

PixterTM
Software

**RESCUE
HEROES**

**MISSION
MASTERS**TM



Fisher-Price

Owner's Manual

Model Number: 74168

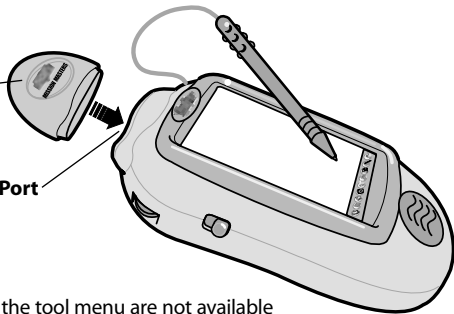


Let's Go!

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

**Rescue Heroes™
Mission Masters™
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 31, Calibrating the Stylus.



Rescue Heroes™ Mission Masters™

Choose one of four mission locations. Touch the screen with the stylus.



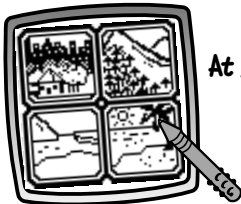
City



wilderness



Arctic



At Sea



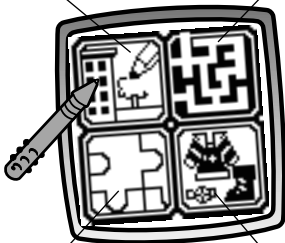
City



- Listen to Warren Waters™ tell you your location.

Scene Starters &
Commander's Report

Mission Mazes



Puzzling Rescues

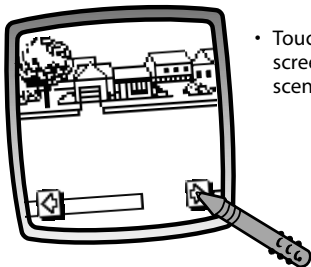
Gear Up!

- Choose an activity or game for your mission. Touch the screen with the stylus.

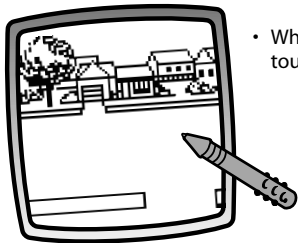
Hint: Each mission has the same activities and games.



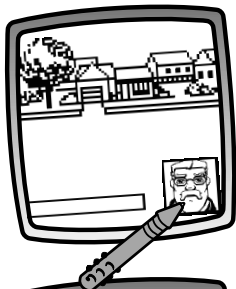
Scene Starters & Commander's Report




- Touch the arrows on the bottom of the screen with the stylus to scroll through scene choices.





- When you find one that you like, touch the screen with the stylus.

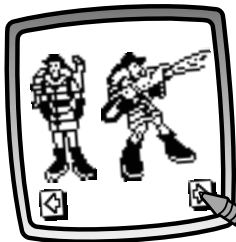


- Touch the commander button  to listen to Warren Water's report.

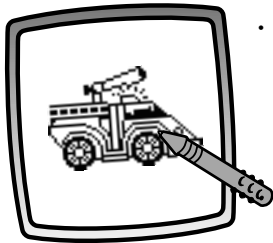


- The blinking arrow on the bottom of the screen encourages you to use the Stamp It tool  on the tool menu. Touch the Stamp It tool  with the stylus.

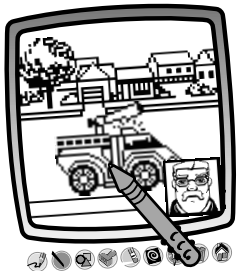








- Touch the arrows on the bottom of the screen with the stylus to scroll through stamper choices. Choose from Rescue Heroes™, people, animals, objects, rescue vehicles, rescue events (fire, earthquake, car accident), rescue equipment and more.




- When you find one that you like, touch the screen with the stylus.





- Now, place your stamper choice in your scene. Touch the screen with the stylus.

Hint: You can choose as many stampers as you'd like! And, use any of the other tools on the tool menu to complete your rescue scene: "Pencil" Tool ; Straight Line ; Shape Maker  or Special Effects Selector .



- Touch the commander button  to listen to Warren Water's™ report.

Hint: To go to another activity or game, touch Home  on the tool menu to go back to the Activities and Games menu in your City mission. Touch Home  again to select a new mission location.



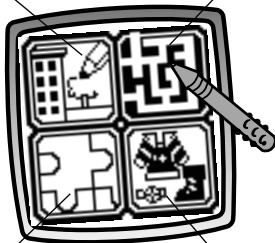
Wilderness



- Listen to Warren Waters™ tell you your location.

Scene Starters &
Commander's Report

Mission Mazes



Puzzling Rescues

Gear Up!

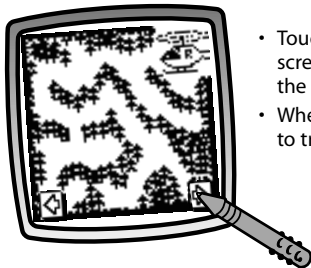
- Choose an activity or game for your mission. Touch the screen with the stylus.

Hint: Each mission has the same activities and games.

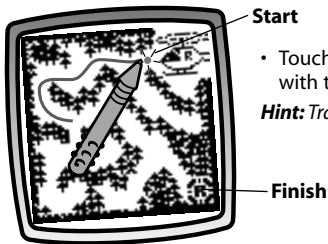


MISSION MAZES

Object of the Game: Find the path from start to finish!

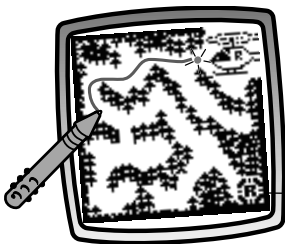


- Touch the arrows on the bottom of the screen with the stylus to scroll through the maze choices.
- When you find a maze that you would like to try, touch the screen with the stylus.



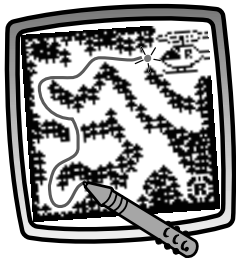
- Touch the blinking dot (it's the start point) with the stylus and begin tracing a trail.

Hint: Trace a trail that leads to the finish.



- As you drag the stylus through the maze, the trail flashes. Find the finish (the flashing Rescue Heroes™ shield).

Finish





- Oops, you've hit a dead end! Simply retrace your trail (the trail erases if you go back) with the stylus and try a different direction.



- **Hooray!** You've reached the finish line.



- Look at your finishing time.

Hint: Now, choose another maze or touch Home  on the tool menu to go back to the Activities and Games menu in your Wilderness mission. Touch Home  again to select a new mission location.





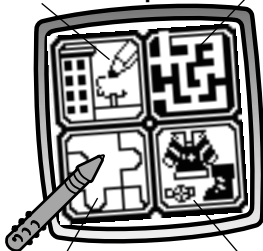
Arctic



- Listen to Warren Waters™ tell you your location.

Scene Starters &
Commander's Report

Mission Mazes



Puzzling Rescues

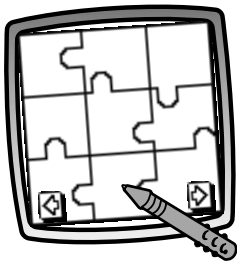
Gear Up!

- Choose an activity or game for your mission. Touch the screen with the stylus.

Hint: Each mission has the same activities and games.



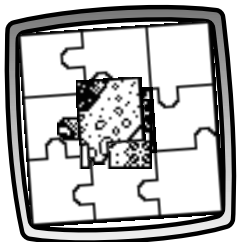
Puzzling Rescues



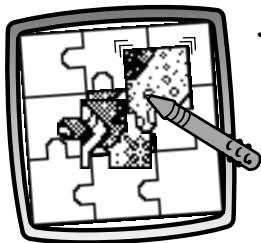
- Touch the arrows on the bottom of the screen with the stylus to scroll through different puzzle outlines.
- When you find a puzzle that you would like to try, touch the screen with the stylus.



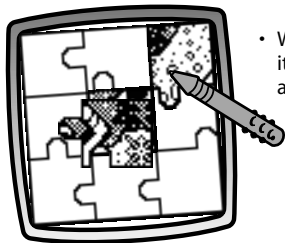
- Look closely, the completed puzzle flashes on the screen!



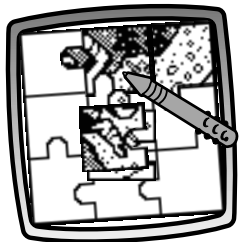
- Watch as your puzzle pieces stack in the middle of the puzzle outline.



- Touch the top puzzle piece with the stylus and drag it into the correct position on the puzzle.





- When you drag it to the correct spot, it will “snap” into place and you’ll hear a tone.



- Now, drag the next piece into place with the stylus.



- After you place the last piece of the puzzle in place, the puzzle comes to life!

Hint: Now, choose another puzzle or touch Home  on the tool menu to go back to the Activities and Games in your Arctic mission. Touch Home  again to select a new mission location.



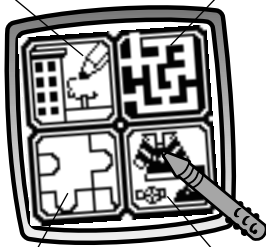
At Sea



- Listen to Warren Waters™ tell you your location.

Scene Starters &
Commander's Report

Mission Mazes



Puzzling Rescues

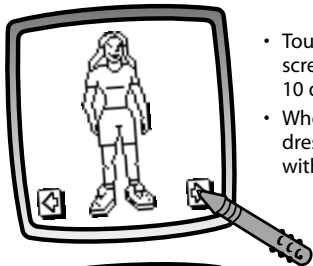
Gear Up!

- Choose an activity or game for your mission. Touch the screen with the stylus.

Hint: Each mission has the same activities and games.





Gear Up

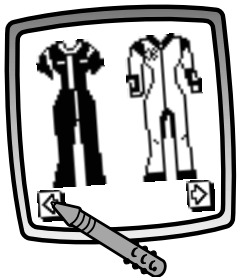


- Touch the arrows on the bottom of the screen with the stylus to scroll through 10 different Rescue Heroes™ choices.
- When you find one that you'd like to dress and accessorize, touch the screen with the stylus.



- The blinking arrow on the bottom of the screen encourages you to use the Stamp It tool  on the tool menu. Touch the Stamp It tool  with the stylus.





- Touch the arrows on the bottom of the screen with the stylus to scroll through gear choices.











- When you find something you'd like to add to your Rescue Hero, touch the screen with the stylus.



- You're back to your Rescue Hero. Touch the screen with the stylus to see your stamper choice.
- Now, drag your stamper choice into position.

Hints:

- Touch the Stamp It tool  again to make additional choices or use any of the tools on the tool menu: "Pencil" Tool ; Straight Line ; Shape Maker ; or Special Effects Selector .
- Touch the Save It (and Adjust the Volume)  to save your drawing.
- Touch Home  to go back to the Activities and Games menu in your At Sea mission. Touch Home  again to select a new mission location.



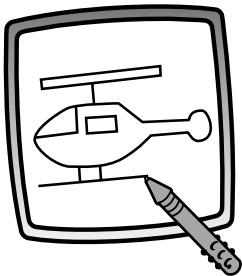
Tool Menu



"Pencil" Tool



Touch for freestyle drawing or writing.



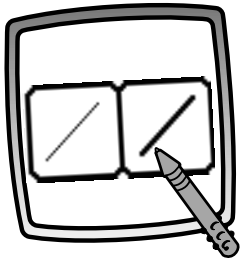
Create your own drawing or write a message with the stylus.



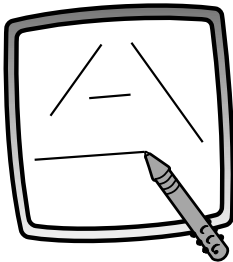
Straight Line



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!

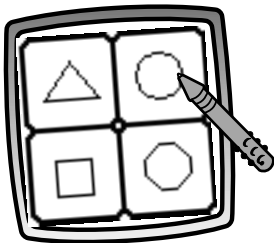
Hint: Make your own shapes or create your own connect-the-dots.



Shape Maker

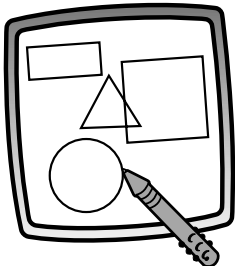


Touch to make shapes.



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.

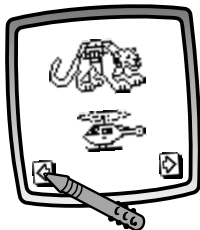
Hint: To make a triangle, touch the screen and drag the stylus to make the base of the triangle. Then, touch the base line with the stylus and drag it to complete the triangle.



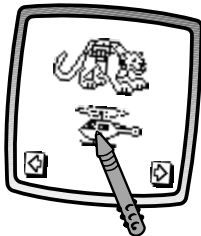
Stamp It!



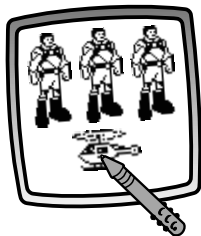
Touch for stamper art.




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!

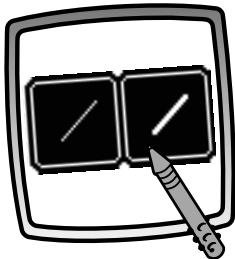
Hint: To choose more than one stamper, simply touch the Stamp It  tool; touch the arrows to scroll through the different stampers; and touch the screen with the stylus to choose a stamper and look – you're back to your activity.



Eraser



Touch to make your stylus an eraser.



Now, choose the line thickness for your eraser.



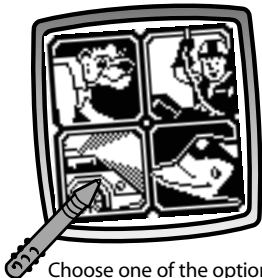
Use your stylus to erase any part of what's on the screen.



Full Screen Erase



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



Choose one of the options and watch and listen as your drawing disappears.



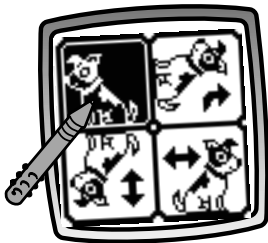
Hint: After using the full screen erase, you're still in the same activity using the same tool.



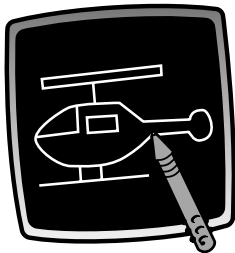
Special Effects Selector



Touch to choose a special effect.



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



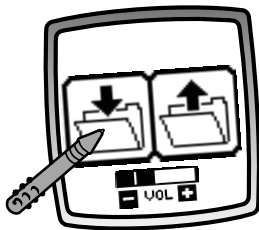
Touch the screen with the stylus and watch your drawing change.






Save It! (and Adjust the Volume)



Touch to save or retrieve your drawing; or adjust the volume (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:

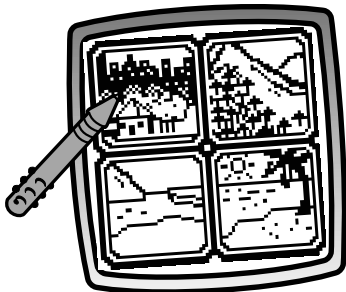
- You can save one picture at a time! Each time you save a picture, it replaces the one already there.
- After you save a picture, it will appear on your screen again. To make a new drawing, choose another activity/tool.



Home



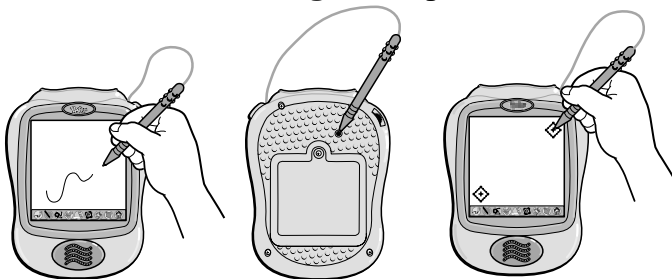
Touch to go back to the Home Screen.






Choose a mission location: City, Wilderness, Arctic or At Sea.



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. This will be especially noticeable in the Mission Mazes game. 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.



One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pixter™ Rescue Heroes™ Mission Masters™ 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.



Consumer Information

Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-5437**, 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 500302.

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.





Mission Masters™

www.fisher-price.com

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