

**Pixter**<sup>TM</sup>  
Software

**SPORTS**



**Fisher-Price**

**Owner's Manual**

Model Number: B0844

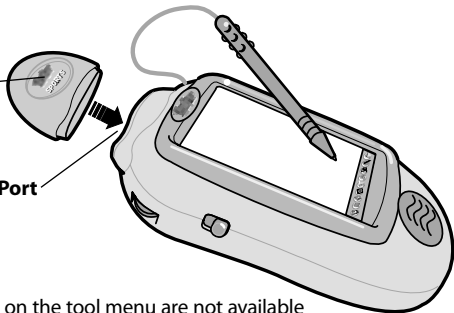


## Let's Go!

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

**Sports  
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 35, Calibrating the Stylus.



# Sports

Choose an activity or game from the Home Screen: **Stadium Scene Starters & Sports Stampers**, **Scout a Superstar**, **SCORE!** or **Trick Out!** Touch the activity or game on the screen with the stylus.



Stadium Scene Starters  
& Sports Stampers



Scout a Superstar



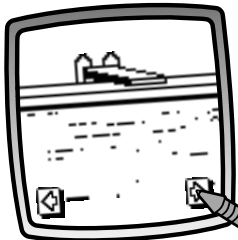
SCORE!



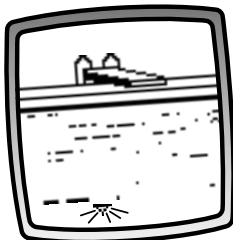
Trick Out!









# Stadium Scene Starters & Sports Stampers



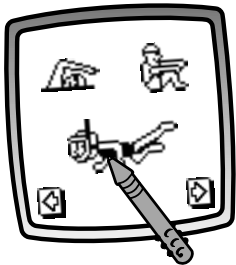
- Touch the arrows on the bottom of the screen with the stylus to view each of the 10 sports scenes.
- When you find one that you like, touch the screen with the stylus.



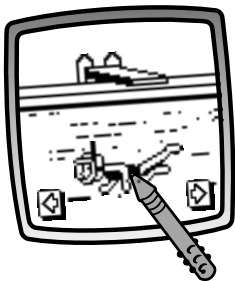
- The blinking arrow on the bottom of the screen encourages you to use the Stamp It  tool on the tool menu. Touch the Stamp It  tool on the tool menu to choose people and objects to complete your scene.

**Hint:** You can also use the other tools: "Pencil" Tool ; Straight Line ; Shape Maker ; or Special Effects Selector  to decorate the background.










- Touch the arrows on the bottom of the screen with the stylus to see stamper choices.
- When you find something that you'd like to use, touch your choice on the screen with the stylus.



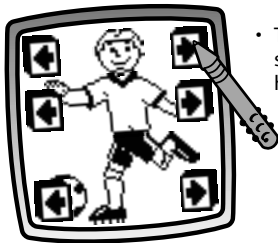
- You're back to your sports scene. Touch the screen with the stylus to add your stamper choice.

### **Hints:**

- You can choose more than one stamper if you'd like! Simply touch the Stamp It  tool on the tool menu to make another choice and then return back to your sports scene.
- When you're finished with your design, you can Erase It  ; Erase All  ; Save It  ; or touch Home  on the tool menu to return to the Home Screen.



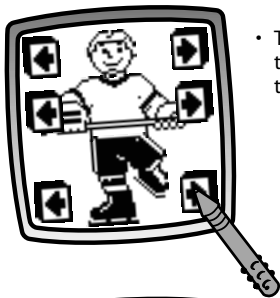
## Scout a Superstar



- Touch the arrows on the top of the screen with the stylus to change the head of the athlete.



- Touch the arrows on the middle of the screen with the stylus to change the body of the athlete.









- Touch the arrows on the bottom of the screen with the stylus to change the athlete's feet.

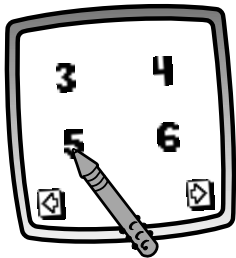


- After you have created your superstar, touch the screen with the stylus.



- 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 on the tool menu to choose accessories for your athlete.

**Hint:** You can also use the other tools: "Pencil" Tool ; Straight Line ; Shape Maker ; or Special Effects Selector .








- Touch the arrows on the bottom of the screen with the stylus to see stamper choices.
- When you find something that you'd like to use, touch your choice on the screen with the stylus.



- You're back to your superstar. Touch the screen with the stylus to add your stamper choice.

### Hints:

- You can choose more than one stamper if you'd like! Simply touch the Stamp It  tool on the tool menu to make another choice and then return back to your athlete.
- When you're finished with your design, you can Erase It  ; Erase All  ; Save It  ; or touch Home  on the tool menu to return to the Home Screen.



# Score!

**Soccer**

**Hockey**

**Basketball**

**Baseball**





Choose a sport to play – Soccer, Hockey, Basketball or Baseball. Touch the sport on the screen with the stylus.





## Soccer



- You have 90 seconds to score as many goals as you can. Touch the  on the screen with the stylus to shoot the ball at the goalie. As time runs down, the goalie moves faster and faster, so time your shot carefully!

**Hint:** Use the arrows next to the  to move your shot to the right or to the left.


- When time runs out, your goal total is shown on the screen!
- You're back to the SCORE! menu . Choose another sport to play – Soccer, Hockey, Basketball or Baseball. Touch the sport on the screen with the stylus.


**Hint:** When you're finished playing this activity, touch Home  on the tool menu to return to the Home Screen. Choose another activity!




## Hockey




- You have 60 seconds to score as many goals as you can. Touch the  on the screen with the stylus to shoot the puck at the goalie. As time runs down, the goalie moves faster and faster, so time your shot carefully!

**Hint:** Use the arrows next to the  to move your shot to the right or to the left.




- When time runs out, your goal total is shown on the screen!
- You're back to the SCORE! menu . Choose another sport to play – Soccer, Hockey, Basketball or Baseball. Touch the sport on the screen with the stylus.


**Hint:** When you're finished playing this activity, touch Home  on the tool menu to return to the Home Screen. Choose another activity!





## Basketball



- You have 48 seconds to shoot as many baskets as you can. Touch the  on the screen with the stylus to shoot a basket. As time runs down, the defender moves faster and faster, so time your shot carefully!

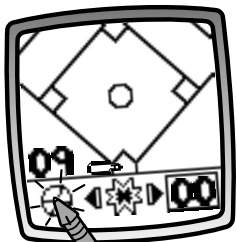
**Hint:** Use the arrows next to the  to move your shot to the right or to the left.

- When time runs out, your basket total is shown on the screen!
- You're back to the SCORE! menu . Choose another sport to play – Soccer, Hockey, Basketball or Baseball. Touch the sport on the screen with the stylus.

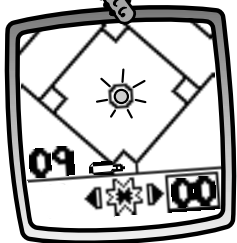
**Hint:** When you're finished playing this activity, touch Home  on the tool menu to return to the Home Screen. Choose another activity!



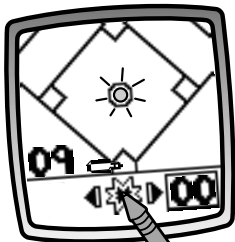
## Baseball





- Try to get as many runs as you can in nine innings (90 seconds). When you hit the ball, watch how far your batter runs. Is it a base hit, double, triple or home run! Touch the blinking ball on the bottom left corner of the screen with the stylus for the first pitch.

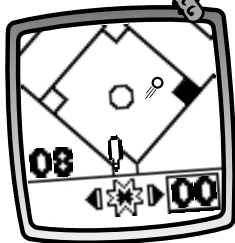


- Look at the blinking circle in the middle of the screen. That tells you that the pitcher is ready to throw a pitch.

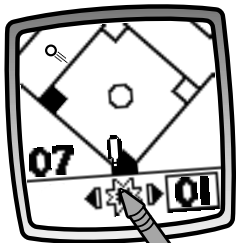


- Touch the  on the screen with the stylus to swing your bat.

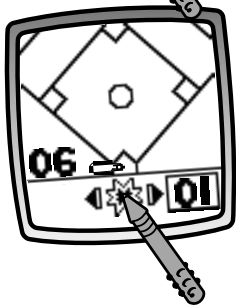
**Hint:** Touch the arrows next to the  on the screen with the stylus to move your batter to the right or to the left.



- If you hit the ball, watch to see which base is highlighted on the screen, or if you hit a home run!



- Each time a batter crosses home plate you get a run scored.




- If you strike out, try again!



- When the game is finished, your run total is shown on the screen!

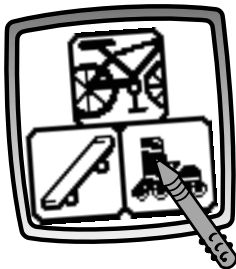


- You're back to the SCORE! menu. Choose another sport to play – Soccer, Hockey, Basketball or Baseball. Touch the sport on the screen with the stylus.

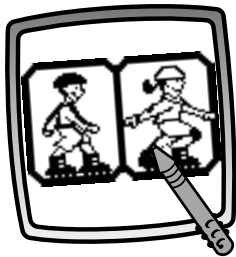
**Hint:** When you're finished playing this activity, touch Home  on the tool menu to return to the Home Screen. Choose another activity!



## Trick Out!



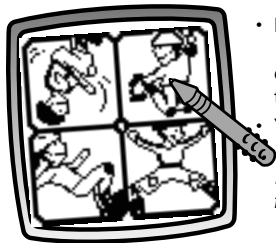
- Choose an extreme sport – bikes, boards or blades. Touch the sport on the screen with the stylus.



- Choose a boy or girl for competition. Touch your choice on the screen with the stylus.

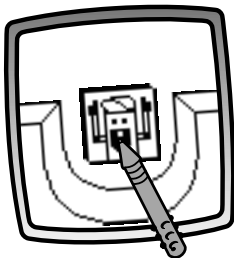



- Now, choose an opponent. Touch your choice on the screen with the stylus.



- It's time to choose the tricks for round 1 of the competition. Choose from any of the four tricks. Touch the screen with the stylus.
- Your selection is now stored.

**Hint:** You will choose three tricks for each round.



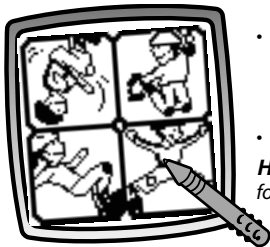
- It's time for competition. Touch the  in the middle of the screen with the stylus to start!



- Watch the performances!

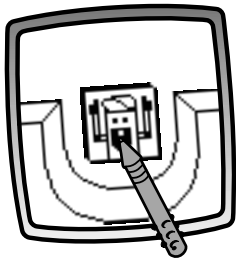



- Look to see the score from the judges from round 1.
- Now it's time for round **2**.



- It's time to choose the tricks for round 2 of the competition. Choose from any of the four tricks. Touch the screen with the stylus.
- Your selection is now stored.

**Hint:** You will choose three tricks for each round.



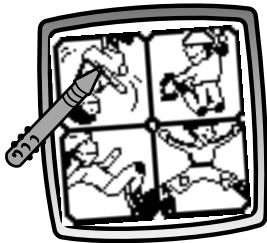
- It's time for competition. Touch the  in the middle of the screen with the stylus to start!



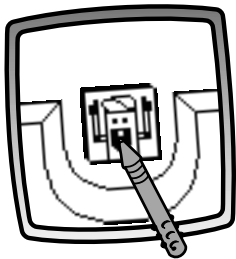
- Watch the performances!




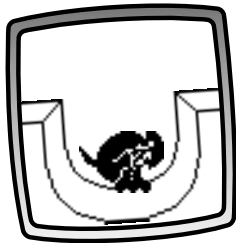
- Look to see the combined score from rounds 1 and 2 from the judges. Are you still in the lead?
- Now it's time for round **3**.



- It's time to choose the tricks for round 3 of the competition. Choose from any of the four tricks. Touch the screen with the stylus.
  - Your selection is now stored.
- Hint:** You will choose three tricks for each round.*



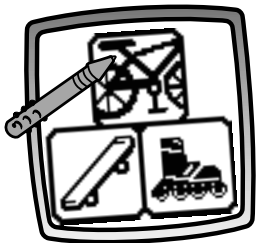
- It's time for competition. Touch the  in the middle of the screen with the stylus to start!




- Watch the performances!



- When the competition is over, look to see the final score of all three rounds.  
**Hooray!**



- Choose another extreme sport – bikes, boards or blades. Touch the sport on the screen with the stylus.

**Hint:** When you're finished playing this activity, touch Home  on the tool menu to return to the Home Screen. Choose another activity!



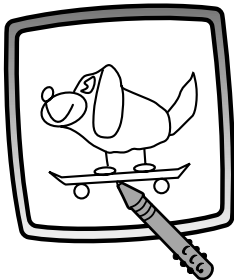
## Tool Menu



### "Pencil" Tool



Touch for freestyle drawing or writing.



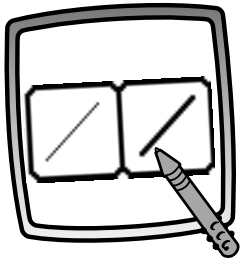
Create your own drawing or write a message with the stylus.



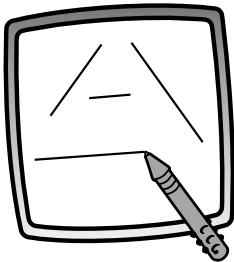
## Straight Line



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!

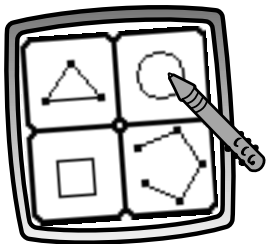
**Hint:** Make your own shapes or create your own connect-the-dots.



## Shape Maker

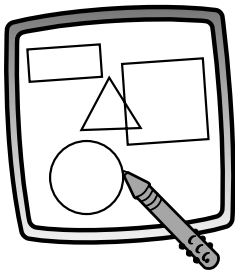


Touch to make shapes.



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.

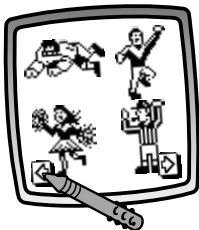
**Hint:** To make a triangle, touch the screen and drag the stylus to make the base of the triangle. Then, touch the base line with the stylus and drag it to complete the triangle.



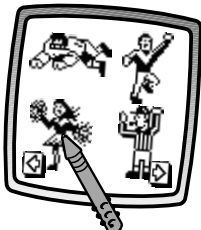
## Stamp It!



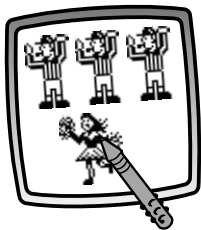
Touch for stamper art.




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!

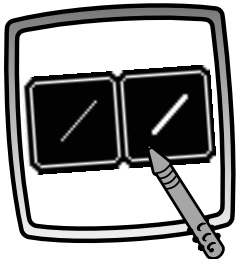
**Hint:** To choose more than one stamper, simply touch the Stamp It  tool; touch the arrows to scroll through the different stampers; and touch the screen with the stylus to choose a stamper and look – you're back to your activity.



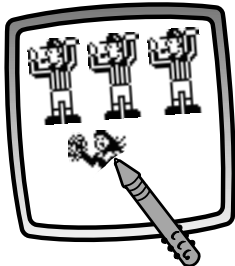
## Eraser



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.



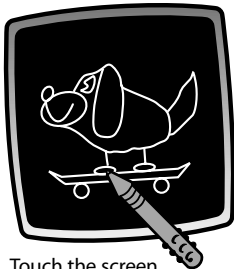
## Special Effects Selector



Touch to choose a special effect.



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



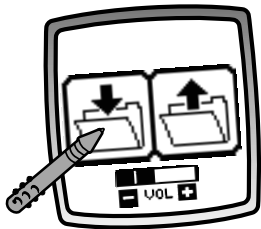
Touch the screen with the stylus and watch your drawing change.






## 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:

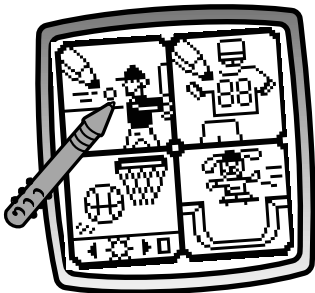
- You can save one picture at a time! Each time you save a picture, it replaces the one already there.
- After you save a picture, it will appear on your screen again. To make a new drawing, choose another activity/tool.



## Home



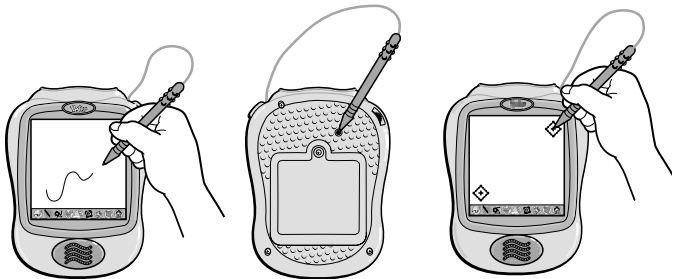
Touch to go back to the Home Screen.






**Choose an activity:** Stadium Scene Starters & Sports Stampers, Scout a Superstar, SCORE! or Trick Out!



## 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.



## One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pixter™ Sports 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](tel:01628500302).

**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.

**Asia:** Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.





**Pixter™**  
**SPORTS**

[www.fisher-price.com](http://www.fisher-price.com)

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