

Pixter[®]
Deluxe Software

Presented by
**SpongeBob
SquarePants**

**AQUA
ADVENTURE**



Fisher-Price

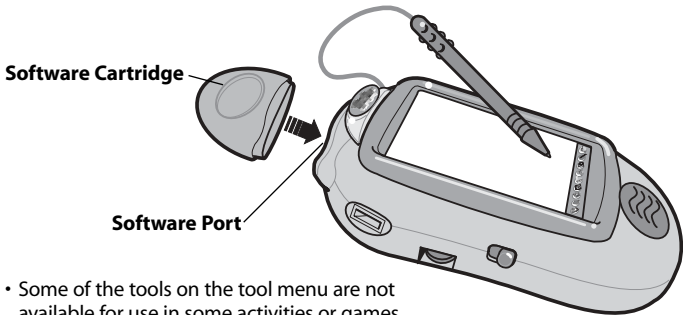
Owner's Manual



Model Number: B8000



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. The Home  and the Save It!  tools are only available for use. 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 56, Calibrating the Stylus.



Aqua Adventure

Choose an activity or game from the Home Screen: **SpongeBob™ Animator Creator and Cartoon Scene Starter**, **Squidward's Food Frenzy**, **Bikini Bottom Boat Race** or **Bikini Bottom Games**. Touch the activity or game on the screen with the stylus.



**SpongeBob™
Animator Creator
and Cartoon
Scene Starter**



**Squidward's
Food Frenzy**



**Bikini Bottom
Boat Race**



**Bikini Bottom
Games**

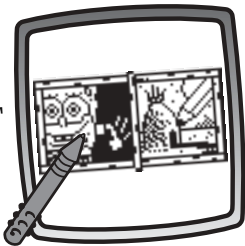
- Bowling
- Jellyfish Wrangling
- Kelp Climbing



SpongeBob™ Animator Creator and Cartoon Scene Starter

Choose an activity: **SpongeBob™ Animator Creator** or **Cartoon Scene Starter**. Touch your choice on the screen with the stylus.

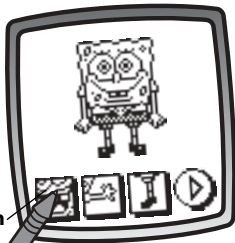
**SpongeBob™
Animator
Creator**



**Cartoon Scene
Starter**

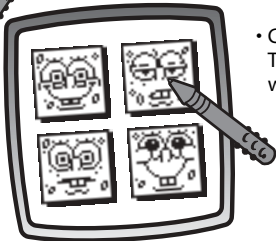


SpongeBob™ Animator Creator

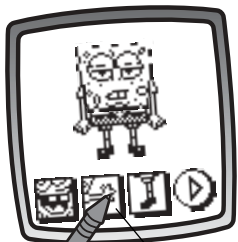


Face
Button

- Create a silly SpongeBob™! Pick a face, hands, and feet.
- Touch the face button with the stylus.

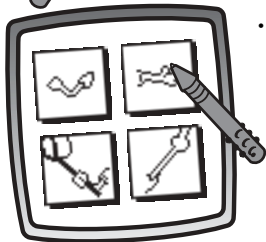


- Choose a face for SpongeBob™. Touch your choice on the screen with the stylus.



Hands Button

- Next, touch the hands button with the stylus.

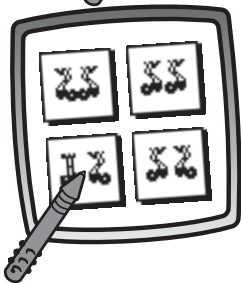


- Choose hands for SpongeBob™. Touch your choice on the screen with the stylus.



- Now, touch the feet button with the stylus.


Feet Button



- Choose feet for SpongeBob™. Touch your choice on the screen with the stylus.



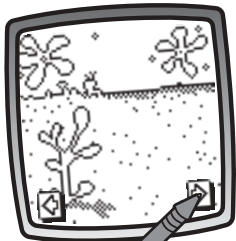
- Touch the play button to put SpongeBob™ in motion!

Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.

Play Button



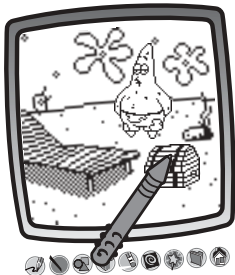
Cartoon Scene Starter











- Touch the arrows on the bottom of the screen with the stylus to scroll through different backgrounds.



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



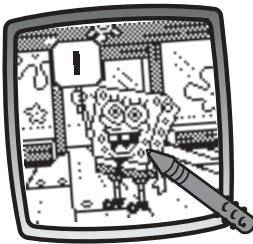
- Use the tools on the tool menu to make a cartoon: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It! ; Erase It ; or Special Effects Selector .

Hint: If you'd like to save your creation, touch **Save It**  on the tool menu with the stylus. If you'd like to go to a different activity, touch **Home**  on the tool menu with the stylus to return to the Home Screen.

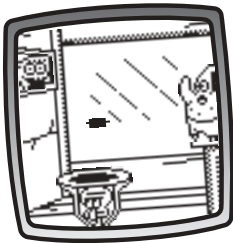


Squidward's Food Frenzy

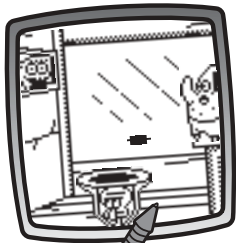
Object of the Game: Feed Patrick Krabby Patties – and don't drop any!



- Watch how the game is played.
Now, touch the screen with the stylus.

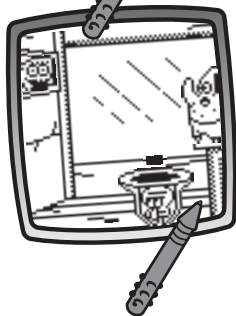


- SpongeBob™ throws a Krabby Patty from the Krabby Shack.

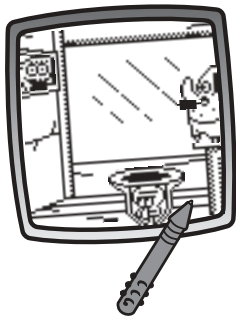


- Move the trampoline on Squidward's head to bounce the Krabby Patty on the trampoline.

- Touch the screen with the stylus to the right of Squidward to move to the right.
- Touch the screen with the stylus to the left of Squidward to move to the left.



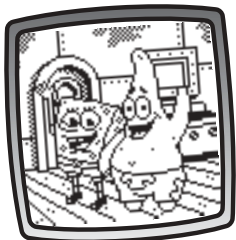
- Move Squidward again to bounce the Krabby Patty. Don't let the Krabby Patty fall to the ground!




- Move Squidward one last time to bounce the Krabby Patty into Patrick's mouth. **Yum!**



- Feed Patrick five Krabby Patties in a row to move on to the next level.



- Drop three Krabby Patties in a row and the game is over!

Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.



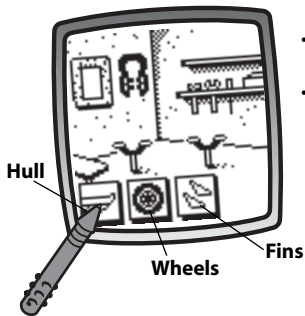
Bikini Bottom Boat Race






Decide what course to race: 3-Lap Oval Course; Straight-Away Course; Jump Course or Design Your Own Course. Touch your choice on the screen with the stylus.



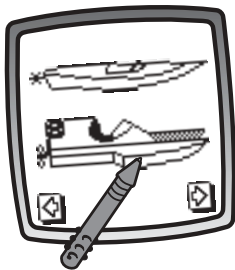
3-Lap Oval Course, Straight-Away Course and Jump Course



- You're in the boat shop. Let's design the boatcart!
- You can choose a hull ; wheels  and fins . Touch a button on the screen with the stylus.

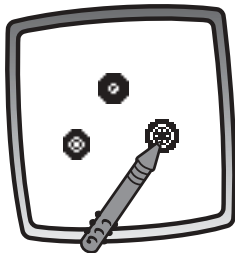


Hull



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

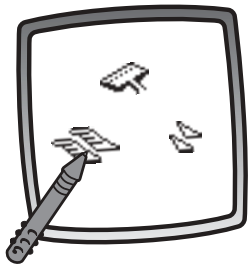
Wheels



- Touch your choice for wheels on the screen with the stylus.




Fins



- Touch your choice for fins on the screen with the stylus.



- After you design your boatcart, you'll choose an opponent to race. Touch the opponent button  on the screen with the stylus.



Select a Race Opponent




- Touch your choice for a challenger on the screen with the stylus. You're ready to race!



Ready, Set, Go!



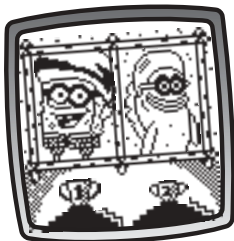
- Touch  on the screen with the stylus.




- Watch the screen as you "drive" the course.



- The race is finished when you see the finish line.

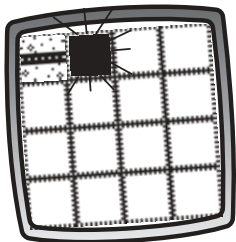


- Look to see who finished first. Did you win the 1st place trophy?

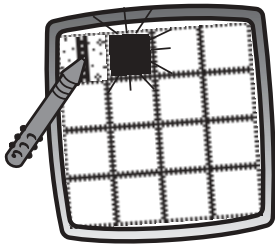
Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.



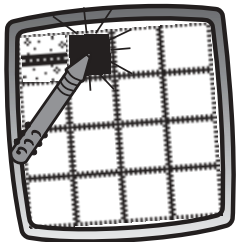
Design Your Own Course



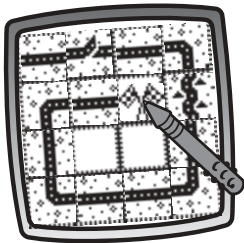
- A grid appears on the screen. Look at the flashing square on the screen near the upper left corner. You will begin your course design with the square next to the flashing square on the screen.



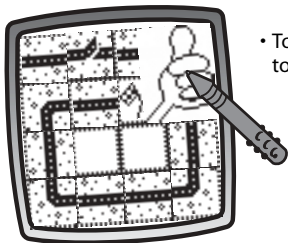
- Touch the same piece of the course on the screen again (and sometimes again!) with the stylus to see a different piece of the course or sometimes, and obstacle!




- When you decide which piece of the course you'd like, touch the flashing square to select it.






- Continue to view course pieces and make selections with the stylus until you finish your course.



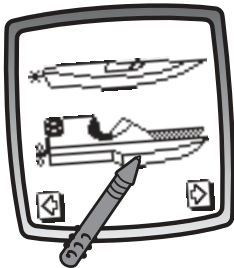
- Touch the thumbs up button  to go to design your boatcart.



- You're in the boat shop. Let's design the boatcart!
- You can choose a hull ; wheels  and fins . Touch a button on the screen with the stylus.

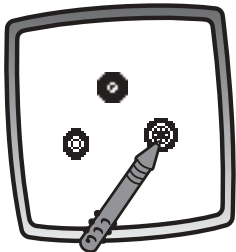


Hull



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

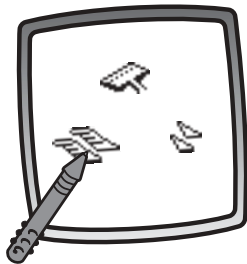
Wheels



- Touch your choice for wheels on the screen with the stylus.




Fins



- Touch your choice for fins on the screen with the stylus.



- After you design your boatcart, you'll choose an opponent to race. Touch the opponent button  on the screen with the stylus.



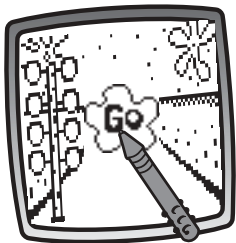
Select a Race Opponent




- Touch your choice for a challenger on the screen with the stylus. You're ready to race!



Ready, Set, Go!



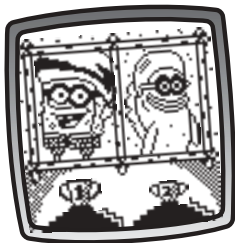
- Touch  on the screen with the stylus.




- Watch the screen as you "drive" the course.



- The race is finished when you see the checkered flag.



- Look to see who finished first. Did you win the 1st place trophy?

Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.



Bikini Bottom Games



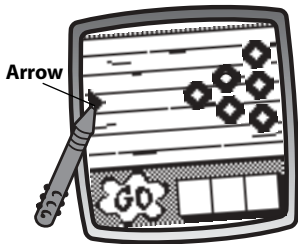
Choose a game: **Bowling**, **Jellyfish Wrangling** or **Kelp Climbing**.
Touch your choice on the screen with the stylus.



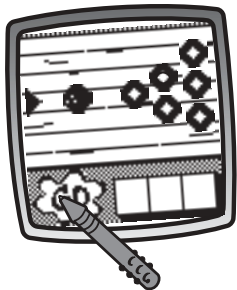
Bowling

Object of the Game:

Knock as many pins as you can with the ball and get a high score.



- Drag the arrow with the stylus to aim where you will roll the ball.



- Now, touch  to roll the ball.

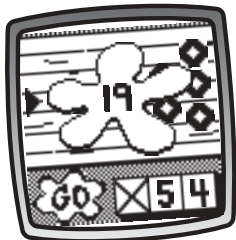


- Look how many pins you knocked down. If you knocked down all 6 pins you get a strike! Look at the **X** in the score frame.




- If there are still pins standing, you get to try and knock down the remaining pin(s) with a second ball. If you knock all of them down you get a spare! Look at the \ in the frame.

Hint: If there are still pins standing after the second ball, you'll see the number of pins you knocked down in the frame.



- After you complete the third frame, look at your total score. Play again and try to beat it!

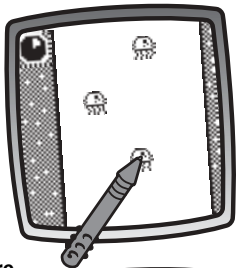
Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.



Jellyfish Wrangling

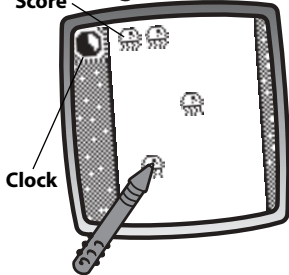
Object of the Game:

Try to touch as many jellyfish to get a high score!



- Touch the falling jellyfish on the screen with the stylus.

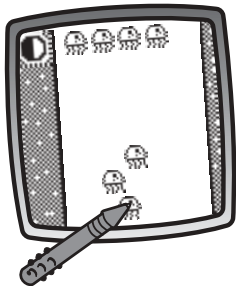
Score



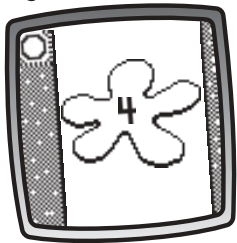
Clock

- You get a point each time you touch a jellyfish. Look at the top of the screen to see how many jellyfish you wrangled.


Hint: Watch the clock!



- Watch out, the jellyfish come faster and faster!



- **Hooray!** Look at how many jellyfish you wrangled! Play again and try to beat your score!

Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.





Kelp Climbing

Object of the Game: *The higher you climb, the higher your score!*



- Watch as SpongeBob™ begins his climb.



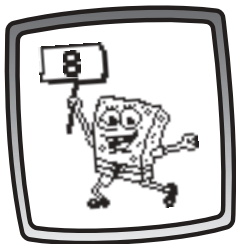
- Touch the screen with the stylus to the left of SpongeBob™ to move him to the left.




- Touch the screen with the stylus to the right of SpongeBob™ to move him to the right.



- Watch out for obstacles. Each time you run into one, a point is taken away.



• **Hooray!** Look at your score. Play again and try to beat your score!

Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.



Tool Menu



"Pencil" Tool

Pixter®, Pixter® Plus, Pixter® 2.0



Touch for freestyle drawing or writing.



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

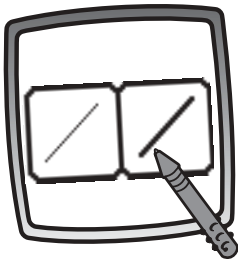


Straight Line

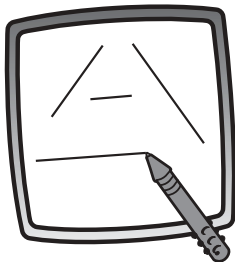
Pixter®, Pixter® Plus, Pixter® 2.0



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.

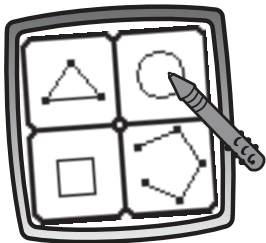


Shape Maker

Pixter®, Pixter® Plus, Pixter® 2.0

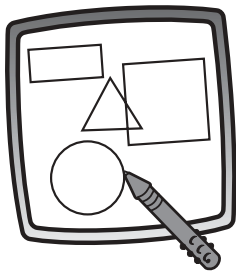


Touch to make shapes.



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.

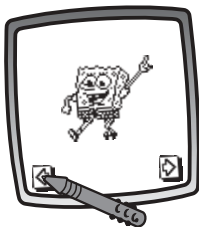


Stamp It!

Pixter®, *Pixter® Plus*, *Pixter® 2.0*



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.

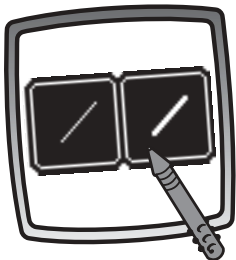


Eraser

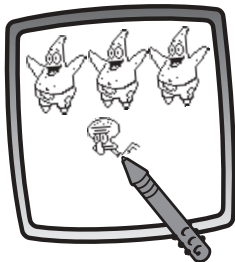
Pixter®, Pixter® Plus, Pixter® 2.0



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.

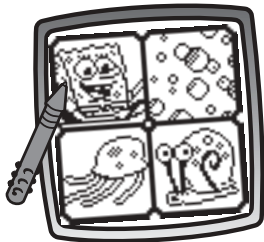


Full Screen Erase

Pixter®, Pixter® Plus, Pixter® 2.0



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

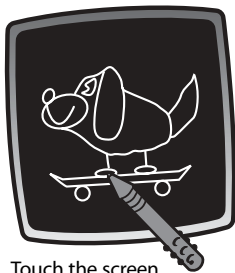
Pixter®



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.



Special Effects Selector

Pixter® Plus, Pixter® 2.0

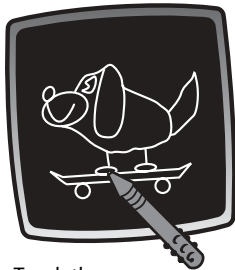


Touch to choose a special effect.



Switch from white to black or black to white; rotate it, mirror it, fill in a selected drawing area or write a caption.

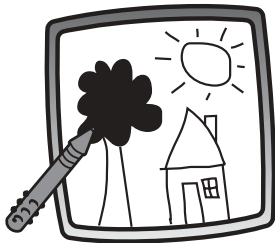
White to Black/Black to White/Mirror Tool



Touch the screen with the stylus and watch the special effect.



Quick Paint Tool



To fill in a selected drawing area, select the area. Watch the selected area fill in.



Typing Tool



To create your own caption, touch each letter of each word with the stylus. Touch the bottom of the screen with the stylus. You're back to your creation. Touch the screen with the stylus to "stamp" your caption on the screen.

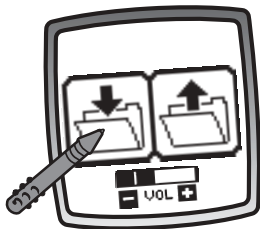





Save It! (and Adjust the Volume)

Pixter® and Pixter® Plus



Touch to save or retrieve your game or picture; 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 or picture at a time! Each time you save a game or picture, it replaces the one already there.



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

Pixter® 2.0






Touch this tool to send a score or picture to another Pixter® 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 or picture at a time! Each time you save a game or picture, it replaces the one already there.
- After you save a game or picture, it will appear on your screen again. To play a new game or activity, 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 send a score or picture, 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

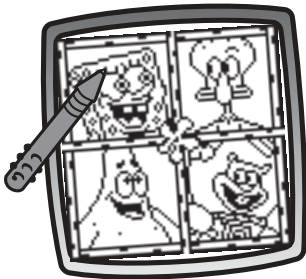
- Make sure the path between the signal domes is free of obstacles.
- For best performance, avoid using in areas of bright light.



Home



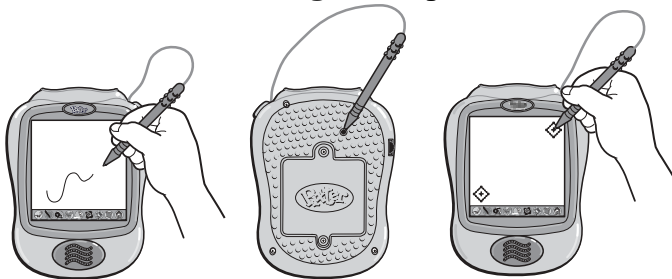
Touch to go back to the Home Screen.






Choose an activity: SpongeBob™ Animator Creator and Cartoon Scene Starter, Squidward's Food Frenzy, Bikini Bottom Boat Race or Bikini Bottom Games.



Calibrating the Stylus



IMPORTANT! The mark made on your screen from the stylus and the location of the tip of the stylus may not align. When this happens, you need to calibrate the stylus.

- Turn Pixter® power on. Wait until you see the Home Screen.
- Turn Pixter over and locate the calibration hole.
- Insert, push and hold the stylus in the calibration hole. Turn Pixter over so that you can see the screen.
- When you see two , remove the stylus from the calibration hole.
- First touch the  in the upper right corner with the tip of the stylus.
- Then, touch the  in the lower left corner with the tip of the stylus.



Care

- Keep water, sand and dirt off of this cartridge.
- Keep this cartridge away from direct sunlight and excessive heat.
- Do not immerse the cartridge. Simply wipe the outside of the cartridge with a cloth to clean.
- This cartridge has no consumer serviceable parts. Please do not take this cartridge apart.



One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pixter® SpongeBob™ Squarepants Aqua Adventure™ 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.

GREAT BRITAIN

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

AUSTRALIA

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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Printed in China.

B8000pr-0920