

PixterTM
Software

ARCADE



Fisher-Price

Owner's Manual

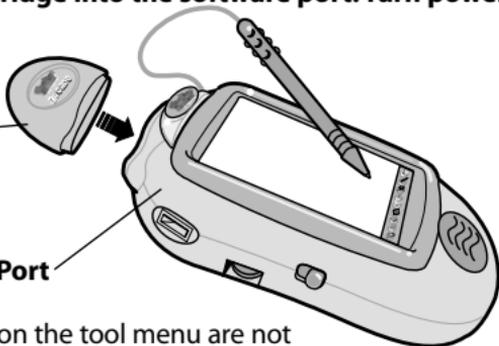
Model Number: B1982



Let's Go!

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

**ARCADE
Software
Cartridge**



Software Port

- Most of the tools on the tool menu are not available for use with this software cartridge. The Home  and the Save It (or Send It)  tools are only available for use. If a tool is not available for use, you will hear a tone.

Hint: This software cartridge can be used with Pixter™, Pixter™ Plus and Pixter™ 2.0 units. The Save It  tool on the tool menu with Pixter™ and Pixter™ Plus is different than the Save It or Send It  tool on Pixter™ 2.0.

- 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 57, Calibrating the Stylus.



ARCADE

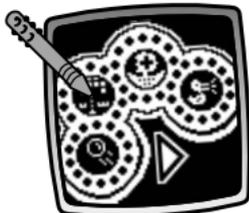
Choose a game from either Home Screen (touch the arrow on the screen with the stylus to move to the other Home Screen): **Pinball Palace™**, **Castle Catapult™**, **Pirate Patrol™**, and **Critter Derby™**. Touch the game on the screen with the stylus.



Pinball Palace™



Pirate Patrol™



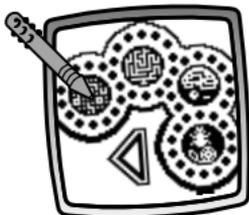
Castle Catapult™



Critter Derby™



Choose a game from either Home Screen (touch the arrow on the screen with the stylus to move to the other Home Screen): **Box Out™**, **Maze Muncher™**, **Rebound** and **Flower Frenzy™**. Touch the game on the screen with the stylus.



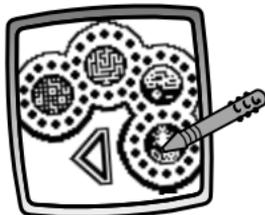
Box Out™



Rebound™



Maze Muncher™



Flower Frenzy™

Hint: If you have Pixter™ 2.0, you can link to another Pixter™ 2.0 for interactive game play or to exchange scores.



Pirate Patrol™

Object of the Game: Hide your fleet – then find and sink your rival's ships before your opponent sinks yours!

Hint: You can link to another Pixter™ 2.0 for interactive game play.



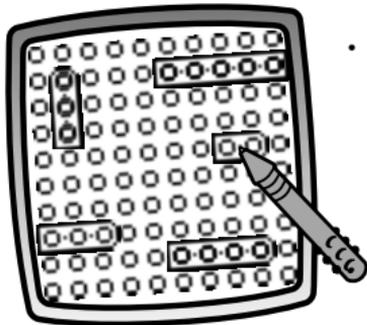
- Choose one player (play against Pixter™) or two player (you can link to another Pixter™ 2.0 and play a friend). Touch the screen with the stylus to choose.



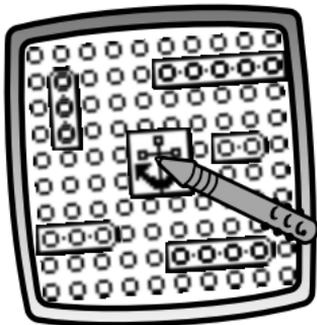
One Player



- Hide each of the five ships in your fleet. Touch one of your ships with the stylus and drag it anywhere on your screen. If you'd like to turn your ship, touch the end of it with the stylus and drag it up or down.



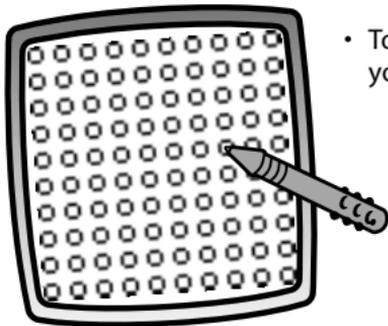
- Hide the rest of your fleet by dragging each ship with the stylus to a new location.



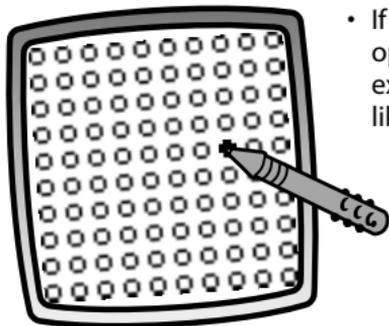
- Touch the anchor  in the middle of the screen with the stylus to begin play.



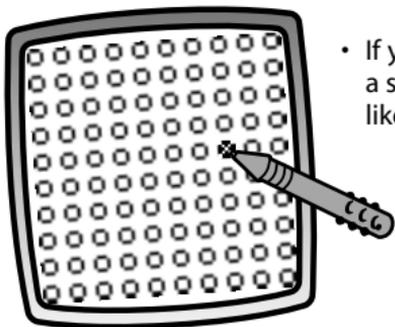
- You're up first.



- Touch any of the target circles on your grid with the stylus.



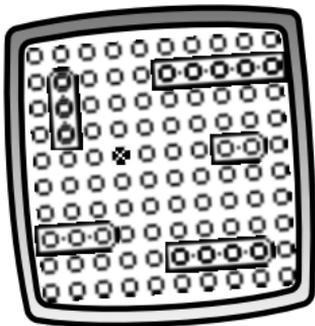
- If you've hit a target (one of your opponent's ships) – you'll hear an explosion and the circle will look like this ■.



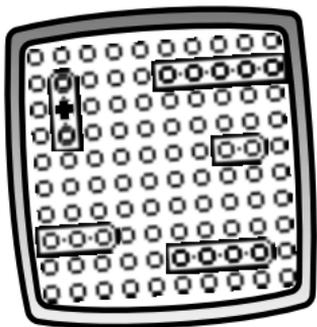
- If you've missed a target – you'll hear a splash and the circle will look like this .



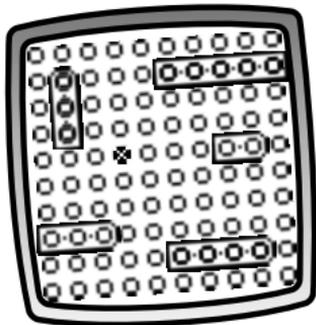
- Now, it's Pixter's turn.



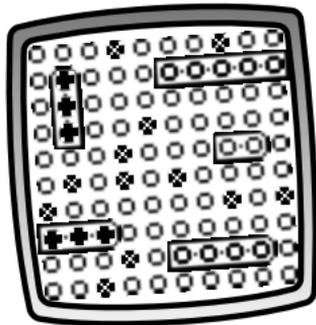
- Watch your grid to see where Pixter™ attacks.



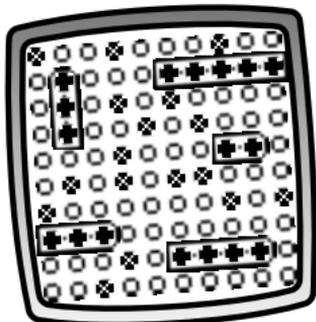
- If Pixter™ hits one of your ships – you'll hear an explosion and the circle will look like this  .



- If Pixter™ missed a target – you'll hear a splash and the circle will look like this .
- Game play continues as you and Pixter™ take turns searching for ships in each other's fleet.



- When you or Pixter™ sink a ship, you'll hear a fun sound effect!



- The first player to sink all five ships in the opponent's fleet, WINS!

Hint: If you'd like to play again, choose one player or two player. If you'd like to play a different game, touch Home  with the stylus on the tool menu to return to the Home Screen.



Two Players



- If you choose two players, look at the screen to see if you and your opponent are properly linked!



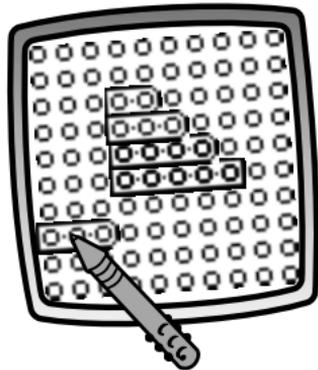
- If you are properly linked, the image on the screen smiles and nods yes.

Hints:

- Be sure your opponent's Pixter™ 2.0 unit is turned on and Pirate Patrol™ is selected from the Home Screen.
- Your opponent should not be closer than one foot, but no more than five feet away from you.
- Make sure the signal domes are pointed toward each other.



- If you are not properly linked, the image on the screen frowns and shakes no.



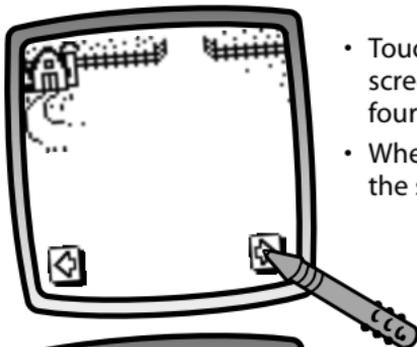
- Game play is the same as one player game play, but instead of playing against Pixter™, you will play against a friend on another Pixter™ 2.0 unit. Please see the instructions on pages 7 - 13 for game play explanation.



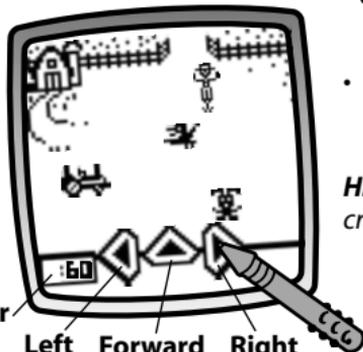
Critter Derby™

Object of the Game:

Move as many critters across the screen as you can in 60 seconds!



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



- Touch the arrows on the bottom of the screen with the stylus to move your critter forward, to the left or to the right.

Hint: *You have 60 seconds to move as many critters as possible across the screen.*

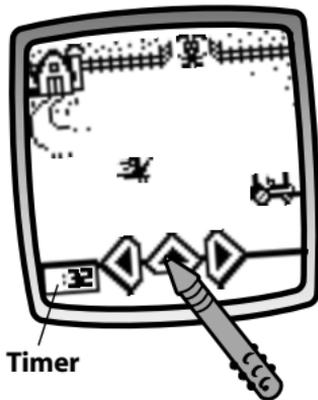
Timer

Left Forward Right



- Watch for the moving obstacles – don't get squashed!

Moving Obstacle



Timer

- When your critter safely reaches the other side – you've scored a point! Try to move another critter across the field.

Hint: Keep track of the time left to move the critters.



- When time has run out, look to see how many critters you've moved.
- If you have a Pixter 2.0™ unit, and you'd like to send your score to another Pixter™ 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.



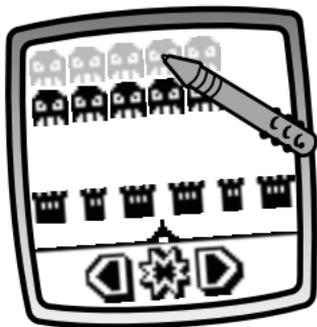
- Touch  on the screen with the stylus.

Hint: To play again, touch the screen with the stylus. If you'd like to play a different game, touch Home  on the tool menu with the stylus and return to the Home Screen.



Castle Catapult™

Object of the Game: *Defend your castles and score the most points!*



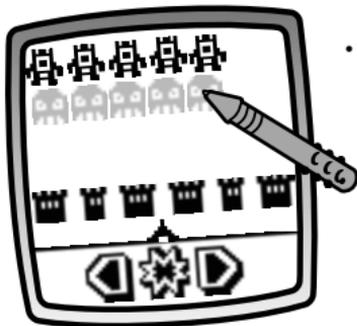
- Choose a monster for the top row. Touch the top, flashing row on the screen with the stylus.

Hint: *Top row monsters move and shoot faster than the bottom row!*



- Each monster has a point value. Choose a monster. Touch the screen with the stylus.

Hint: *The higher the point value, the tougher the monster!*

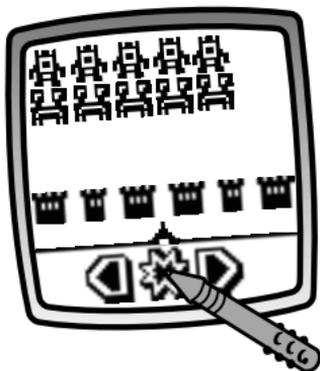


- Choose a monster for the bottom row. Touch the bottom, flashing row on the screen with the stylus.

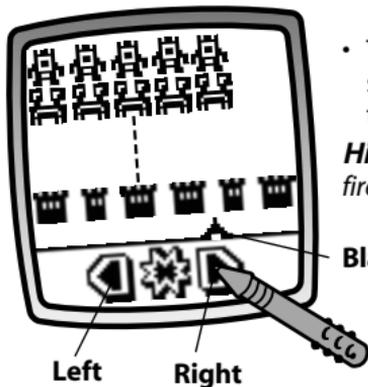
Hint: Bottom row monsters move and shoot slower than the top row!



- Each monster has a point value. Choose a monster. Touch the screen with the stylus.

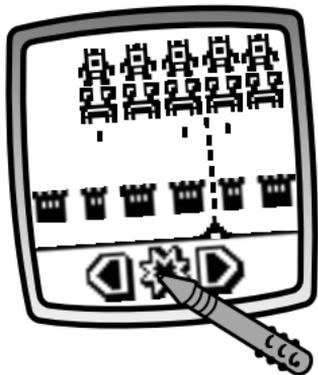


- To begin the game, touch the star  on the bottom of the screen with the stylus.



- Touch the arrows on the bottom of the screen with the stylus to move your blaster to the left or to the right.

Hint: Use this tool to position your blaster to fire or keep your blaster safe from monster fire!



- Now, touch the star  to blast the moving monsters.

Hint: Blast the monsters before they blast you!



- When you have blasted all of the monsters – look at your score for the first round. It's time to pick new monsters to continue the game.

Hint: The monsters move faster with each round of play.



- If you are blasted, the game's over. Look at the screen for your score!
- If you have a Pixter 2.0™ unit and you'd like to send your score to another Pixter™ 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.



- Touch  on the screen with the stylus.

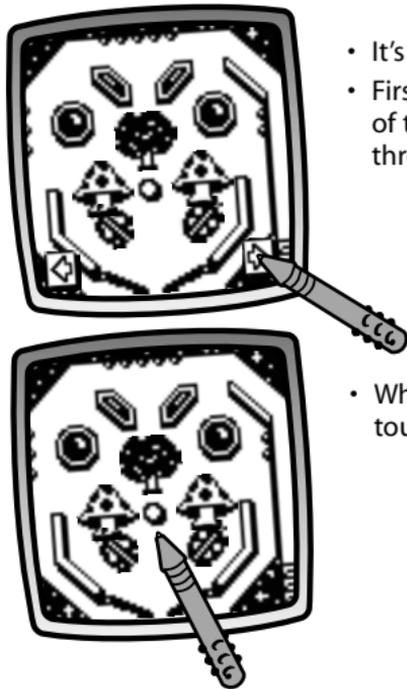
Hint: To play again, touch the screen with the stylus. If you'd like to play a different game, touch Home  on the tool menu with the stylus and return to the Home Screen.



Pinball Palace™

Object of the Game:

Keep the ball in play as long as possible to tally the highest score!

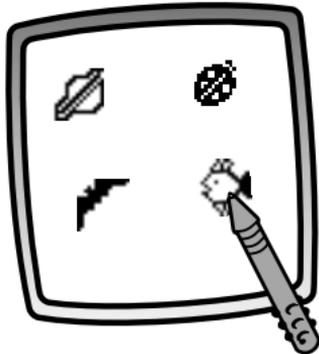


- It's time to customize your game.
- First, touch the arrows on the bottom of the screen with the stylus to scroll through all four game themes.

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



- If you'd like to change any of the bumpers on your game, touch the bumper with the stylus on the screen.



- Now, look at the choices on the screen. When you find one that you like, touch the screen with the stylus.

Hint: You can change any or all of your bumpers!



Plunger

- Let's play! Touch the plunger in the bottom right corner of the screen with the stylus.
- Touch the plunger again with the stylus to launch the first ball.

Hint: You will get three balls with each game, unless you get bonus balls (for every 500 points scored) during play!



- Watch the ball bounce off bumpers to tally points.



Flippers



- To use the flippers and keep the ball in play, touch either flipper on the screen with the stylus.

- If the flipper keeps the ball in play, **great job!** Watch the ball continue to bounce off the bumpers.



- If the flippers miss the ball, the ball disappears from play. Try again! Touch the plunger in the bottom right corner of the screen with the stylus to launch another ball.



- When you have played all of your balls, your score is posted on the screen!



- If you have a Pixter 2.0™ unit and you'd like to send your score to another Pixter™ 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.



- Touch  on the screen with the stylus.
Hint: If you'd like to play another game, touch the screen with the stylus. If you'd like to play a different game, touch Home  on the tool menu with the stylus and return to the Home Screen.



Box Out™

Object of the Game: Close the most boxes to win!

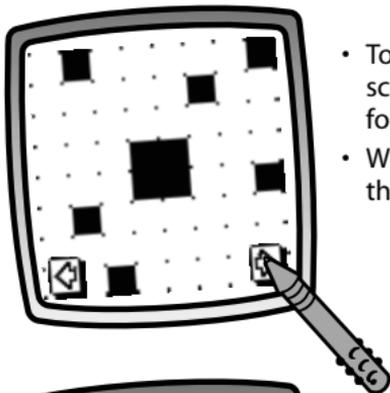
Hint: You can link to another Pixter™ 2.0 for two player game play.



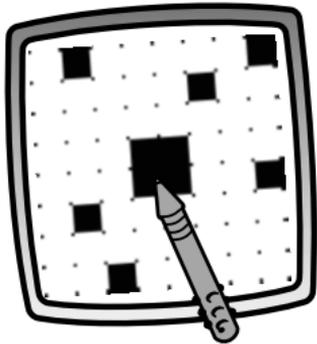
- Choose one player (play against Pixter™) or two player (you can link to another Pixter™ 2.0 and play a friend). Touch the screen with the stylus to choose.



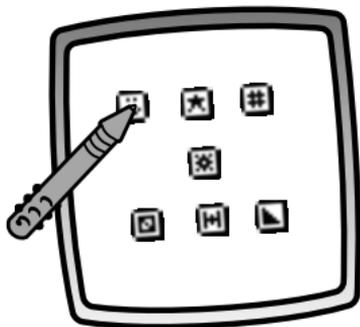
One Player



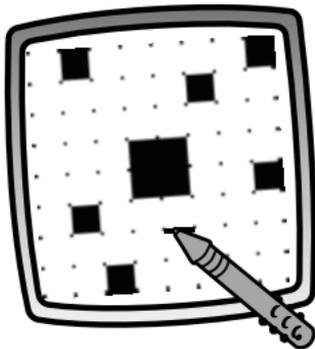
- Touch the arrows on the bottom of the screen with the stylus to view each of four grids for play.
- When you find one that you like, touch the screen with the stylus.



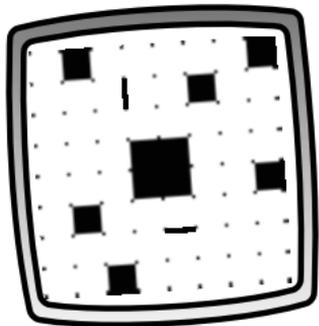
- Touch the screen again with the stylus to view and choose a stamp choice.



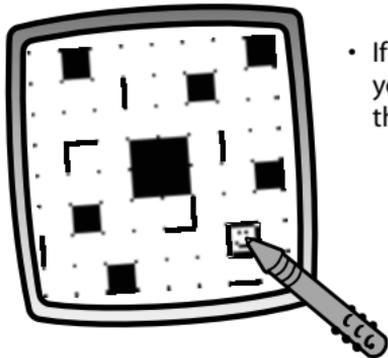
- Choose your stamp (to place when you complete a box). Touch the stamp on the screen with the stylus to select it.



- It's your turn first. Touch the screen with the stylus to draw a line – across or down – between two points.



- Now it's Pixter's turn. Watch carefully to see where Pixter™ draws a line.
- Game play continues as you and Pixter™ take turns drawing lines. Keep in mind that you are trying to draw the last line to make a box and place your stamp in it.



- If you draw the last line to make a box, your stamp automatically appears in the box. You get another turn!



- Game play continues until there are only boxes (with stamps) on the screen.



- Watch as your score and Pixter's score appear on the screen!

Hint: If you'd like to play again, choose one player or two players. If you'd like to play a different game, touch Home  with the stylus on the tool menu to return to the Home Screen.





Two Players



- If you choose two players, look at the screen to see if you and your opponent are properly linked!



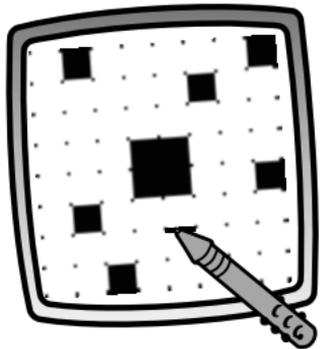
- If you are properly linked, the image on the screen smiles and nods yes.

Hints:

- Be sure your opponent's Pixter™ 2.0 is turned on and Box Out™ is selected from the Home Screen.
- Your opponent should not be closer than one foot, but no more than five feet away from you.
- Make sure the signal domes are pointed toward each other.



- If you are not properly linked, the image on the screen frowns and shakes no.

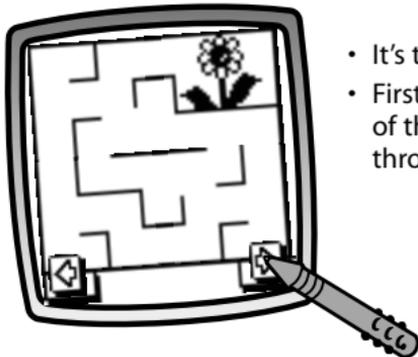


- Game play is the same as one player game play, but instead of playing against Pixter™, you will play against a friend on another Pixter™ 2.0 unit. Please see the instructions on pages 31 - 34 for game play explanation.

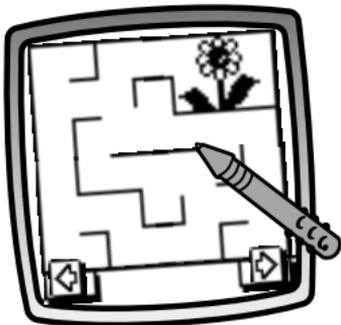


Maze Muncher™

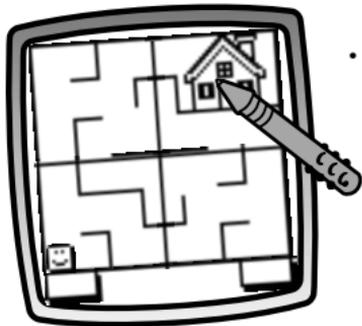
Object of the Game: *Collect as many points as you can making a path from start to finish in as little time as possible.*



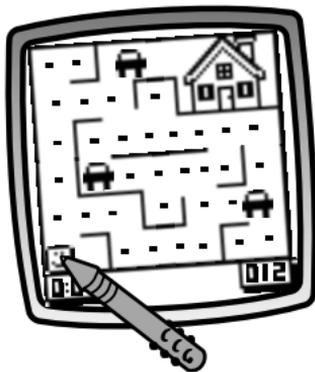
- It's time to customize your game.
- First, touch the arrows on the bottom of the screen with the stylus to scroll through all four mazes.



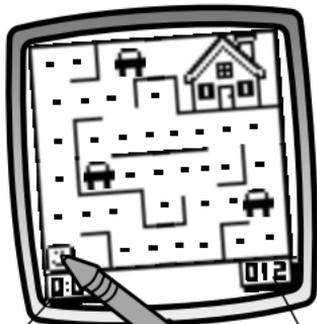
- When you find one that you like, touch the screen with the stylus.



- Next, touch each quadrant on the screen as many times as you'd like with your stylus to scroll through different choices for each quadrant.



- Touch the smiley face ☺ on the screen with the stylus to begin.

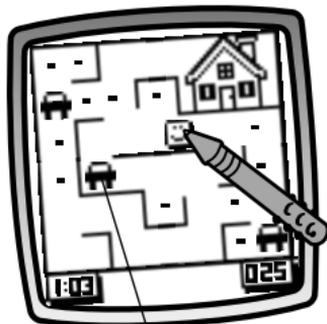


Timer

Score

- There is a timer in the lower left corner and your score in the lower right corner of the the screen.
- Touch and drag the smiley face through the maze.

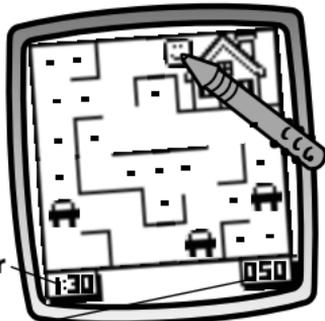
Hint: Remember, you are also trying to finish in record time!



Moving Obstacles

- Collect as many points as you can by moving over the dots. Watch out for the moving obstacles!

Hint: If you run into a moving obstacle, the game is over.



Timer

Score

- When you reach the finish line, **great job!**
- Look at the screen. First you will see your score and then you will see how much time it took you to complete the maze.
- If you have a Pixter 2.0 unit and you'd like to send your score to another Pixter™ 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.

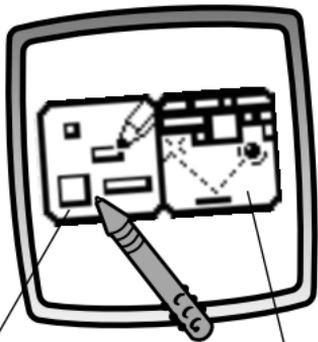


- Touch  on the screen with the stylus.
- Hint:** If you'd like to play again, touch the screen with the stylus. If you'd like to play a different game, touch Home  with the stylus on the tool menu to return to the Home Screen.



Rebound™

Object of the Game: Hit the bricks and score as many points as possible!



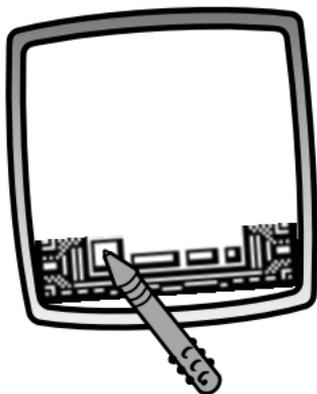
Design Your Wall

Game Play

- Touch the screen with the stylus to design your wall  or go right to game play .



Design Your Wall



- Touch any of the four different bricks on the screen with the stylus to choose it.

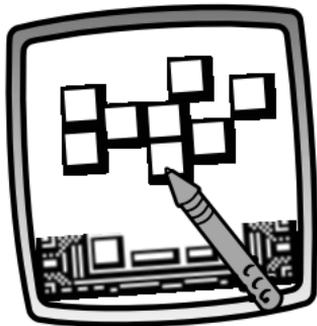
Hint: Each brick has a different point value:

 = 5 points

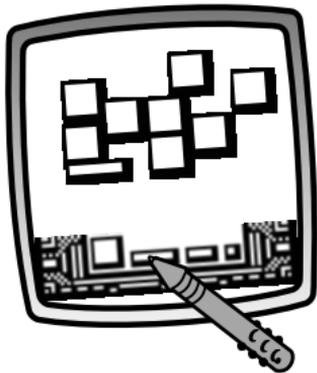
 = 10 points

 = 15 points

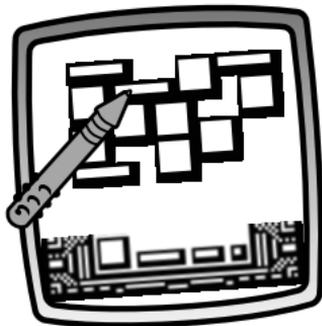
 = 20 points



- Now, touch the screen with the stylus to place the brick on your screen. Touch the screen as many times as you'd like to place the brick.

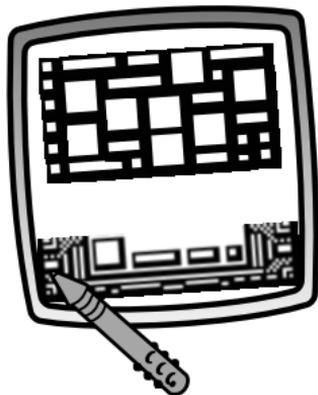


- Choose another brick. Touch the screen with the stylus to select it.



- Touch the screen with the stylus to place the brick on your screen.

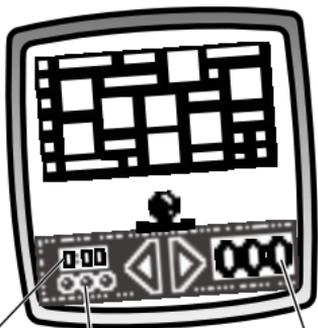
Hint: Continue to choose and place bricks on your screen to build a wall.



- When you have finished building your wall, it's time to play! Touch either the lower left or lower right corner of the screen with the stylus.



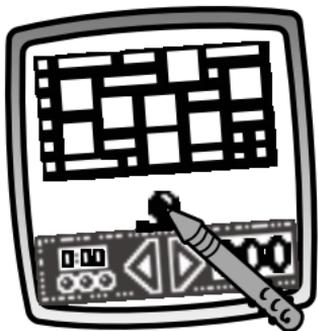
Game Play



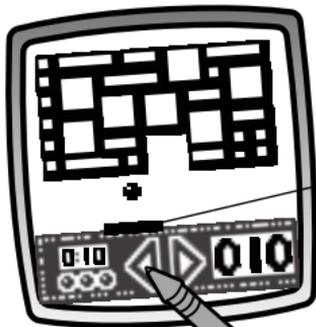
Timer Number of Balls Score

- Look at your screen. You will see a timer in the lower left corner; the number of balls you have to play in the lower left corner; and your score appears in the lower right corner.

Hint: You automatically receive three balls for play. You can receive a bonus ball each time you hit every brick on a wall.

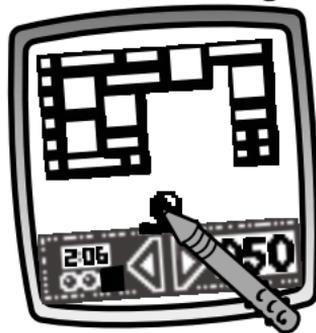


- Touch the large ball on the screen with the stylus to begin. Watch as the ball hits a brick and then bounces back to your paddle.

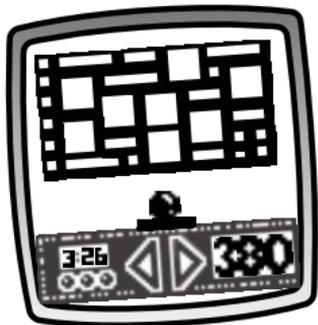


- Touch the left arrow to move your paddle left or the right arrow to move your paddle right.

Paddle



- If you miss the ball with the paddle, you can begin play again by touching the large ball in the middle of the screen.



- If you hit every brick on the screen, you get another brick wall to continue play.

Hint: You will also get a bonus ball to extend play.



- After you have played your last ball, the game is over. Look at the screen to see your score.
- If you have a Pixter™ 2.0 unit and you'd like to send your score to another Pixter™ 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.

Hint: If you'd like to play again, touch the screen with the stylus. If you'd like to play a different game, touch Home  with the stylus on the tool menu to return to the Home Screen.



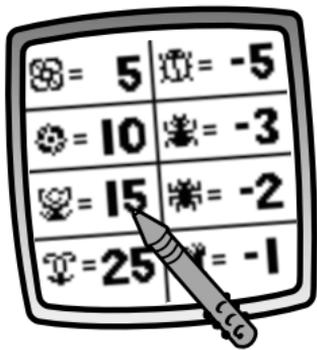


- Touch  on the screen with the stylus.



Flower Frenzy™

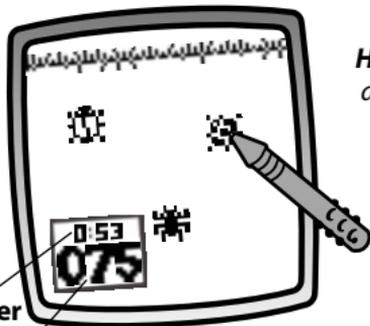
Object of the Game: Touch only the flowers (don't touch the bugs) to score as many points as possible!



- Take note of the point values for the different kinds of flowers and bugs.
- Now touch the screen with the stylus to begin!



- You have 1½ minutes to touch as many flowers as you can with the stylus and accumulate points. Watch out for the bugs. If you touch a bug, points will be subtracted!



Timer
Score

Hint: Look at the screen to see the timer and your score on the left side of the screen.



- When time has run out, look at your score.



- To play again, simply touch the screen with the stylus. You're ready to play again!
- If you have a Pixter™ 2.0 unit and you'd like to send your score to another Pixter™ 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.

Hint: If you'd like to play again, touch the screen with the stylus. If you'd like to play a different game or activity, touch Home  on the tool menu to return to the Home Screen.



- Touch  on the screen with the stylus.



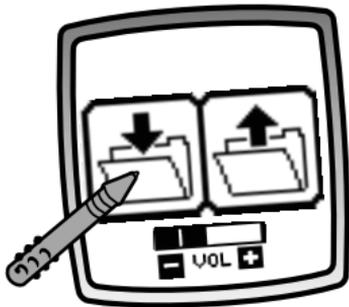
Tool Menu

Save It! (and Adjust the Volume)

Pixter™ and Pixter™ Plus



Touch to save or retrieve your game; 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.

Hint: You can save one game at a time! Each time you save a game, it replaces the one already there.



Save It or Send It
(Add a Subject Line to your message
and Adjust the Volume too)

Paxter™ 2.0



Touch this tool to play against another Paxter™ 2.0 unit; send a score to another Paxter™ 2.0 unit; save or retrieve a game; or adjust the volume.





Save It



Touch the **IN** file  to save; touch the **OUT** of file  to retrieve; touch the volume control  to increase or decrease sound to a comfortable level.

Hints:

- You can save one game at a time! Each time you save a game, it replaces the one already there.
- After you save a game, it will appear on your screen again. To play a new game, touch Home  on the tool menu.

Add a Subject Line to Your Message



To create a subject line for messages, touch each letter of each word with the stylus. When you are finished, touch the screen. Your subject line is automatically stored.



Send It



To play a game with a score, make sure the receiver (the other Pixter™ 2.0 unit) is at least one foot but no more than five feet away and signal domes are aligned! Touch the  on the screen.

To receive a message touch the nodding yes face  on the screen.

Tips

- Make sure the path between the signal domes is free of obstacles.
- For best performance, avoid using in areas of bright light.



Tool Menu

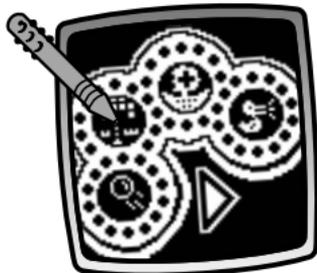
Home

Pixter™, Pixter™ Plus, Pixter™ 2.0

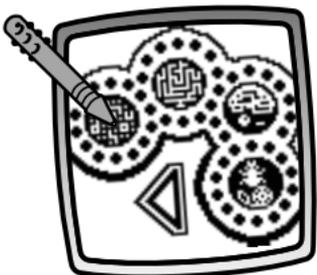


Touch to go back to the Home Screen.

Choose a game from either Home Screen (touch the arrow on the screen with the stylus to move to the other Home Screen).



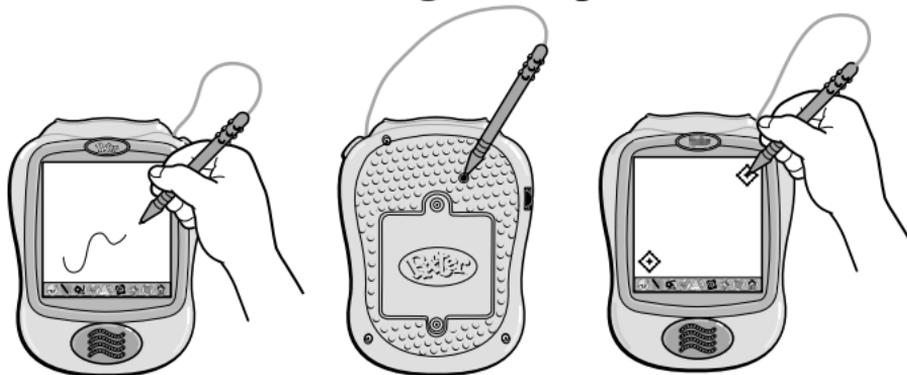
Choose a game; **Pinball Palace™, Castle Catapult™, Pirate Patrol™, or Critter Derby™.** Touch the game on the screen with the stylus.



Choose a game; **Box Out™, Maze Muncher™, Rebound™, and Flower Frenzy™.** Touch the game on the screen with the stylus.



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™ ARCADE 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 countries outside the United States:

CANADA

Questions? 1-800-567-7724, Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

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Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB. Helpline: 01628 500302.

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