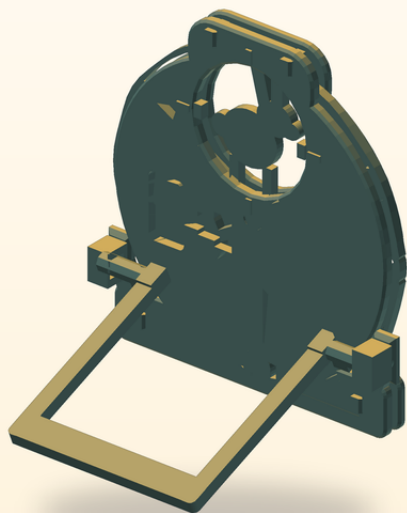


A POCKET-SIZE SHADOW THEATRE

LANTERN MENAGERIE

One moon gate. One beam. Three creatures.



LET THE MOON WAKE

Find a clear wall, unfold the stand, and aim an ordinary phone flashlight through the gate.

AGES 8+

HAND-POWERED

PHONE NOT INCLUDED

Meet the four parts

The shell closes once around the reel and stand. Ask an adult to help with the first assembly.



1 FRONT SHELL

WALL side / fixed arrow



1 REAR SHELL

PHONE side / beam mark



1 SHADOW REEL

large rim / three profiles



1 KICKSTAND

U shape / pegs face out

ASSEMBLE ONCE



1 FRONT SHELL DOWN

→ Lay the WALL side down. Lower the reel onto the center post.



2 PEGS FACE OUT

→ Squeeze the stand arms slightly. Put both pegs into the rear shell's side pockets.



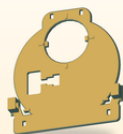
3 CHECK THE LAYERS

→ Reel between shells. Stand behind the PHONE side. Bring the halves together.



4 CLOSE EVENLY

→ Press at all four latch corners until seated. If it resists, stop—do not force.

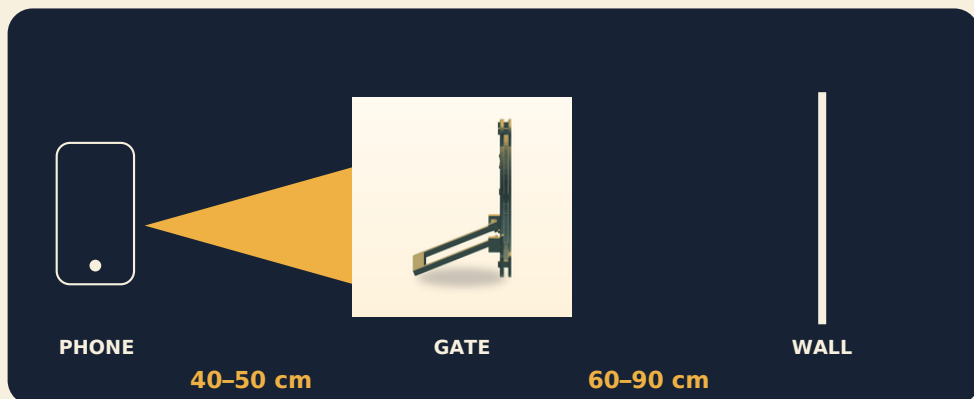


ORIENTATION CHECK

WALL side: fixed arrow + creature portal.
PHONE side: phone cutout + widening beam.
Open the kickstand behind the PHONE side only to its stops.

Make the first shadow

The room may be dim, but the actions stay simple: square the gate to the wall, center the beam, then turn the rim.



1 Unfold

Place the gate on a level surface. Open the stand to its stops.

2 Face the wall

Point the **WALL** side toward a clear wall; keep the gate roughly square to it.

3 Aim the light

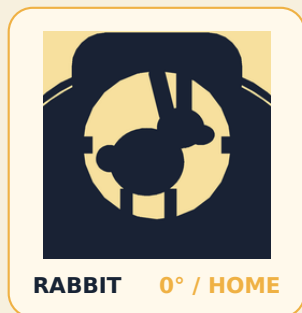
Switch on the phone flashlight behind the **PHONE** side. Aim through the phone/beam mark and portal.

4 Find home

Align the fixed arrow with the unique double-V. Rabbit is home. Turn the large rim either way by one-third turn to the next indexed position.

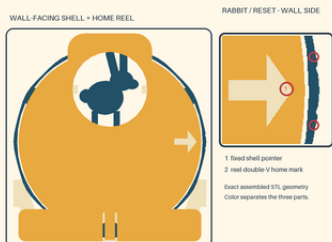
THREE STOPS • THREE CREATURES

At each indexed stop, center the projection. Between stops, the picture intentionally becomes an eclipse wipe.



Keep the theatre clear

Reset to rabbit before storage. If the picture drifts, fix the light and distance before touching the wheel.



RESET TO RABBIT

Turn the large rim until the fixed shell arrow points directly at the reel's unique double-V. Stop when the two marks align; do not force past them.

ARROW POINTS TO DOUBLE-V

QUICK FIXES

FAINT OR FUZZY

Dim nearby lights. Keep the phone 40–50 cm behind the gate and the wall 60–90 cm ahead.

PICTURE IS CLIPPED

Center the beam through the portal. Move the phone sideways instead of tilting the gate.

CREATURE LOOKS WRONG

Square the gate to the wall, then let the rim settle at a stop. The in-between view is a wipe.

WHEEL OR STAND BINDS

Stop. Do not force it. Check for debris, cracks, or a shell that was not fully latched.

PACK AWAY

1 Reset to rabbit. 2 Switch off the phone light. 3 Fold the stand flat and store the gate dry, away from heat.

SAFE SHADOW PLAY • AGES 8+

Use on a level surface. Keep fingers clear of the stand hinge and wheel openings. Never look into or aim a flashlight at eyes. Stop using the toy if a part cracks, becomes sharp, or loosens. Use only ordinary external light—never flame or heat.