

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 bar are not available for use during some activities or games. If a tool is not available for use in a particular activity or game, you will hear a tone.
- The Home  and the Volume Control (Save It)  tools are always available for use.
- Please keep this manual for future reference, as it contains important information.



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.



About that Habitat



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

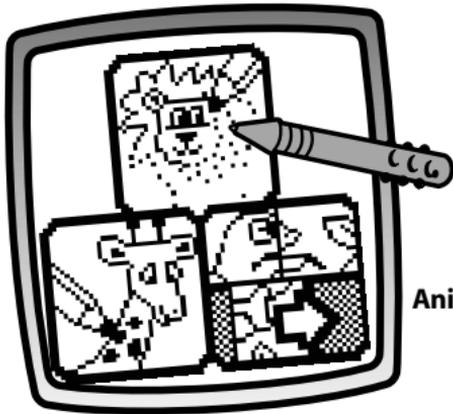
Hint: When you finish a drawing, you can Erase It , Erase All , Save It  or touch Home  on the tool bar to return to the Home Screen .



Animal Art

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

Draw It!

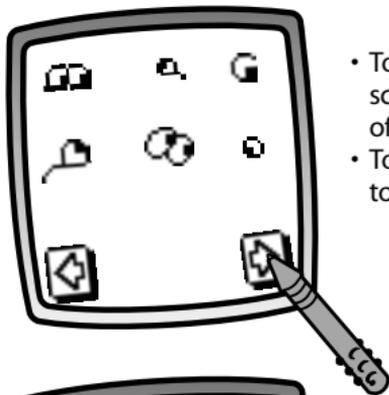


Animal Skins

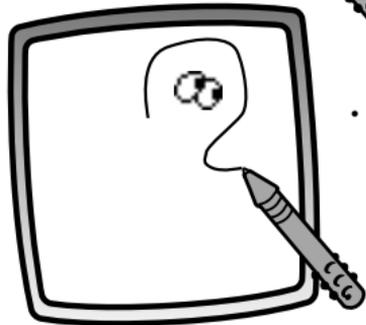
Animal Puzzlers



Picture 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 bar!



- 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 bar to add to the drawing!

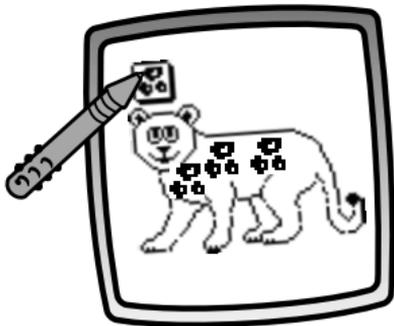
Hint: When you finish a drawing, you can Erase It , Erase All  or touch Home  to return to the Home Screen.



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 bar to complete your picture. When you finish a picture, you can Erase It , Erase All , Save It , or touch Home  on the tool bar to return to the Home Screen.



Animal Puzzlers



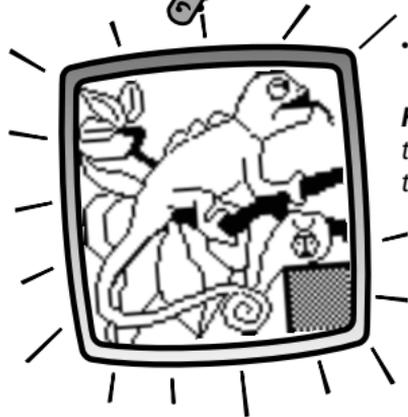
- Touch the arrows on the bottom of the screen with the stylus to view each of the puzzles.
- When you find an animal puzzle that you like, touch the screen with the stylus.



- Watch as the puzzle pieces scramble!



- Touch a puzzle piece above, below or to either side of the blank piece.
- 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 bar 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.

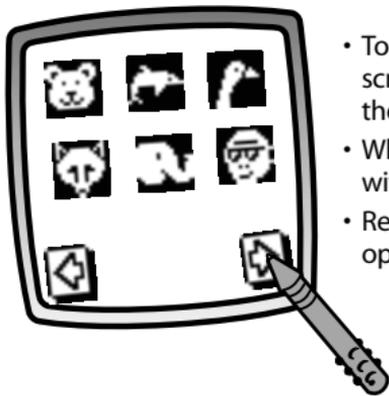


- After you have created your one-of-a-kind animal, touch the screen with the stylus. Now you can add to your drawing using any of the tools on the tool bar.

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

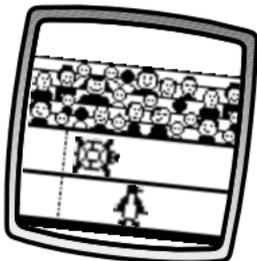
Swimmers



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 bar to return to the Home Screen.



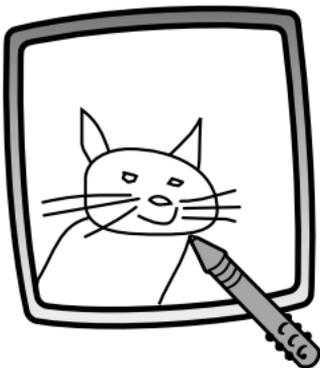
Tool Bar



Pencil



Touch for freestyle drawing or writing.



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



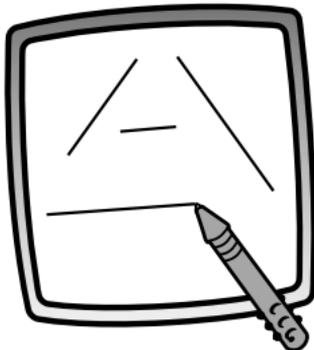
Straight Line



Touch to make a straight line.



Now, choose the line thickness for your pencil.



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

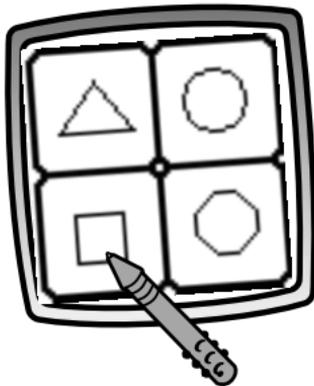
Hint: Make your own shapes or create your own connect-the-dots.



Shape Maker

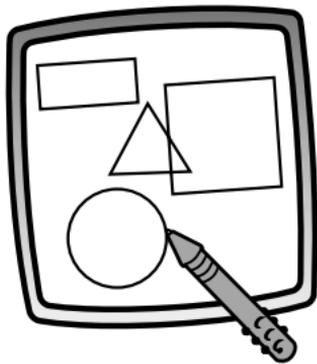


Touch to make shapes.



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!



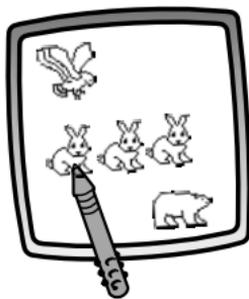
Touch for stamper art.



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.



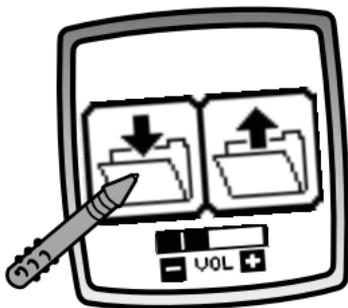
Touch the screen with the stylus and watch your drawing change.



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



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

- Turn Pixter™ over so the bottom faces you. Locate the calibration hole.
- While inserting the stylus in the calibration hole, turn Pixter over so that you can see the screen.
- When you see two encircled plus signs, you can remove the stylus from the calibration hole.
- First touch the plus sign  in the upper right corner with the tip of the stylus.
- Then, touch the plus sign  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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