

Pixter
Software™

On-the-Go Games



Fisher-Price

Owner's Manual

Model Number: 73976

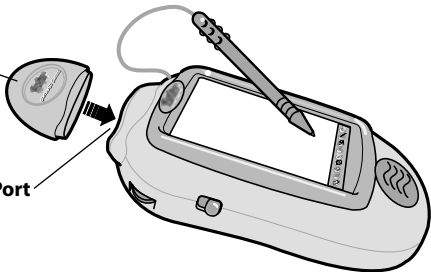




Let's Go!

Before inserting software cartridge, turn power off. Insert the software cartridge into the software port. Turn power back on.

**On-the-Go Games™
Software Cartridge**

Software Port



- Some of the tools on the tool menu are not available for use during some activities or games. If a tool is not available for use, you will hear a tone. The Home  and the Save It (and Adjust the Volume)  tools are always available for use.
- Please keep this manual for future reference, as it contains important information.

IMPORTANT! If the tip of the stylus and the image on screen do not align, it's time to calibrate them! Please refer to page 24, Calibrating the Stylus.



On-the-Go Fun!

Choose a game or activity from the Home Screen: **Memory Mix**, **Tic-Tac-Toe**, **Draw Away!** or **Favorite Games**. Touch the game or activity on the screen with the stylus.

Memory Mix



Tic-Tac-Toe



Draw Away!



Favorite Games

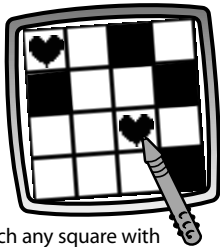


- Barnyard Band
- BINGO!
- Matching Machine



Memory Mix

Object of the Game: Try to find all the matches in the least amount of time!



- Touch any square with the stylus to reveal a picture.
- Try to find its match by touching another square with the stylus.
 - It's a match! Both squares turn black.
 - Oops, try again.

Hint: Remember what each square revealed so that you can find another match!

- Try to find another matched picture set.

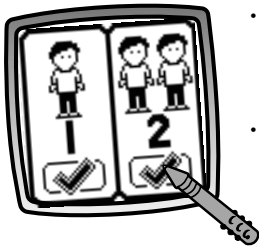


- When all matches are made and all the squares are black, the timer clock appears with your finished time. Play again and try to beat your time!
- Touch the screen with the stylus and you're back to the Home Screen. Choose another game or activity.



Tic-Tac-Toe

Object of the Game: Be the first to get three **X**'s or **O**'s in a row!



- Choose one-player or two-player mode. Touch the screen with the stylus.

- Touch a square with the stylus to place an **X** in a square.

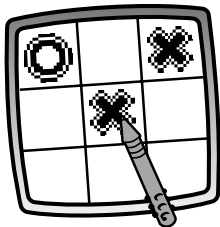
- **In one-player mode**, Pixter™ plays against you by selecting a square and placing an **O**. It's your turn again.

- **In two-player mode**, the other player selects and touches a square with the stylus to place an **O**. It's your turn again.

- When there's three in a row – there's a winner!

• What if there isn't a winner? Play again and again until there's a winner.

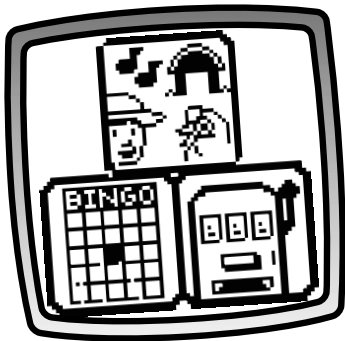
• Touch the screen with the stylus and you're back to the Home Screen. Choose another game or activity.





Favorite Games

Choose a game: Barnyard Band, BINGO! or Matching Machine.
Touch the game or activity on the screen with the stylus.



Barnyard Band

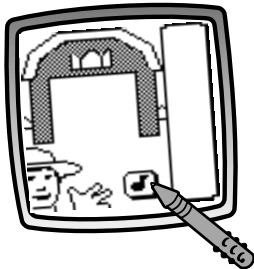
BINGO!

Matching Machine



Barnyard Band

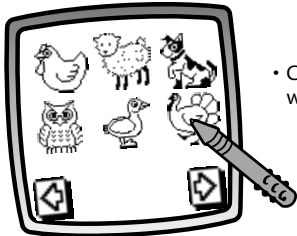
Object of the Game: Fill the barnyard with animals and compose a song!



- Touch the blinking musical note on the screen with the stylus to begin.



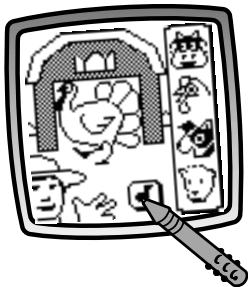
- Touch the arrows on the bottom of the screen with the stylus to see all the barn animals.




- Choose an animal. Touch the screen with the stylus.



- Listen to the first part of the song, along with the sound that animal makes.



- Continue to choose three more animals for the barnyard band and complete the tune.
- Touch the blinking musical note to hear your composed song over and over again!

- If you'd like to go to another activity, touch Home  on the tool menu to return to the Home Screen. Choose another game or activity.



BINGO!

Object of the game: Check five spaces in a row!



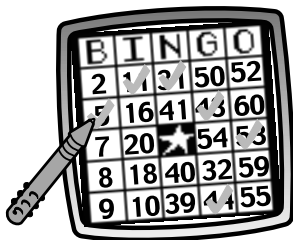
- Choose 1-player or 2-player mode.
Touch the screen with the stylus.



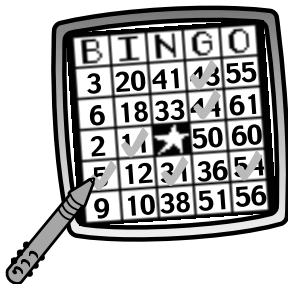
- Watch the pop-up window call a space.



Player 1



Player 2

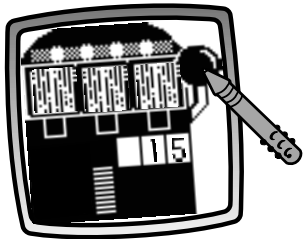


- Does it match? Touch the matching space on the screen with the stylus.
 - **In 1-player mode**, continue until you check five spaces in a row – horizontally, vertically or diagonally. BINGO!
 - **In 2-player mode**, once the space is called, player 1's card appears. Player 1 needs to check for a match. If there's a match, touch the matching space on the screen with the stylus. Player 2's card then appears for play. The first player to check five spaces in a row – horizontally, vertically or diagonally, wins! BINGO!
- After each game, you're back to the Home Screen. Choose another game or activity.



Matching Machine

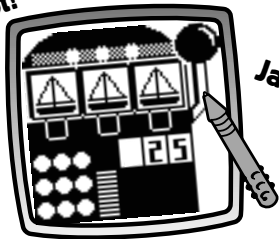
Object of the Game: Make a match or hit the jackpot to win the most tokens!




- Touch the handle on the machine with the stylus to see the pictures in the windows spin.
- When the pictures stop spinning, look to see if any two match. Touch the boxes below each matching picture with the stylus. You win tokens!



Jackpot!

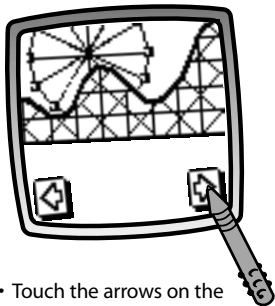


Jackpot!

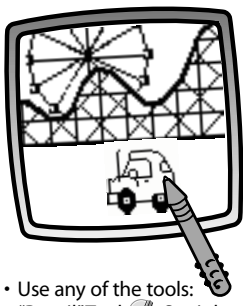
- Touch the handle on the machine with the stylus again to continue.
- When the pictures stop spinning, look to see if all three pictures match. You've hit the **JACKPOT!** You win tokens.
- Touch the handle on the machine with the stylus again to continue play. You can continue as long as you have tokens!
- If you'd like to go to another activity, touch Home  on the tool menu with the stylus to return to the Home Screen. Choose another game or activity.





Draw Away!



- Touch the arrows on the bottom of the screen with the stylus to view each destination.
- When you find a place to draw, touch the screen with the stylus.



- Use any of the tools: "Pencil" Tool , Straight Line , Shape Maker , Stamp It!  or Special Effects Selector  to make your own mark!

Touch Home  on the tool menu with the stylus to return to the Home Screen at any time or Save It (and Adjust the Volume)  to save/retrieve a drawing or adjust the volume.

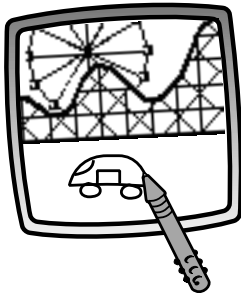


Draw Away! using The Tool Menu

"Pencil" Tool



Touch for freestyle drawing or writing.



Create your own drawing or write a message with the stylus.

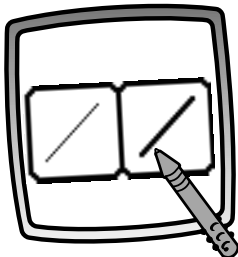


Draw Away! using The Tool Menu

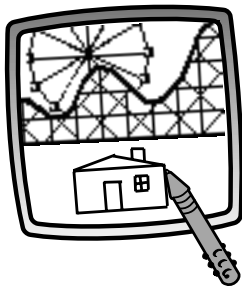
Straight Line



Touch to make a straight line.



Now, choose the line thickness for your "pencil" tool.



Touch the screen with the stylus. Now, drag the stylus on the screen and stop. Look – a straight line!

Hint: Make your own shapes or create your own connect-the-dots.

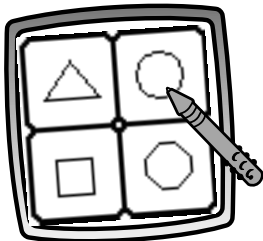


Draw Away! using The Tool Menu

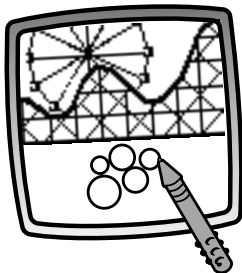
Shape Maker



Touch to make shapes.



Now, choose the shape – triangle, circle, square/rectangle or make your own shape!



Touch the screen and drag the stylus to make small or large shapes.

Hint: To make a triangle, touch the screen and drag the stylus to make the base of the triangle. Then, touch the base line with the stylus and drag it to complete the triangle.

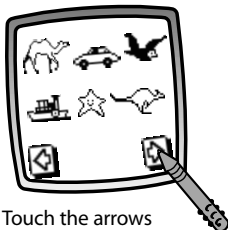


Draw Away! using The Tool Menu

Stamp It!



Touch for stamper art.




Touch the arrows on the bottom of the screen with the stylus to see each of the stamper designs.



Touch the screen with the stylus to choose a stamper.



Touch the screen as many times as you like with the stylus for lots of stamper fun!

Hint: To choose more than one stamper, simply touch the Stamp It tool ; touch the arrows to scroll through the different stampers; and touch the screen with the stylus to choose a stamper. Look – you're back to your drawing!

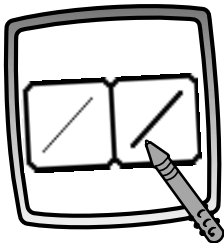


Draw Away! using The Tool Menu

Erase It!



Touch to make your stylus an eraser.



Now, choose the line thickness for your eraser.



Use your stylus to erase any part of what's on the screen.



Draw Away! using The Tool Menu

Full Screen Erase



Touch to choose an animated full screen erase with cool sound effects.



Choose: Explosion; Fade-away; Chomping; or Spin-out. Touch the screen with the stylus and watch and listen as your creation disappears.

Hint: After using the full screen erase, you're still in the same activity or game, using the same tool.

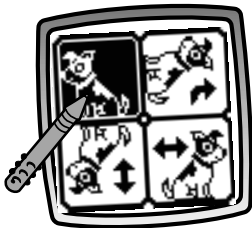


Draw Away! using The Tool Menu

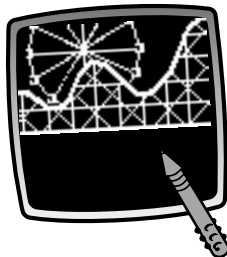
Special Effects Selector



Touch to choose a special effect.



Rotate it, mirror it or switch from white to black or black to white.



Touch the screen with the stylus and watch your drawing change.

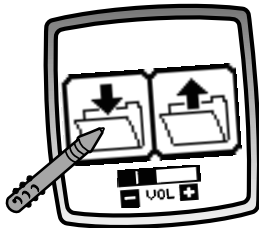





Draw Away! using The Tool Menu

Save It! (and Adjust the Volume)



Touch to save or retrieve your drawing (only with the Draw Away! activity); or adjust the volume (at any time).



Touch **IN** file  to save; touch **OUT** file  to retrieve; touch Volume Control  to increase or decrease volume to a comfortable level.

Hints:

- You can save one picture at a time! Each time you save a picture, it replaces the one already there.
- After you save a picture, it will appear on your screen again. To make a new drawing, choose another activity/tool.

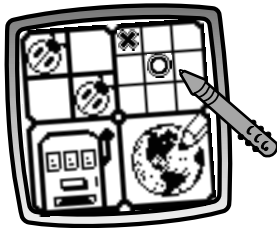


Draw Away! using The Tool Menu

Home



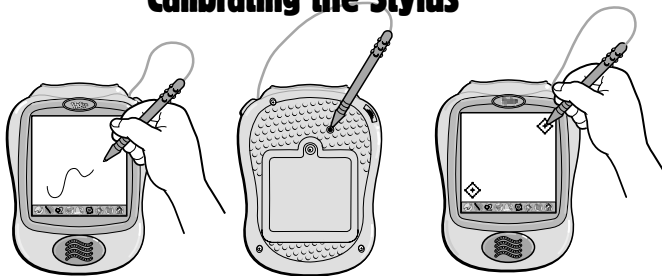
Touch to go back to the Home Screen.






Choose an activity: Memory Match,
Tic-Tac-Toe, Favorite Games or Draw Away!



Calibrating the Stylus



IMPORTANT! The mark made on your screen from the stylus and the location of the tip of the stylus may not align. When this happens, you need to calibrate the stylus.

- Turn Pixter™ power on. Wait until you see the Home Screen.
- Turn Pixter over and locate the calibration hole.
- Insert, push and hold the stylus in the calibration hole. Turn Pixter over so that you can see the screen.
- When you see two , remove the stylus from the calibration hole.
- First touch the  in the upper right corner with the tip of the stylus.
- Then, touch the  in the lower left corner with the tip of the stylus.



Care

- Keep water, sand and dirt off of this cartridge.
- Keep this cartridge away from direct sunlight and excessive heat.
- Do not immerse the cartridge. Simply wipe the outside of the cartridge with a cloth to clean.
- This cartridge has no consumer serviceable parts. Please do not take this cartridge apart.



Consumer Information

Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Or, write to:

Fisher-Price®

Consumer Relations

636 Girard Avenue

East Aurora, New York 14052

www.fisher-price.com

For other countries, outside the United States:

Canada: call 1-800-567-7724, or write to: Mattel Canada, Inc, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

Great Britain: telephone 01628 500303.

Australia: Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

New Zealand: 16-18 William Pickering Drive, Albany 1331, Auckland.

One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pixter™ On-the-Go Games™ is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Consumer Relations at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.



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