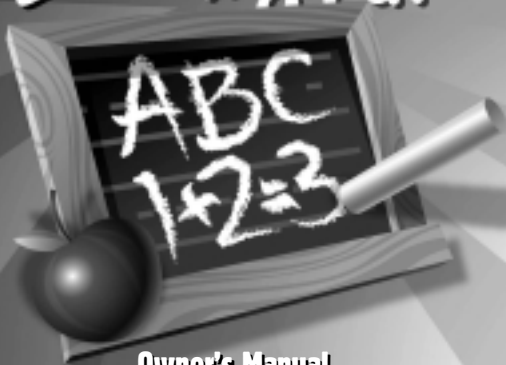


PixterTM
Software

Learning FunTM



Fisher-Price

Owner's Manual

Model Number: 73978



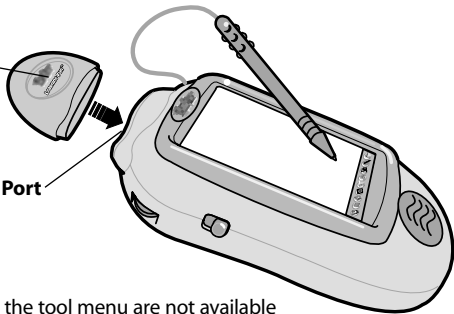
Let's Go!

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

Learning Fun™

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 Volume Control) (📖) tools are always available for use.
- Please keep this manual for future reference, as it contains important information.

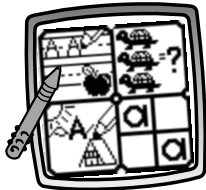
IMPORTANT! If the tip of the stylus and the image on screen do not align, it's time to calibrate them! Please refer to page 24, Calibrating the Stylus.



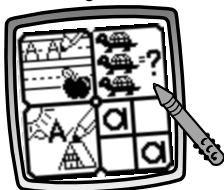
Letters and Numbers Fun!

Choose an activity or game from the Home Screen: **Let's Write**, **Adding Artist™**, **Alphabet Art** or **Alphabet Games**. Touch the activity or game on the screen with the stylus.

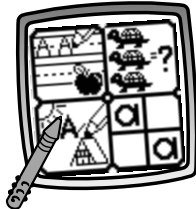
Let's write



Adding Artist™



Alphabet Art

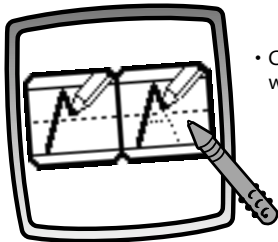


Alphabet Games

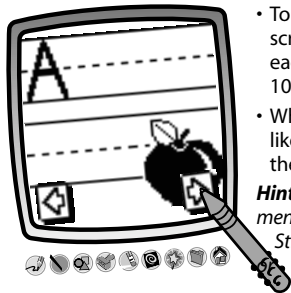
- Letter Memory Match™
- Picture Puzzlers








Let's Write



- Choose writing or tracing. Touch the screen with the stylus.

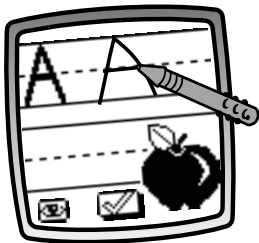


- Touch the arrows on the bottom of the screen with the stylus to scroll through each of 26 letters (uppers and lowers) and 10 numerals.
- When you find a letter or numeral that you'd like to write or trace, touch the screen with the stylus. You'll hear what you've chosen.

Hint: You can use any of the tools on the tool menu in this activity: "Pencil" Tool , Straight Line , Shape Maker , Stamp It , Special Effects Selector .

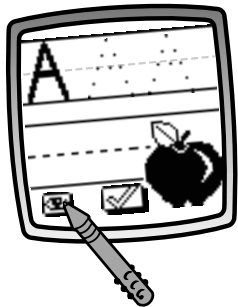


writing



- Write the letter or numeral on the screen with the stylus.

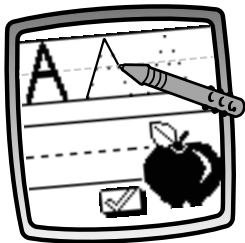
Hint: Touch the sample letter/numeral or the picture on the screen with the stylus to hear the letter or numeral identified.



- Need help? Touch the help button on the screen with the stylus and an outline of the letter or numeral appears. Simply connect the dots to form the letter or numeral.
- After you've finished, touch the check box button on the screen with the stylus. Then, scroll through more letter or numeral choices to write.







Tracing



- Trace the outline of the letter or the numeral on the screen with the stylus.

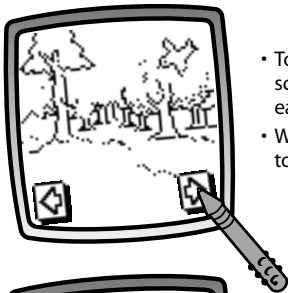
Hint: Touch the sample letter/numeral or the picture on the screen with the stylus to hear the letter or numeral identified.

- After you've finished, touch the check box on the screen with the stylus. Then, scroll through more letter or numeral choices to trace.

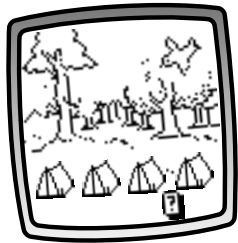
Hint: When you finish writing or tracing, touch Erase It , Erase All , Save It  or go back Home  on the tool menu with the stylus.



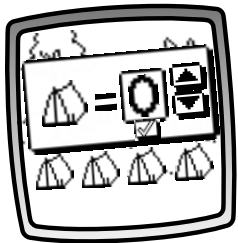
Adding Artist™



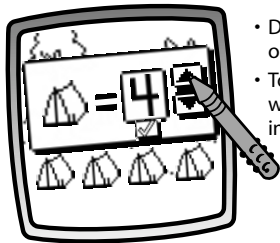
- Touch the arrows on the bottom of the screen with the stylus to scroll through each of 20 backgrounds.
- When you find a background that you like, touch the screen with the stylus.



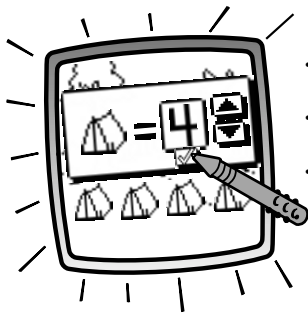
- Touch the question mark with the stylus on the bottom right hand corner of the screen.
- Watch as objects pop up on the screen, one by one. Count each object.



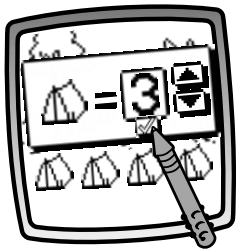
- Next, you'll see the object, an equal sign and an answer box.



- Do you know the number of objects on the screen?
- Touch the arrow buttons on the screen with the stylus to scroll through answers in the answer box.



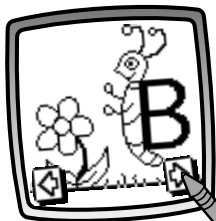
- When you have selected an answer, touch the check box on the screen with the stylus.
- If you answer the question correctly, the screen flashes. **Alright!**
- You're onto the next background and another question.



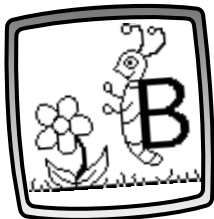
- If you answer the question incorrectly, you'll hear a tone, and the question is repeated.
- Hint:** *Keep trying! Pixter™ gives your child as many opportunities as needed to get the correct answer.*








Alphabet Art



- Touch the arrows on the bottom of the screen with the stylus to view each each starter scene.
- When you find one that you like, touch the screen with the stylus. You'll hear the letter identified!



- Use any of the tools on the tool menu to add to your picture: "Pencil" Tool , Straight Line , Shape Maker , Stamp It  or Special Effects Selector .

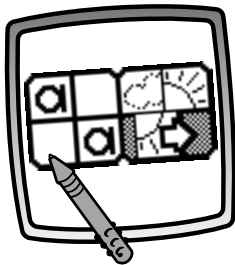




Alphabet Games

Choose an activity: Letter Memory Match™ or Picture Puzzlers.
Touch the activity on the screen with the stylus.

Letter Memory Match™

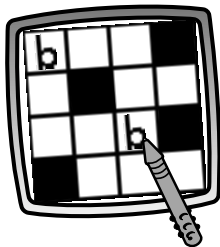


Picture Puzzlers



Letter Memory Match™

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 letter.
- 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!

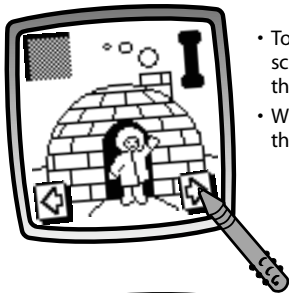
- Try to find another matched set of letters.



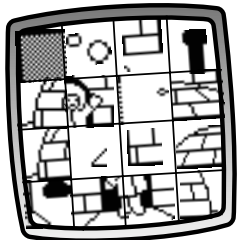
- When all matches are made and all the squares are black, the timer clock appears with your finished time. Play again and try to beat your time!
- Touch the screen with the stylus and you're back to the Home Screen. Choose another game or activity.



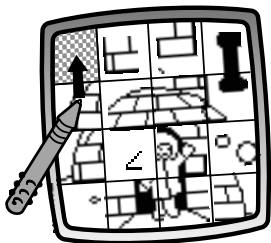
Picture Puzzlers



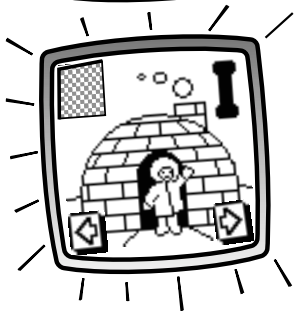
- Touch the arrows on the bottom of the screen with the stylus to view each of the puzzles.
- When you find a puzzle that you like, touch the screen with the stylus.




- Watch as the pieces of the puzzle *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.



Tool Menu



"Pencil" Tool



Touch for freestyle drawing or writing.



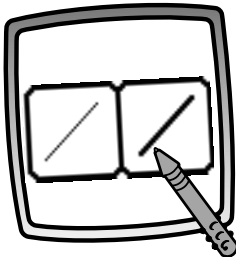
Create your own drawing or write a message with the stylus.



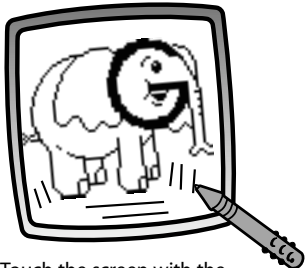
Straight Line



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!

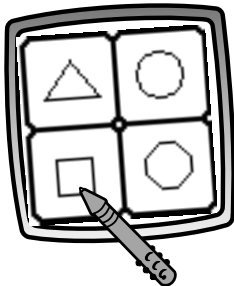
Hint: Make your own shapes or create your own connect-the-dots.



Shape Maker

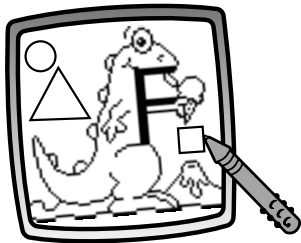


Touch to make shapes.



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.

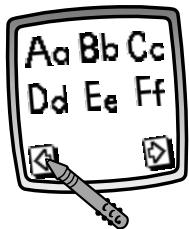
Hint: To make a triangle, touch the screen and drag the stylus to make the base of the triangle. Then, touch the base line with the stylus and drag it to complete the triangle.



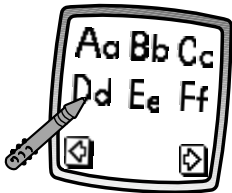
Stamp It!



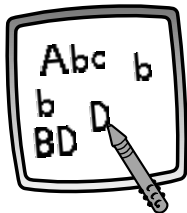
Touch for stamper letters or numerals.




Touch the arrows on the bottom of the screen with the stylus to see each of the stamper letters or numerals.



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!

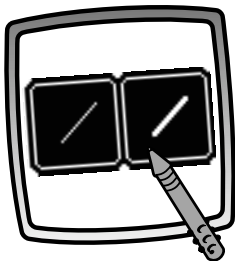
Hint: To choose more than one stamper, simply touch the Stamp It tool ; touch the arrows to scroll through the different stampers; touch the screen with the stylus to choose a stamper and look – you're back to your drawing.



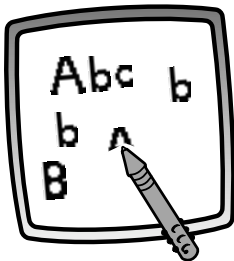
Eraser



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.



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.



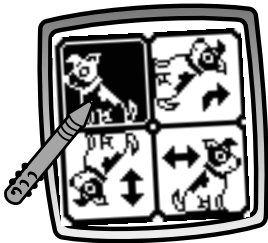
Hint: After using the full screen erase, you can touch and use any tool on the tool bar with the stylus or touch Home  to go to the Home Screen.



Special Effects Selector



Touch to choose a special effect.



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



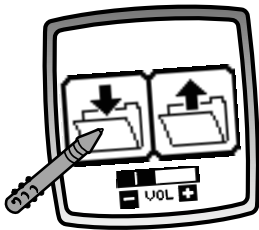
Touch the screen with the stylus and watch your drawing change.






Save It! (and Adjust the Volume)



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



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

Hints:

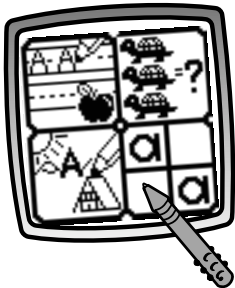
- You can save one picture at a time! Each time you save a picture, it replaces the one already there.
- After you save a picture, it will appear on your screen again. To make a new drawing, choose another activity/tool.



Home



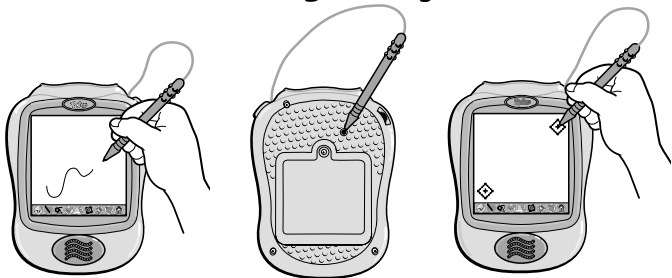
Touch to go back to the Home Screen.






Choose an activity: Let's Write, Adding Artist,[™] Alphabet Art or Alphabet Games.



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

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™ Learning Fun™ 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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