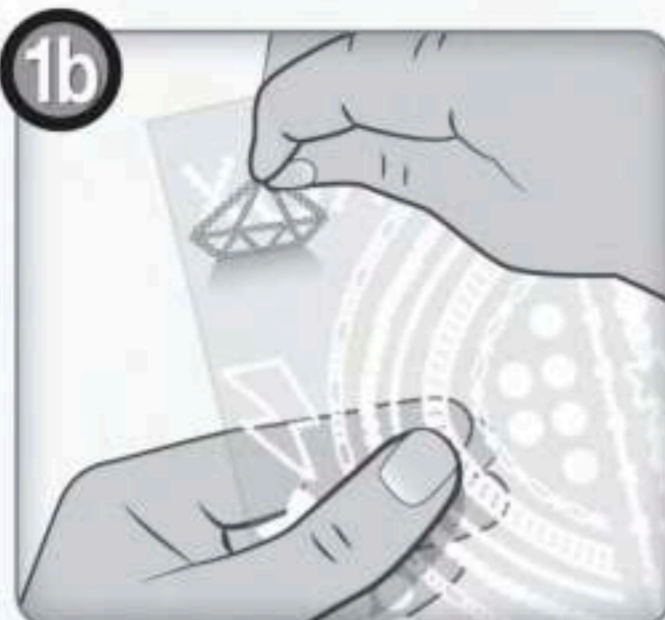
IMPORTANT BEFORE USE

- Fabric that doesn't fit under the needle guard shouldn't be used. **DO NOT** use thick fabrics such as denim and leather.
- Thick fabric will cause machine to jam. Test a small piece of your fabric in the machine before proceeding on your project. Fabric provided has been tested to be used with the machine.

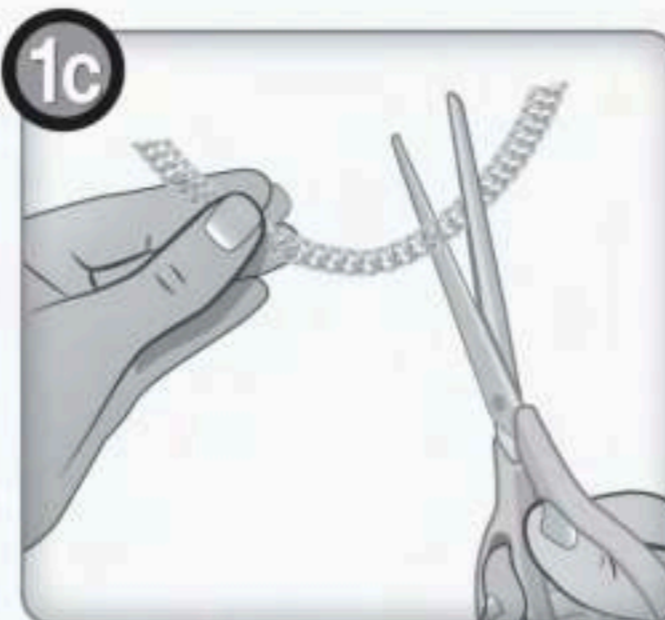
- Uneven layers of fabric will cause machine to jam.
- Machine is equipped with a sensor around the sewing zone that will automatically activate sewing when switch is on. Only place materials on the sewing zone when ready to sew.
- Always place machine on flat, level surface.



Choose your **Hydro Prints** to decorate your project.



Peel **Hydro Print** off back of sheet.



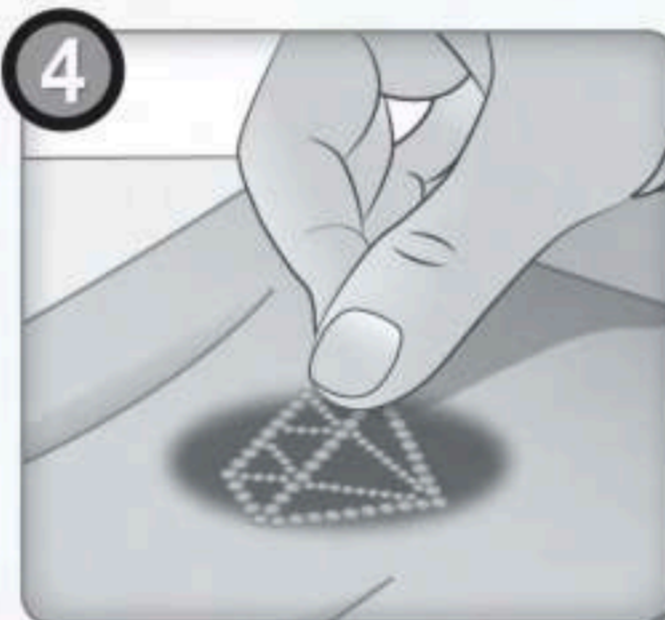
TIP: **Hydro Prints** may be cut to size after being peeled from the sheet.



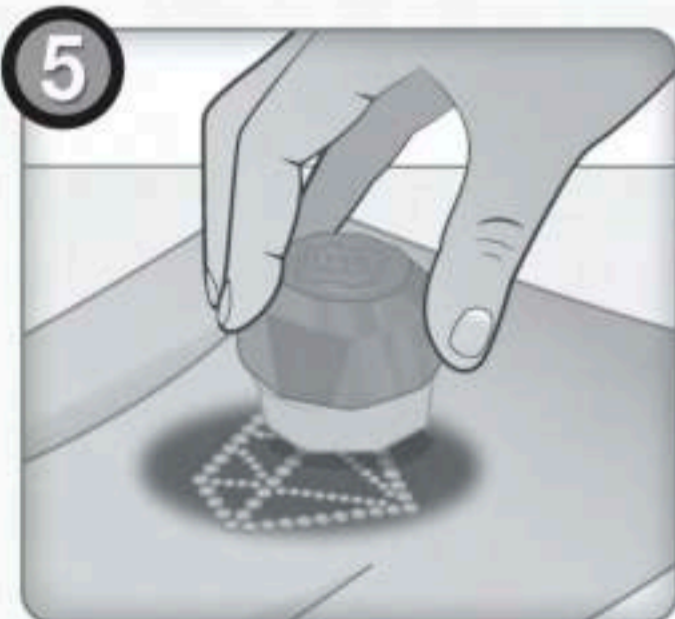
Wet your **Stamper** and lightly squeeze out excess water. **Stamper** should still be wet.



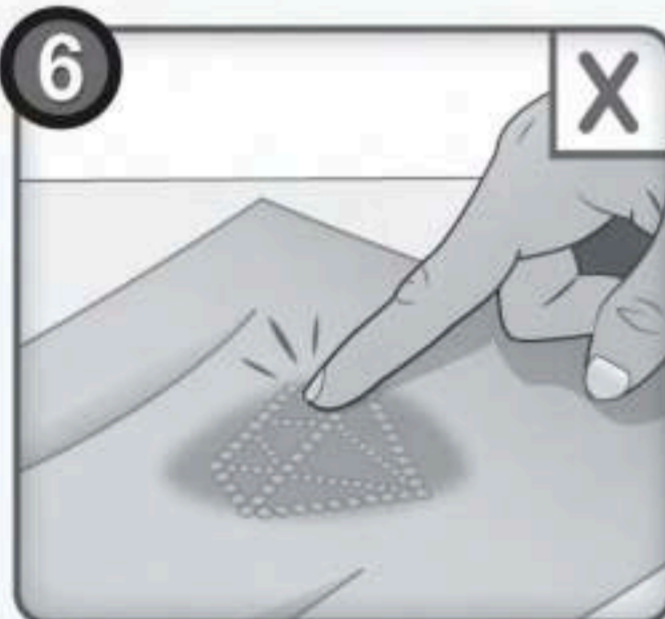
Stamp fabric to dampen area.



Place **Hydro Print** on dampened fabric.



Dab **Hydro Print** with wet **Stamper** until it is applied onto the fabric. **TIP:** You can layer **Hydro Prints** on top of each other!



IMPORTANT: Don't touch **Hydro Prints** while still wet or else they will come off.



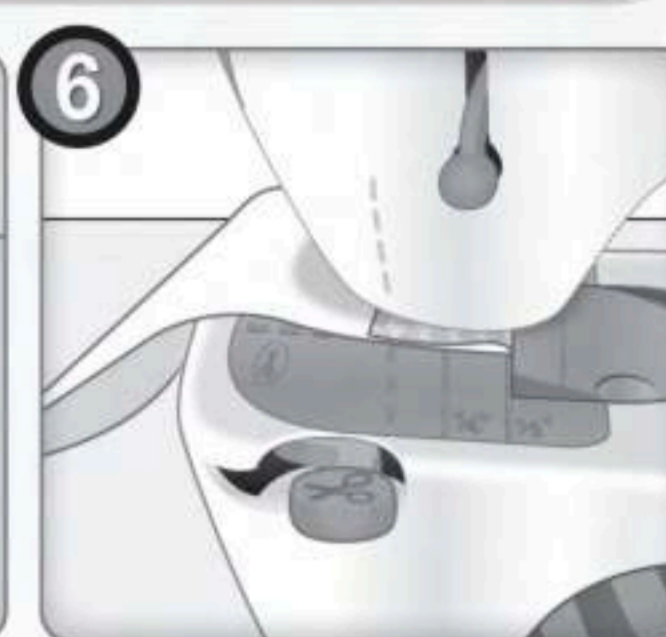
Leave to dry for two hours. **TIP:** To remove **Hydro Prints**, just wash off once dry. **IMPORTANT:** dry stamper thoroughly before storing.



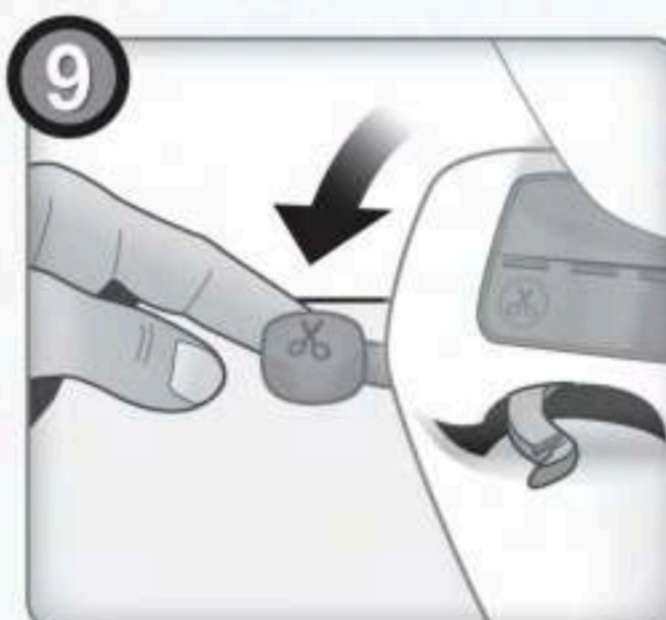
When ready, slide the **PLAY/PAUSE** switch up to **PLAY** to start sewing. **IMPORTANT:** When fabric is placed near the needle, the machine will make one short beep then start sewing automatically. **TIP:** If your machine stops sewing, make sure the fabric is placed more to the **RIGHT** side of the **Stitch Guide** line so the **Fabric Sensor** sees the fabric.



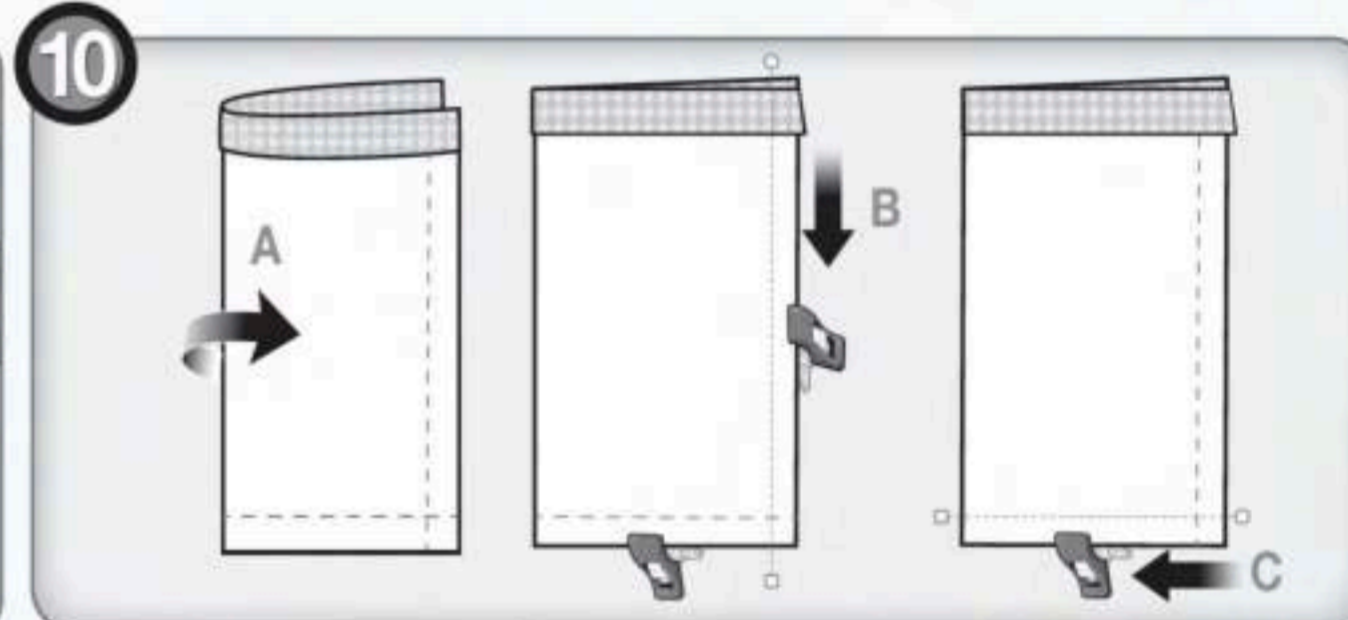
Guide fabric with hand and let the **Presser Foot** automatically push the fabric forward. **IMPORTANT:** Do not push or pull the fabric while sewing. **TIP:** Use the **PLAY/PAUSE** switch to **START** and **STOP** while sewing.



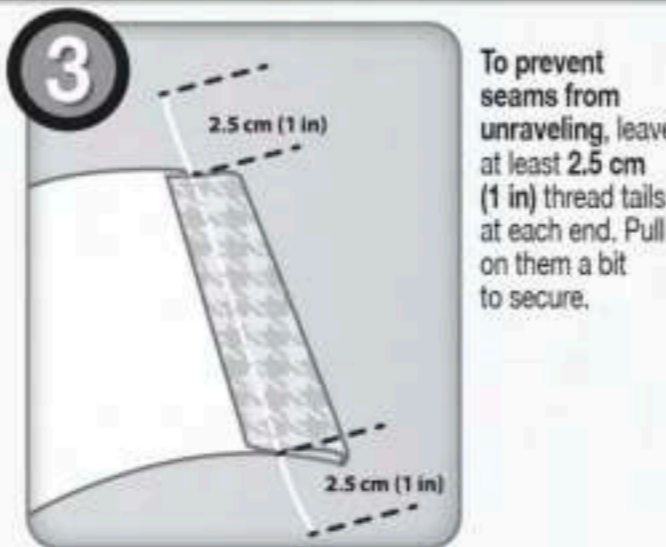
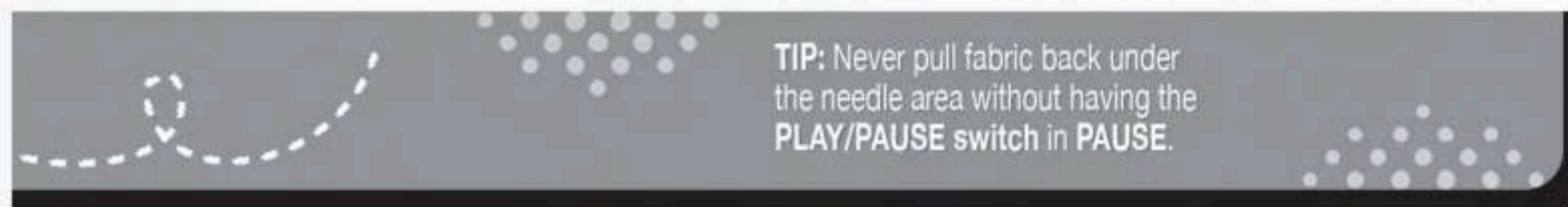
Machine will automatically stop before the fabric edge, around **0.5 cm (0.25 in)**. This prevents thread from unraveling. **IMPORTANT:** Do not pull or remove fabric. Refer to next step for instructions on how to finish your stitching properly.



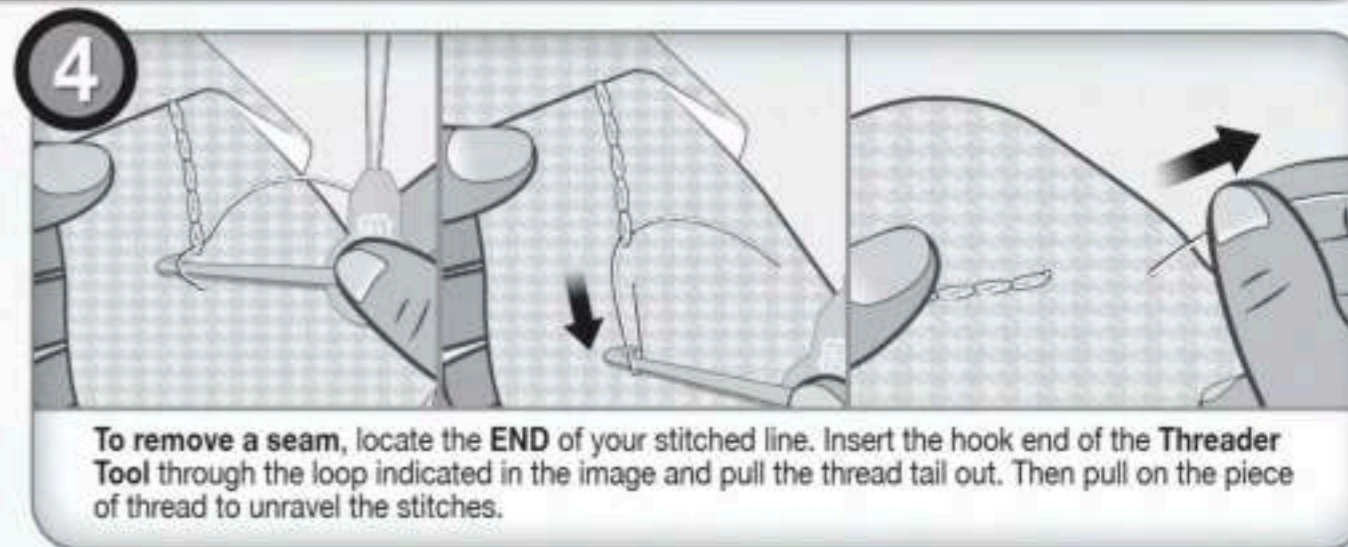
Unlock **Cutting Tab**.



A Fold in half so front pattern is on the inside. **B/C** Use **Sewing Clips** to hold sides together and repeat **Steps 3 to 9** for the other two seams.



To prevent seams from unraveling, leave at least **2.5 cm (1 in)** thread tails at each end. Pull on them a bit to secure.



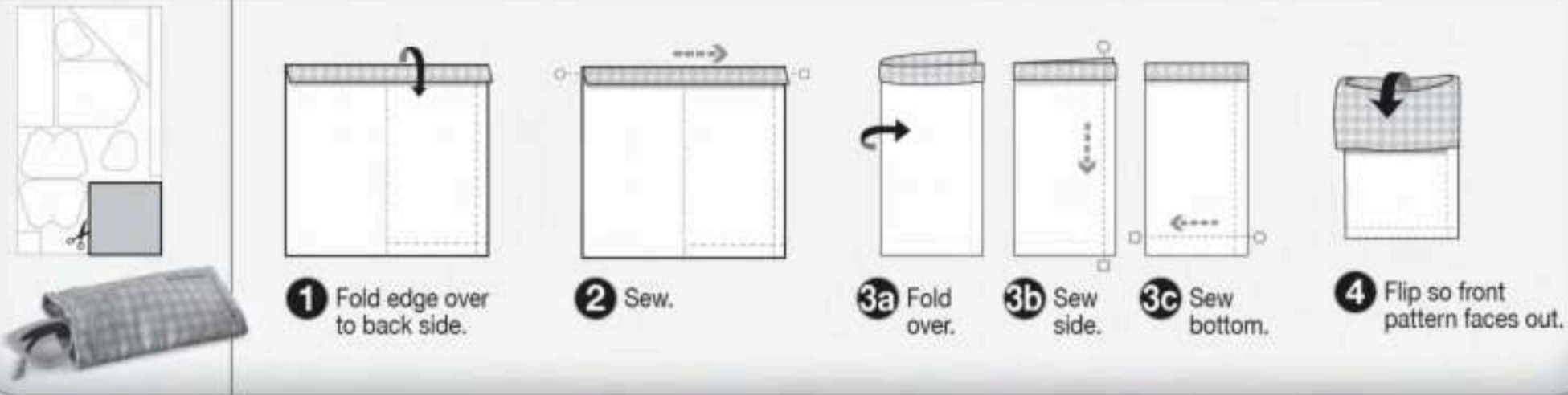
To remove a seam, locate the **END** of your stitched line. Insert the hook end of the **Threader Tool** through the loop indicated in the image and pull the thread tail out. Then pull on the piece of thread to unravel the stitches.

PROJECTS

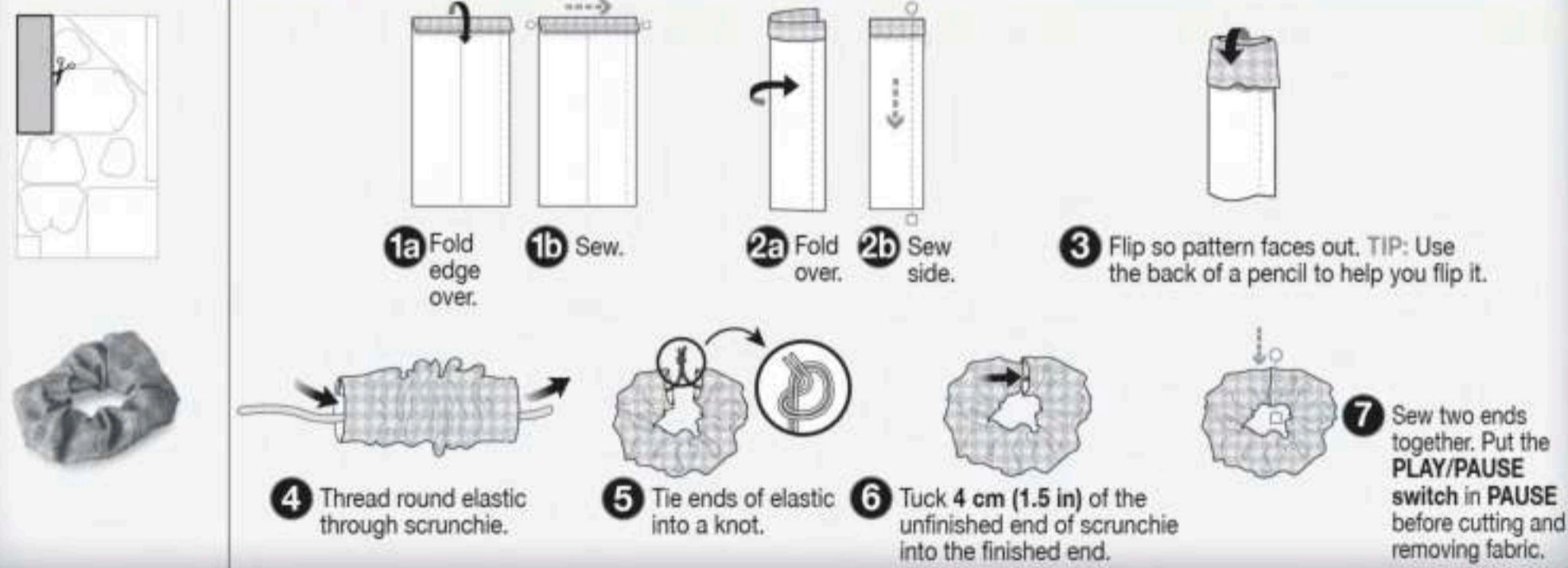
LEGEND



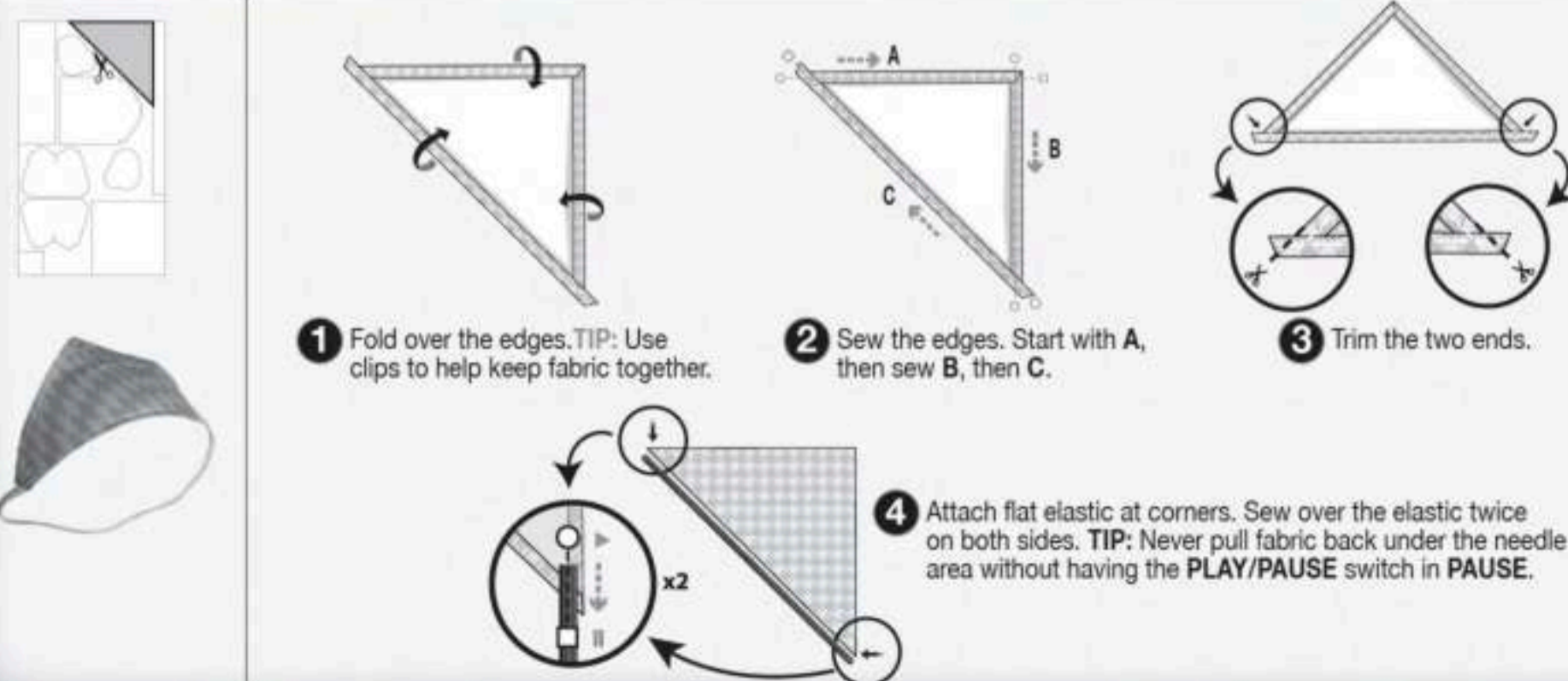
1. SUNGLASSES CASE



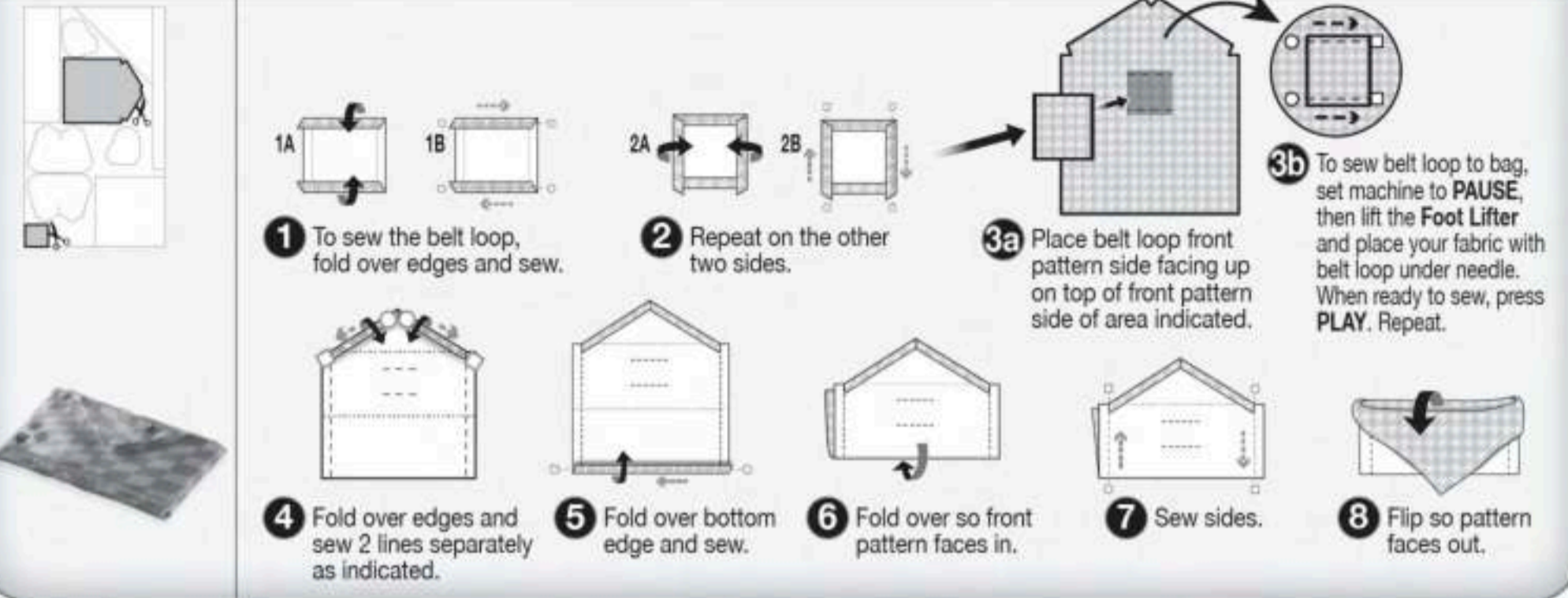
2. SCRUNCHIE



3. HEADBAND



4. BELT BAG/CLUTCH



5. PURSE



6. PLUSHIE

