

Pixter
Software™

Art Safari™



Fisher-Price

Owner's Manual

Model Number: 73977



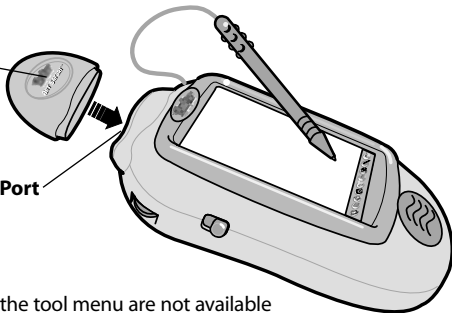
Let's Go!



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

Art Safari™

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 27, Calibrating the Stylus.



Awesome Animal Activities

Choose a game or activity from the Home Screen: **About that Habitat™**, **Animal Art**, **Animal Mix-Up** or **Animal Racers**. Touch the game or activity on the screen with the stylus.

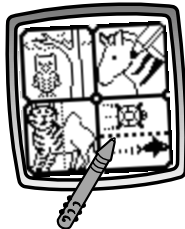
About that Habitat™



Animal Mix-Up



Animal Racers



Animal Art

- Draw It!
- Animal Skins
- Animal Puzzlers












About that Habitat™



- Touch the arrows on the bottom of the screen with the stylus to view each of the 15 habitats.
- When you find a suitable habitat, touch the screen with the stylus.



- The blinking arrow on the bottom of the screen encourages you to use the Stamp It  tool on the tool menu. You can also use the other tools: “Pencil” Tool , Straight Line , Shape Maker , or Special Effects Selector  to make your own unique habitat.

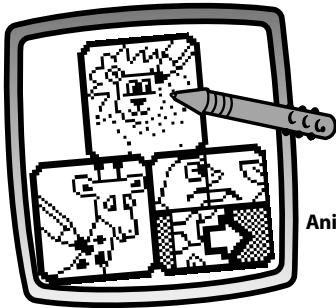
Hint: When you finish a drawing, you can Erase It , Erase All , Save It  or touch Home  on the tool menu to return to the Home Screen .



Animal Art

Choose an activity: *Draw It!, Animal Skins or Animal Puzzlers.*
Touch the activity on the screen with the stylus.

Draw It!

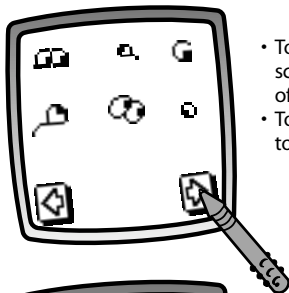


Animal Skins

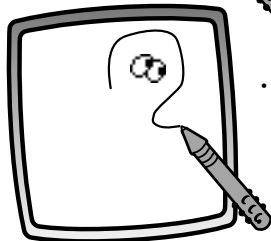
Animal Puzzlers




Draw it!




- Touch the arrows on the bottom of the screen with the stylus to view the eye(s) of each animal.
- Touch the screen with the stylus to choose.




- Begin drawing the animal with the "Pencil" Tool ; or use any of the other tools on the tool menu!




- If you'd like a drawing hint, touch Help  on the screen with the stylus.
- The outline of the animal flashes for a few moments. Then, a connect-the-dots outline of the animal appears.



- If you need another drawing hint, touch Help  on the screen with the stylus a second time.
- A few parts of the animal automatically fill in.

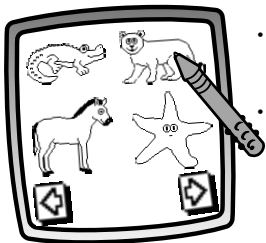


- If you would like the entire animal drawn for you, touch Help  on the screen with the stylus a third time.
- The entire animal is drawn for you. Now, use any of the tools on the tool menu to add to the drawing!

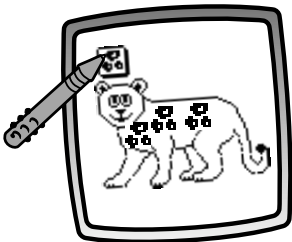
Hint: When you finish a drawing, you can Erase It , Erase All  or touch Home  to return to the Home Screen.







Animal Skins



- Touch the arrows on the bottom of the screen with the stylus to view each of the animal outlines.
- When you find an animal that you like, touch the screen with the stylus.



- Touch the suggested animal print stamper in the upper left corner.
- Touch the screen with the stylus to make the animal's skin.

Hint: You can also use any of the tools on the tool menu to complete your picture. When you finish a picture, you can Erase It , Erase All , Save It , or touch Home  on the tool menu to return to the Home Screen.



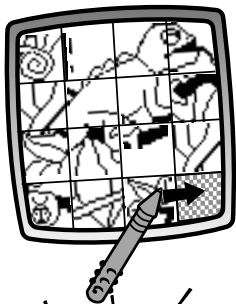
Animal Puzzlers



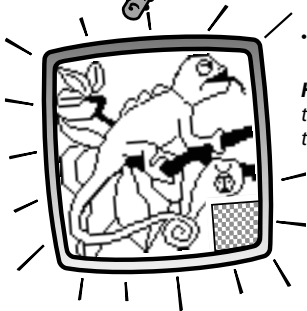
- Touch the arrows on the bottom of the screen with the stylus to view each of the puzzles.
- When you find an animal puzzle that you like, touch the screen with the stylus.




- Watch as the puzzle pieces *scramble!*



- Touch a puzzle piece above, below or to either side of the blank piece. Then, slide it over the blank piece.
- The puzzle pieces switch places.
- Repeat this procedure to move all the pieces in place to complete the puzzle.



- When you've finished the puzzle, the screen blinks. Good job!
- Hint:** To go to a different game or activity, touch Home  on the tool menu to return to the Home Screen.



Animal Mix-Up







- Touch the arrow in the lower left corner with the stylus to change the front end of the animal.



- Touch the arrow in the lower right corner with the stylus to change the back end of the animal.

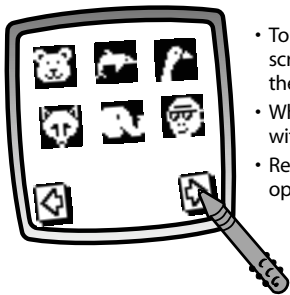


- After you have created your one-of-a-kind animal, touch the screen with the stylus. Now you can add to your drawing using any of the tools on the tool menu.

Hint: When you finish a drawing, you can Erase It , Erase All , Save It  or touch Home  to return to the Home Screen.



Animal Racers



- Touch the arrows on the bottom of the screen with the stylus to view each of the racing animals.
- When you find a racer, touch the racer with the stylus.
- Repeat this procedure to select a racing opponent.



You may have some **surprising** race results because some racers **run** while others **swim**! Look at the chart below to see if your racer runs or swims!

Runners



Antelope

Polar Bear

Cheetah

Elephant

Fox

Giraffe

Kangaroo

Lion

Human

Moose

Ostrich

Rabbit

Black Mamba Snake

Tyrannosaurus

Zebra

Swimmers



Dolphin

Penguin

Blue Shark

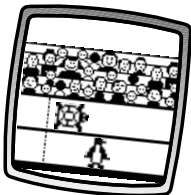
Leather Back Turtle

Walrus

Killer Whale




- Touch the flagman with the stylus to start the race.



- Watch as the racers move to the finish line.



- The animal with the fastest speed, WINS!

Hint: Touch the screen with the stylus to pick new racers and race again.
To go to a different activity, touch Home  on the tool menu to return to the Home Screen.



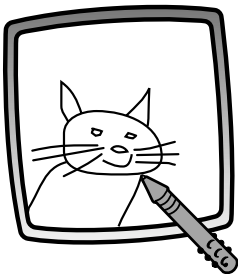
Tool Menu



"Pencil" Tool



Touch for freestyle drawing or writing.



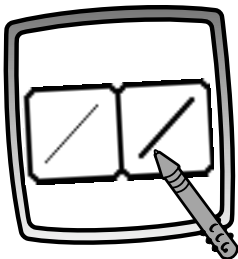
Create your own drawing or write a message with the stylus.



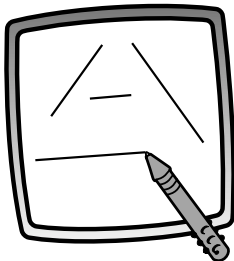
Straight Line



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!

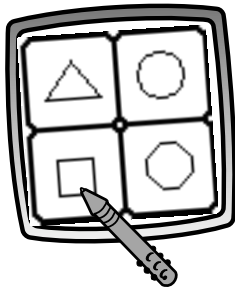
Hint: Make your own shapes or create your own connect-the-dots.



Shape Maker

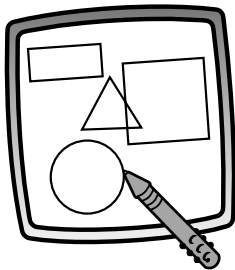


Touch to make shapes.



Now, choose the shape:

- Triangle
- Circle
- Square/rectangle
- 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.



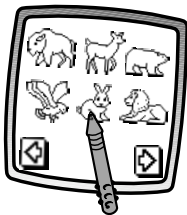
Stamp It!



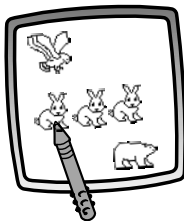
Touch for stamper art.




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!

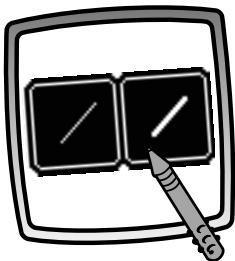
Hint: To choose more than one stamper, simply touch the Stamp It tool ; touch the arrows to scroll through the different stampers; and touch the screen with the stylus to choose a stamper. Look – you're back to your drawing!



Eraser



Touch to make your stylus an eraser.



Now, choose the line thickness for your eraser.



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



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 drawing disappears.



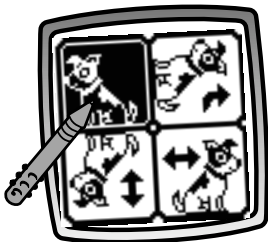
Hint: After using the full screen erase, you're still in the same activity using the same tool.



Special Effects Selector



Touch to choose a special effect.



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



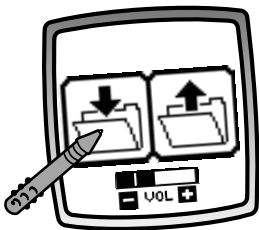
Touch the screen with the
stylus and watch your
drawing change.






Save It! (and Adjust the Volume)



Touch to save or retrieve your drawing, or adjust the volume.



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

Hints:

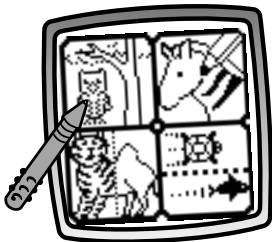
- You can save one picture at a time! Each time you save a picture, it replaces the one already there.
- After you save a picture, it will appear on your screen again. To make a new drawing, choose another activity/tool.



Home



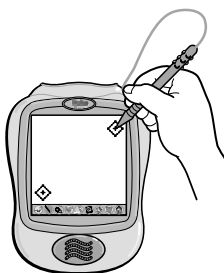
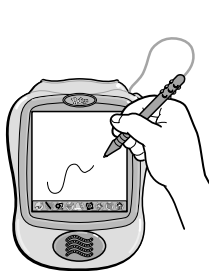
Touch to go back to the Home Screen.






Choose an activity: About that Habitat™, Animal Art, Animal Mix-Up or Animal Racers.



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 Pixer™ power on. Wait until you see the Home Screen.
- Turn Pixer over and locate the calibration hole.
- Insert, push and hold the stylus in the calibration hole. Turn Pixer 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

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™ Art Safari™ 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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