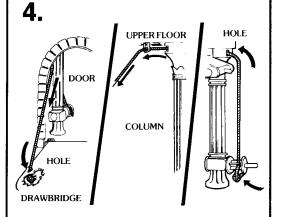
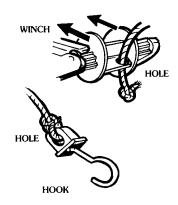


ace peaks on both towers and turret. Insert flag in each hole. Remove peaks for easy access to inside of castle.

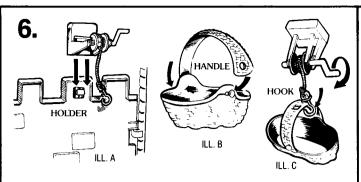


Lower drawbridge. Knot end of longest piece of rope. Thread through holes in winch (attached to column), upper floor, and drawbridge door as shown. After threading through drawbridge, tie knot to other end.

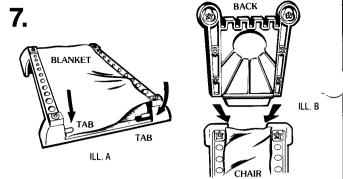
5.



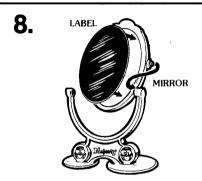
Spike™ the Dragon likes to ride in his basket. Pop out hook and winch from frame. Tie knot at end of shortest piece of rope. Thread through holes in winch and hook. Tie knot at end of rope.



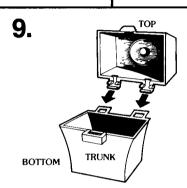
Fit winch into hole. (ILL. A) Snap handle onto basket. (ILL. B) Hang basket on hook. Turn crank to move basket up and down. (ILL. C)



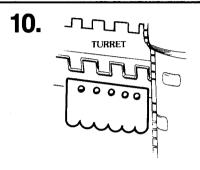
Lay throne cloth on seat of throne. Secure by placing under tabs. (ILL. A) Snap back of throne into seat. (ILL. B)



Peel off back of mirror label and apply. Snap mirror into stand.



Snap top and bottom of trunk together. Trunk opens and closes for storage.

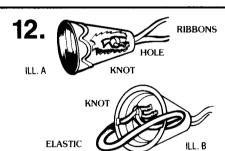


BANNER
Hang banner on hooks in turret.

11.



To put royal cape on pony, wrap cape around pony, then thread ribbon through holes in cape and tie ends of ribbon.



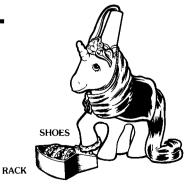
Thread 2 ribbons through hole in top of damsel hat. Pull halfway. Knot ends. Pull ribbons through top of hat. (ILL. A) Fit elastic through holes on side of hat. Ends should meet outside the hat. Tie ends in knot. Pull elastic taut. (ILL. B) Place hat on pony's head. Bring elastic under chin.

13.



Place crown on pony's head in front of her ears.

14.



Pop out ponyshoes from frame. Place ponyshoes in shoebox. You can place your pony's hooves on the shoebox for a perfect fit.



4464

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