

Pixter
COLOR
Software



Fisher-Price
www.fisher-price.com

Barbie

Writing Fun

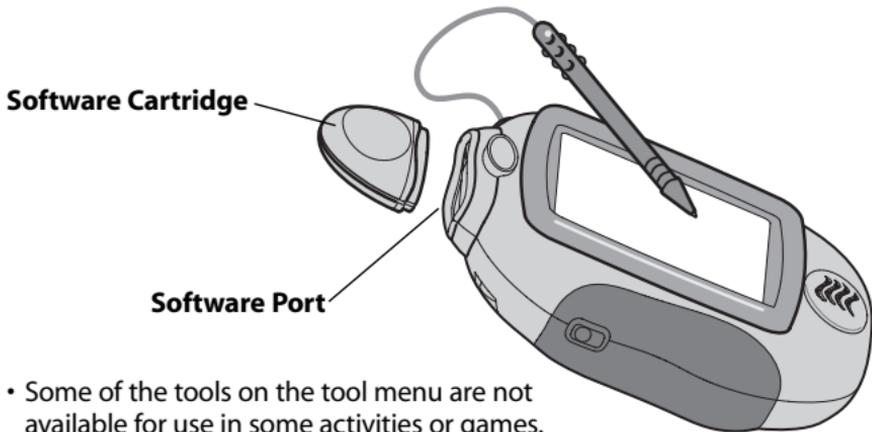
Owner's Manual

Model Number: B2004



Let's Go!

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

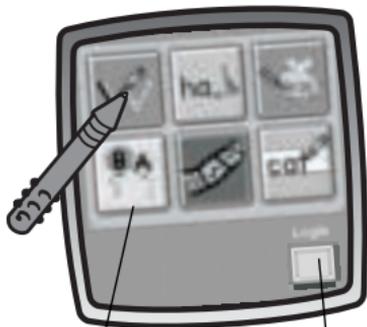


- Some of the tools on the tool menu are not available for use in some activities or games. If a tool is not available for use, you will hear a tone.
- Please keep this manual for future reference, as it contains important information.

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 37, Calibrating the Stylus.



It's Party Time!



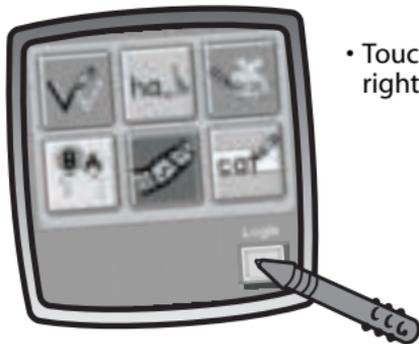
Activities

Login

- Login or choose an activity on the screen.
- Touch your choice on the screen with the stylus.



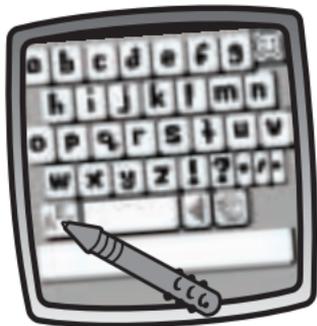
Login!



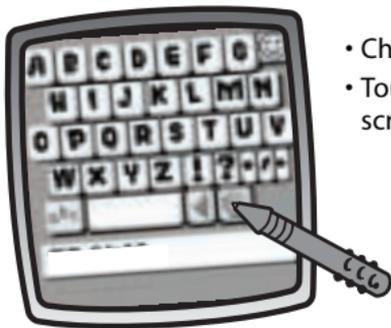
- Touch the flashing box  in the lower right corner with the stylus.



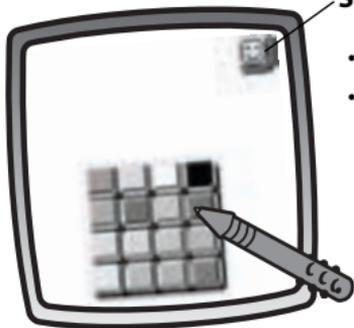
- Touch New Player  in the lower left corner with the stylus (go on to page 5).
- OR**
- Touch your name on the screen with the stylus (go on to page 7).



- Choose upper or lower case letters for your name.
- Touch the abc  button on the screen with the stylus to choose upper case letters; touch again for lower case letters.

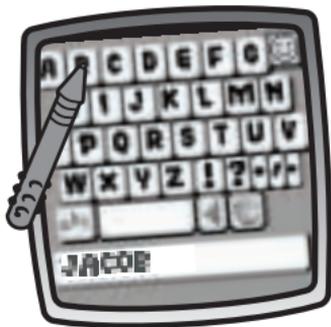


- Choose a color for your name.
- Touch the color palette  on the screen with the stylus.

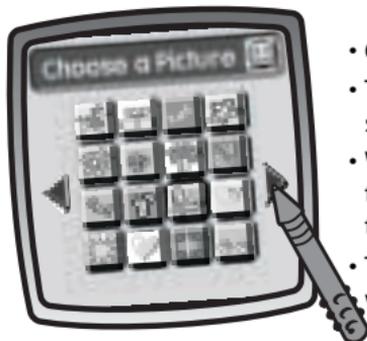


Smiley Button

- Touch a color on the screen with the stylus.
- Touch the smiley button  on the screen with the stylus when you're done!



- Touch each letter of your name on the keyboard with the stylus.
- Touch the smiley button  on the screen with the stylus when you're done!



- Choose a picture to go with your name.
- Touch the arrows on the screen with the stylus to scroll through choices.
- When you find a picture that you like, touch your choice on the screen with the stylus.
- Touch the smiley button  on the screen with the stylus when you're done!



- If you're already logged in, touch your name on the screen with the stylus.



Choose a Game or Activity!

Choose a game or activity from the Home Screen:
Tracing, Spelling, Dress-up, Letters, Music or Words.



Tracing



Spelling



Dress-up



Letters



Music



Words

Hint: Go to page 32 for information on **Top Scores**; page 33 for information about **Progress Reports** and page 36 for information on how to **Log Out!**



Tracing



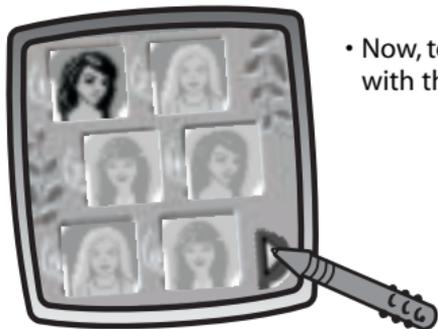
- Choose a level. Touch your choice on the screen with the stylus.

Level 1 – Christie **Level 4** – Christie

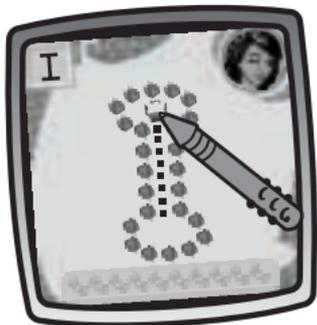
Level 2 – Skipper **Level 5** – Skipper

Level 3 – Lea **Level 6** – Lea

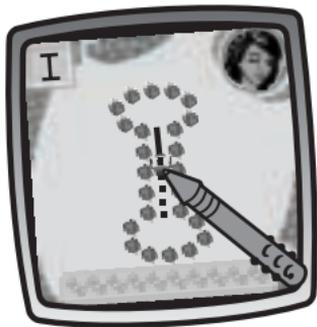
Hint: You need to complete a level before you can select the next level. Complete level 1 and then you can select level 2!



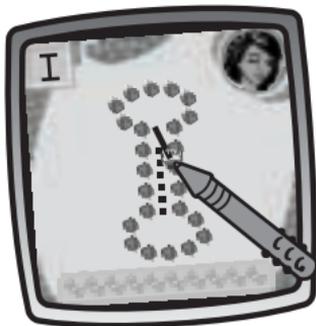
- Now, touch the arrow on the screen with the stylus to begin.



- Look at the letter, numeral or punctuation mark in the upper left corner of the screen.
- It's time to trace! First, touch the basket on the screen with the stylus.



- Now drag the basket on the screen with the stylus to follow the dotted line. Look at the line you made!



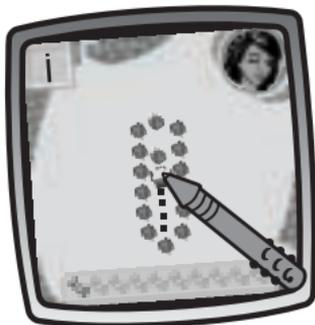
- **Oops**, you didn't follow the dotted line, try again!

Hint: If you don't follow the dotted line a second time, watch the butterfly move the basket and follow the dotted line.



Candy

- **You did it!** You completed the letter, number or punctuation mark!
- You get a piece of candy.



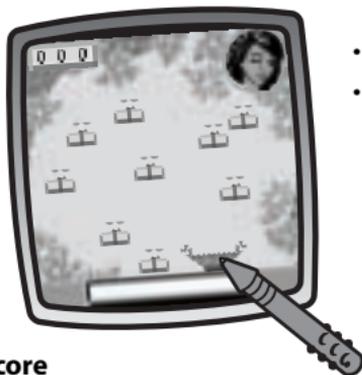
- It's time to trace another letter, number or punctuation mark.



- When you receive your last piece of candy, it's time for a bonus game. Let's go to the garden!

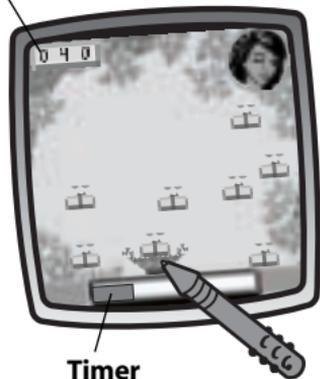


Bonus



- Catch as many presents as you can!
- Move the basket from side to side to catch presents in the basket. Touch the basket on the screen with the stylus and drag it to the left or to the right.

Score



- You score points each time you catch a present in the basket.

Hint: Watch the timer on the bottom of the screen.

Timer



- **Great!** You finished level 1.



- Touch the next level on the screen with the stylus.

Hint: If you'd like to play another game or activity, touch Home  on the tool menu with the stylus.

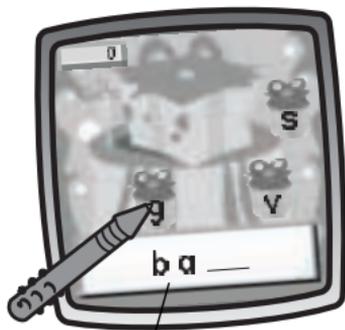




Spelling



- Choose a level. Touch your choice on the screen with the stylus.
 - 1 3 letter words with 1 letter missing
 - 2 4 letter words with 1 or 2 letters missing
 - 3 5 letter words with 2 letters missing



Word

- Look at the word on the bottom of the screen.
- Choose a letter to complete the word. Touch your choice on the screen with the stylus.
- Now, drag the letter with the stylus to the word.



Score



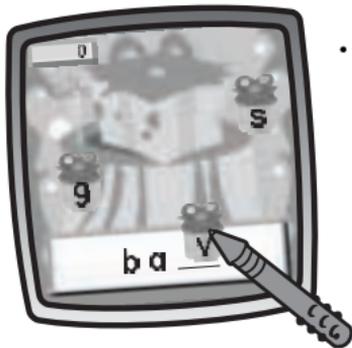
• **Excellent!** You spelled the word correctly.

You score points!

Level 1 – 10 points

Level 2 – 20 points

Level 3 – 30 points



• **Oops,** try again!



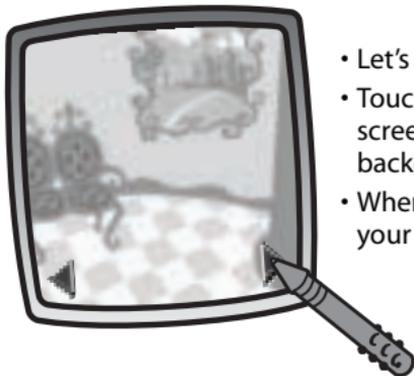
- After completing all of the words in the level, jump to the next level!



- After completing level 3, touch yes to play again or no on the screen with the stylus to return to the home screen.



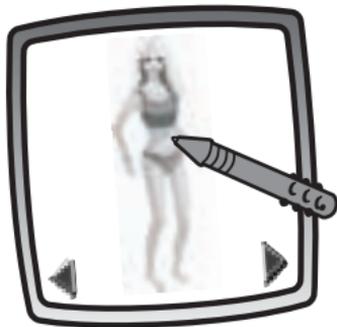
Dress-up



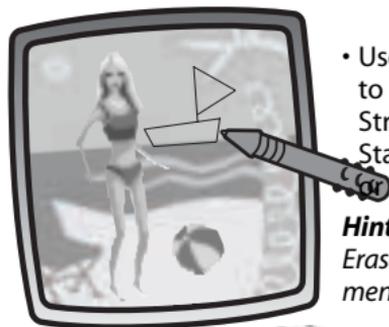
- Let's dress-up and decorate!
- Touch the arrows on the bottom of the screen with the stylus to scroll through backgrounds.
- When you find one that you like, touch your choice on the screen with the stylus.



- Try adding stampers to your background.
- Touch the Stamp It  tool on the tool menu with the stylus.



- Touch the arrows on the bottom of the screen to scroll through stamper choices.
- When you find one that you like, touch your choice on the screen with the stylus.



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

Hint: When you're finished, you can Save It ; Erase All  or touch Home  on the tool menu with the stylus.





Letters



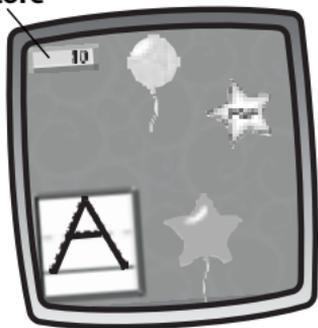
- Choose a level. Touch your choice on the screen with the stylus.
 - 1 Upper and lowercase I, L, T, O, A, D, C, E, F, G, J, Q, U
 - 2 Upper and lowercase S, B, P, R, N, M, H, V, Y, W, X, K, Z
 - 3 Numerals 1- 10



- Look at the letter or numeral on the floating balloon.
- Trace the letter or numeral in the square on the screen with the stylus that matches the letter or numeral on the balloon.



Score

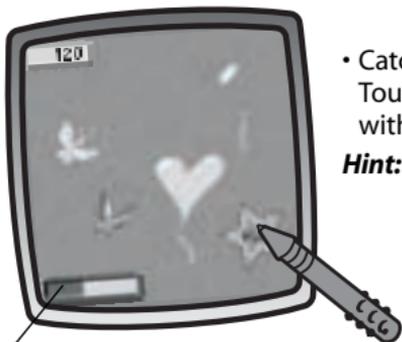


- You score points for each correctly written letter or numeral!

Hint: Listen for bonus balloons. You get extra points!



Bonus



Timer

- Catch balloons to score bonus points.
Touch each floating balloon on the screen with the stylus.

Hint: Watch the timer!



- Jump to the next level!

Hint: If you'd like to play another game or activity, touch Home  on the tool menu with the stylus.



Music



- Let's make a music video.
- Select a music style. Touch your choice on the screen with the stylus.



- Touch the arrow on the bottom of the screen with the stylus.



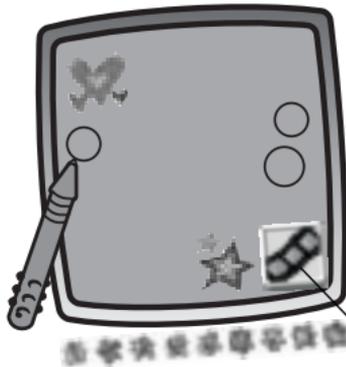
- Select dance steps for a dance routine. Touch the arrows at the top of the screen with the stylus to scroll through choices.
- When you find one that you like, touch your choice on the screen with the stylus.



- Now drag your choice with the stylus on the screen and place it in any of the eight frames on the screen.

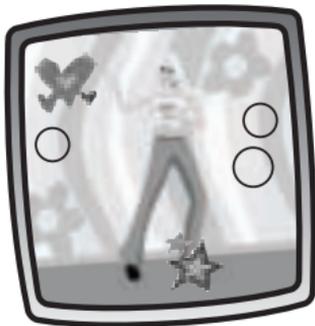


- Repeat this procedure to fill all eight frames.
- After completing the dance routine, touch the arrow on the bottom of the screen with the stylus to continue.



- Draw a background for the video. Use any of the tools on the tool menu: "Pencil" Tool , Straight Line , Shape Maker , Stamp It! , Magic Wand Eraser  or Special Effects Selector .
- When you complete the background, touch the video button  on the bottom of the screen with the stylus.

Video Button



- Watch your music video!



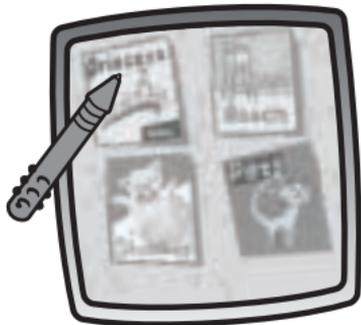
- Touch play again  or new video  on the screen with the stylus. If you'd like to play another game or activity, touch Home  on the tool menu with the stylus.



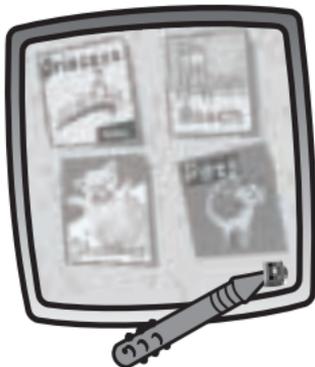
Words



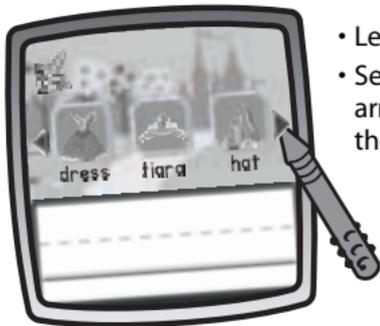
- Let's plan a party. Touch the arrow on the bottom of the screen with the stylus.



- Choose a kind of party. Touch your choice on the screen with the stylus.



- Touch the arrow on the bottom of the screen with the stylus.

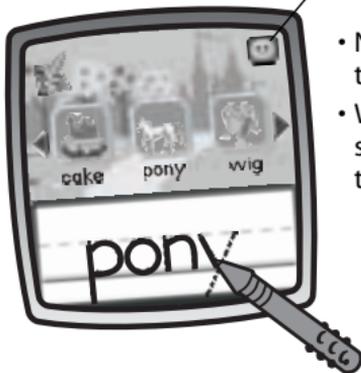


- Let's make a list of items for the party.
- Select items for the party. Touch the arrows at the top of the screen with the stylus to scroll through choices.



- Touch your choice on the screen with the stylus.

Smiley Face



- Now, trace the name of the item on the screen with the stylus.
- When you are finished writing, touch the smiley face in the upper right corner of the screen with the stylus.



Number of Items



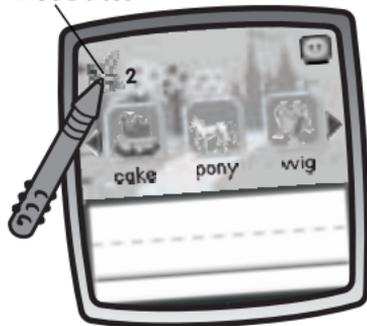
- **Good job!** You have one item on your list!



- Pick more items for your party and write them down on your list.

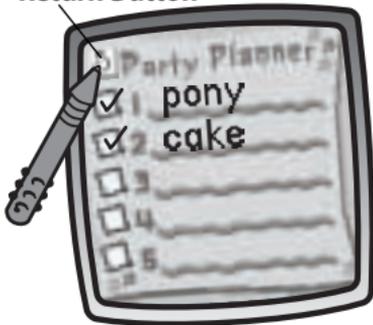


List Button



- Touch the list button  in the upper left corner of the screen with the stylus to see your list!

Return Button



- Look at your list!
- If you'd like to pick more items, touch the return button  in the upper left corner on the screen with the stylus.



Top Score



- Look at your top scores in Spelling or Letters!

Hint: Be sure you login to your name to see your scores.

- Touch the back button  with the stylus to return to the Home Screen.

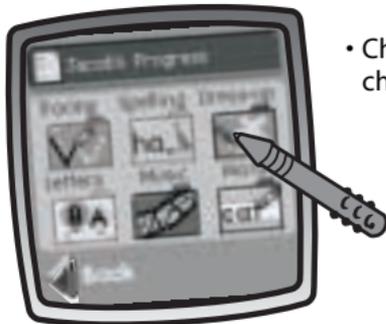


Progress



- Take a look at your progress report in any of the activities.

Hint: Be sure you login to your name to see your progress.



- Choose a game or activity. Touch your choice on the screen with the stylus.



- Touch the **Progress** tab with the stylus to see your progress.

Hint: *There is a progress report only in the Spelling or Letters activities.*

- Touch the **Frequency** tab with the stylus to see how many times you've played each game or activity.
- Touch the **Skills** tab with the stylus to review what skills are included with each game or activity.



Progress



Frequency

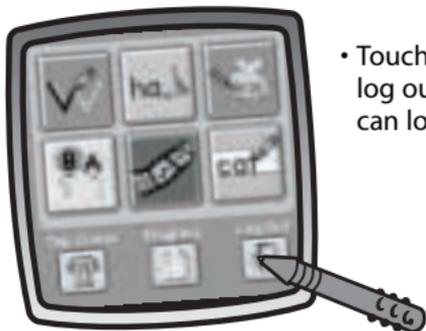


Skills

- Touch the back button  with the stylus to return to the Home Screen.



Log Out

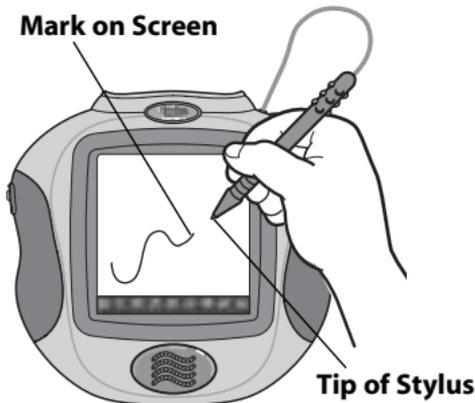


- Touch this button with the stylus to log out as a player. Now, another player can log in!

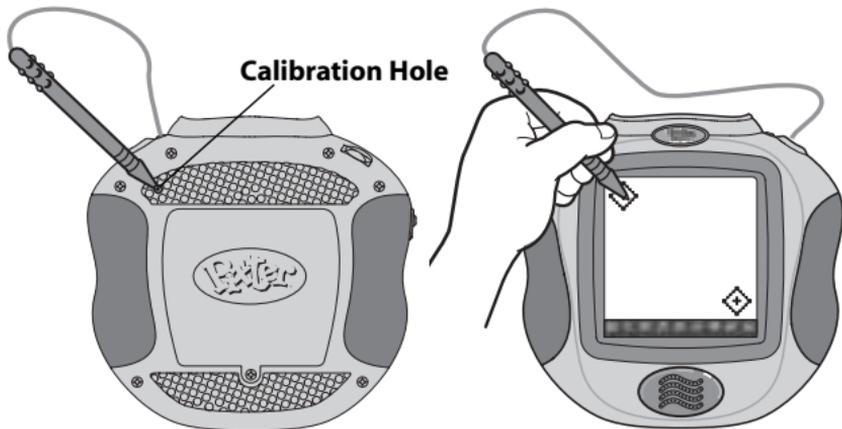


Calibrating the Stylus

Mark on Screen



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 left corner with the tip of the stylus.
- Then, touch the  in the lower right corner with the tip of the stylus.

Hint: After calibrating your screen, the contrast resets to the mid-level.
To change the contrast on the screen, touch the Save It!  tool.



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® Color Barbie Writing 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.



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. Visit us online at www.service.mattel.com. Or, write to: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

For countries outside the United States:

CANADA - Questions? 1-800-432-5437, Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

GREAT BRITAIN - [Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB](http://MattelUKLtd.VanwallBusinessPark.MaidenheadSL64UB).
Helpline: 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.

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

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B2004pr-0920