

# Disney FROZEN II Light-up Headphones

with Built-in Microphone

Model: FR-M52

## Using Your Headphones

Connect the headphone plug to the headphone jack of your music player. Be sure that the plug is fully inserted into the jack. If the plug is not fully inserted you may only hear sound from one side of the headphones.

To protect your hearing, always start listening with the Volume Control of your music player or game player set to a low level and gradually increase the volume to a comfortable listening level.

**IMPORTANT!** Listening at high volume for long periods of time can result in long-term hearing damage. For your safety, do not use headphones if they would prevent you from hearing warning sounds, such as while riding a bike, etc. Remember that noise isolation type headphones such as these are very effective in blocking outside noise, including warning sounds. Always be aware of your surroundings and do not use these headphones in situations that require you to hear warning sounds.

## In-Line Control with Microphone

Model M52 includes an in-line, one-button controller that allows you to answer and end phone calls. You may also be able to control the music playback if your specific phone model provides for control of those features through the headphone jack.

### Answer / End Calls

When an incoming call is received, briefly press the controller button once to answer the call, and speak into the microphone. To end the call, briefly press the controller button again.

### Music Playback Control

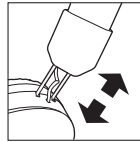
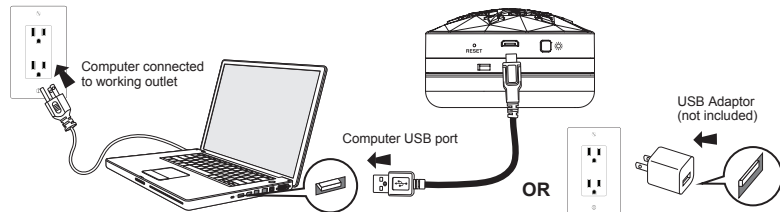
Press the controller button once to begin playback and once again to pause playback. Press the controller button twice to skip to the next track, or three times to skip back to the previous track.

## Rechargeable Color-Changing Lighting Effects

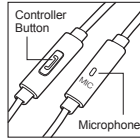
Your headphones feature color changing LED's that will illuminate the clear ear cups. These color changing LED's are powered by a built in rechargeable battery that can power the lighting system. Although the built in battery was fully charged when the headphones left our factory, like all rechargeable batteries it can experience some loss of charge during periods of non-use. We recommend that you charge the built-in battery for 4 hours before initial use, using only the USB charging cable that was included with your headphones.

**NOTE:** The built in battery provides power only to the lighting effects, not to the headphone itself. The headphones will operate normally regardless of the built-in battery condition.

To charge the built in battery, connect the micro USB plug of the supplied cable to the micro USB port on the bottom of the ear cup as shown, then connect the larger USB plug to a powered USB port on a notebook computer or to any USB/AC adapter.



The two ear cups may be adjusted up or down for most comfortable fit.



The headphone lighting will glow while the battery is charging. The lighting will shut off when the battery is fully charged.

**NOTE:** If the battery is low the headphone lighting will flash purple on and off for 5 seconds every 5 minutes. This is your reminder to charge the battery. However, even if the battery is completely drained and the lighting will not turn on, the headphones will still operate normally.

To turn on the lighting effects by pressing the ✨ button. Keep pressing for 3 different lighting effects.

## Troubleshooting

In the event of interrupted operation, use the extended wire of a paperclip or other thin tool to press in the RESET button located on the bottom of the ear cup.

## FCC Information

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.

**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.

**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.  
CAN ICES-3 (B)/NMB-3(B)

## Limited One-Year Warranty

eKids, LLC warrants this product to be free from defects in workmanship and materials, under normal use and conditions, for a period of one (1) year from the date of original purchase.

Should this product fail to function in a satisfactory manner, it is best to first return it to the store where it was originally purchased. Should this fail to resolve the matter and service still be required by reason of any defect or malfunction during the warranty period, eKids will repair or, at its discretion, replace this product without charge. This decision is subject to verification of the defect or malfunction upon delivery of this product to the Factory Service Center authorized by Customer Service. If service is required, please call Customer Service at 1-888-TOP-TOYS to obtain a Return Authorization Number and shipping instructions. A copy of the sales receipt is required to validate in-warranty coverage.

### Disclaimer of Warranty

**NOTE:** This warranty is valid only if the product is used for the purpose for which it was designed. It does not cover (i) products which have been damaged by negligence or willful actions, misuse or accident, or which have been modified or repaired by unauthorized persons; (ii) cracked or broken cabinets, or units damaged by excessive heat; (iii) damage to digital media players, CD's or tape cassettes (if applicable); (iv) the cost of shipping this product to the Factory Service Center and its return to the owner.

This warranty is valid only in the United States of America and does not extend to owners of the product other than to the original purchaser. In no event will eKids or any of its affiliates, contractors, resellers, their officers, directors, shareholders, members or agents be liable to you or any third party for any consequential or incidental damages, any lost profits, actual, exemplary or punitive damages. (Some states do not allow limitations on implied warranties or exclusion of consequential damages, so these restrictions may not apply to you.) This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Your acknowledgement and agreement to fully and completely abide by the above mentioned disclaimer of warranty is contractually binding to you upon your transfer of currency (money order, cashier's check, or credit card) for purchase of your eKids product.

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Printed in China  
FR-M52\_062719\_A