

Pixter[®]
Software

MONSTERSHOP



Fisher-Price[®]

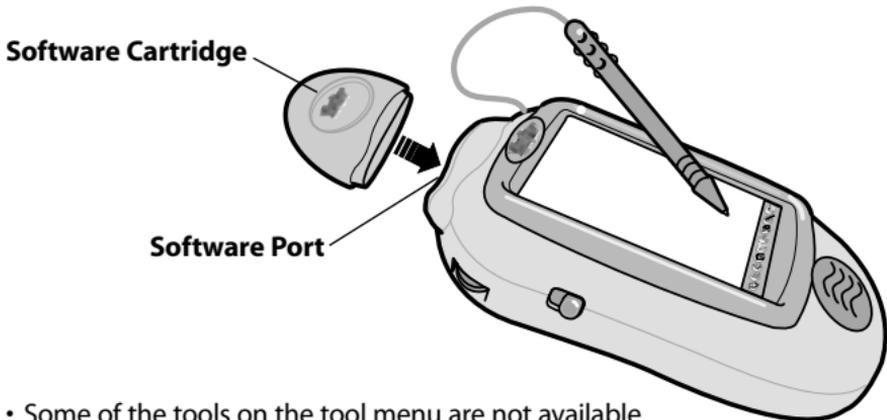
Owner's Manual

Model Number: B8286



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 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 41, Calibrating the Stylus.



Monstershop™

Choose an activity or game from the Home Screen: **Scary Animator**, **Mystery Monsters**, **It's Alive!**, **Haunted Hide & Seek House**, **Monster Scare-Down** and **Make a Monster**. Touch the game on the screen with the stylus.



Scary Animator



Mystery Monsters



It's Alive!



Haunted Hide & Seek House



Monster Scare-Down



Make a Monster

Hint: If you have Pixter® 2.0, you can link to another Pixter® 2.0 to send a picture you've created or your best time or score to a friend!



Scary Animator



- 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.



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

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

Hint: Some of the stamper choices are animated!



- Place your stamper choice on the background. Touch the screen with the stylus.



- Touch the play button  on the screen with the stylus to see the stamper come to life!

Hint: If the stamper is not animated, there isn't a play button  on the screen.



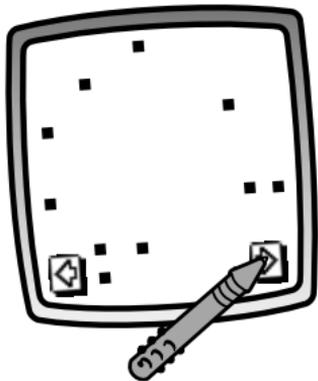
- Use the tools on the tool menu to finish your creation: "Pencil" Tool  ; Straight Line  ; Shape Maker  ; Stamp It  ; Erase It  ; or Special Effects Selector .

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.

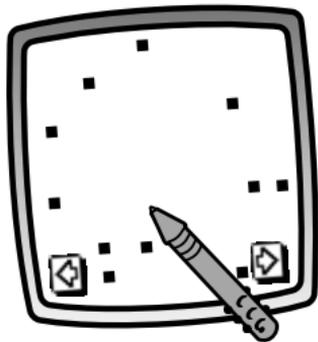
- If you have a Pixter® 2.0 unit and you'd like to send your picture to another Pixter® 2.0, touch the **Save It or Send It**  tool on the tool menu with the stylus.



Mystery Monsters



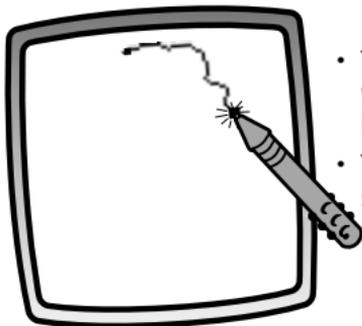
- Touch the arrows on the bottom of the screen with the stylus to scroll through monster choices.



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



- Touch the blinking dot on the screen with the stylus to begin.



- Touch the blinking dot on the screen with the stylus again. The monster is beginning to take shape!
- Touch the next blinking dot on the screen with the stylus.



- Touch the last blinking dot with the stylus to finish drawing the monster.



- When you've finished, your monster comes to life – ***watch out!***



- Now use any of the tools on the tool menu to add to your creation: "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.



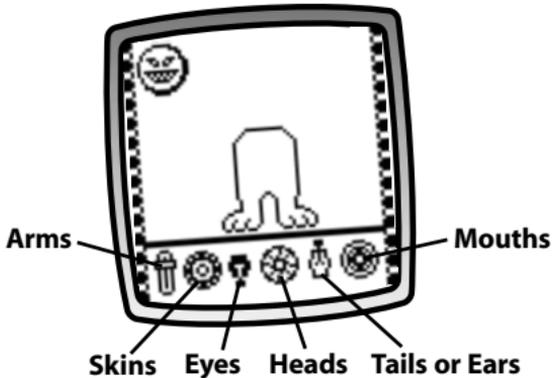
- If you have a Pixter® 2.0 unit and you'd like to send your picture to another Pixter® 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.



It's Alive

Object of the Game:

Create the scariest monster for the highest score from the judges!



- Touch the buttons on the bottom of the screen to select arms, skins, eyes, heads, tails or ears and a mouth.



- Touch a button with the stylus to see a choice on your monster



- Touch the same button again with the stylus to see another choice on your monster.



- Continue creating your monster by touching the other buttons on the bottom of the screen with the stylus.
- When you've finished, touch the face  in the upper left corner with the stylus.



- Now it's time for the judges to give you a score. Can you beat it next time?

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





Haunted Hide & Seek House

Object of the Game:

Quickly find the hidden object while collecting points!



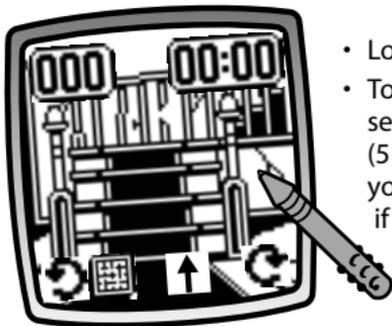
- Touch the haunted house on the screen with the stylus to begin.



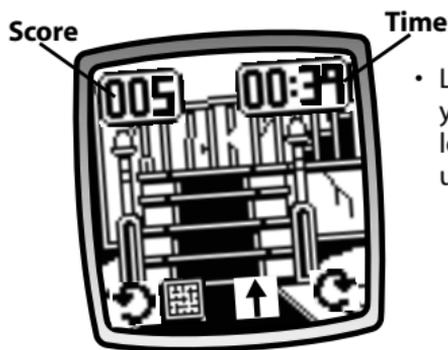
- Look at the poster on the door to see what object you need to find. Touch the screen with the stylus to begin.

Hint: *The object you need to find changes each time you play.*

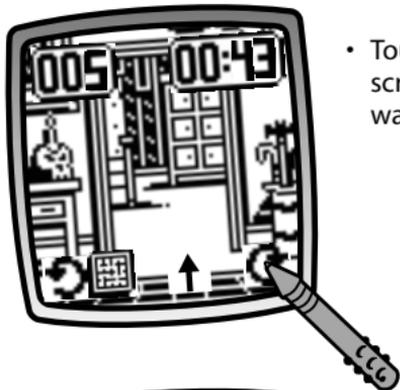
Object



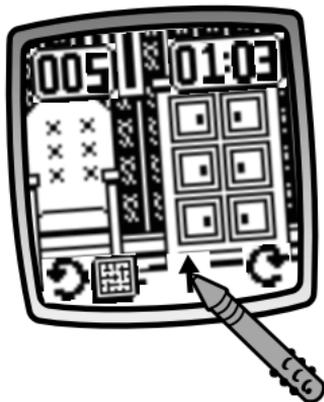
- Look in the room. Do you see the object?
- Touch hiding places with the stylus to see if the object is in it. Collect points (5 points) for each new hiding place you touch; or lose points (3 points) if you touch a hiding place with a point-stealing spook!



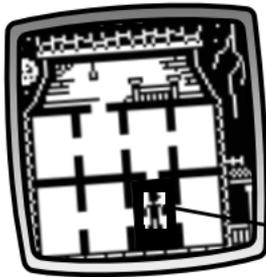
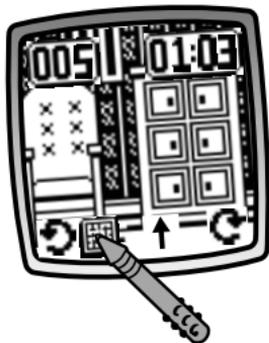
- Look at the top of the screen – your score total is in the upper left corner and your time is in the upper right corner.



- Touch the curved arrows   on the screen with the stylus to view different walls in the room.



- Touch the straight arrow  on the screen with the stylus to move forward into another room.



- Touch the map  button on the screen with the stylus to see where you are in the house.

You are here!

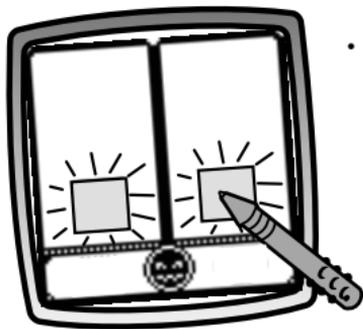


- **Horray** – you've found the object! Look at your time and your score.
- Hint:** If you'd like to go to another activity, touch Home  on the tool menu with the stylus.

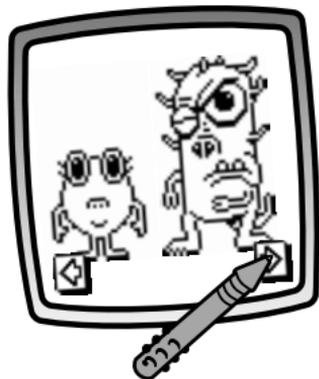




Monster Scare Down



- Touch one of the blinking boxes on the screen with the stylus.



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



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



- Touch the blinking box on the screen with the stylus.



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



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



- Touch the blinking face with the stylus to begin the contest!



- Watch and listen to the audience's reaction.



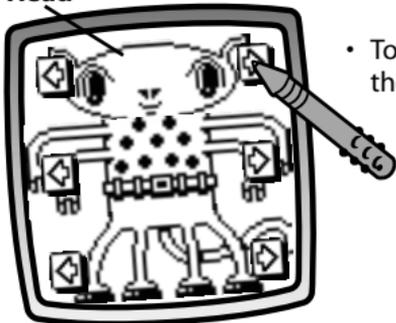
- The scariest monster, **WINS!**

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



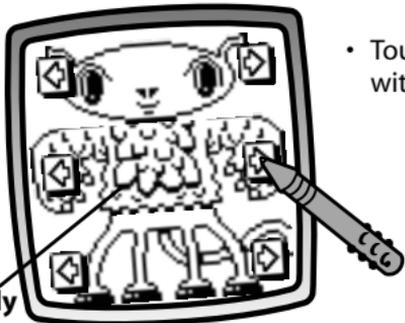
Make a Monster

Head



- Touch the top arrows on the screen with the stylus to scroll through choices.

Body



- Touch the middle arrows on the screen with the stylus to scroll through choices.



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



- Now, use any of the tools on the tool menu to complete your monster: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Erase It ; or Special Effects Selector .

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



- If you have a Pixter® 2.0 unit and you'd like to send your picture to another Pixter® 2.0, touch the Save It or Send It  tool 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

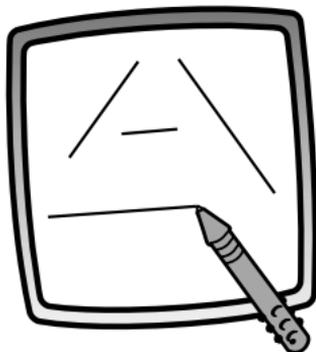
Pixter®, Pixter® Plus, Pixter® 2.0



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.

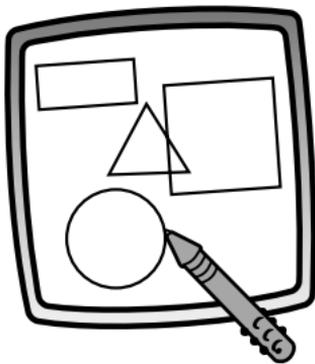
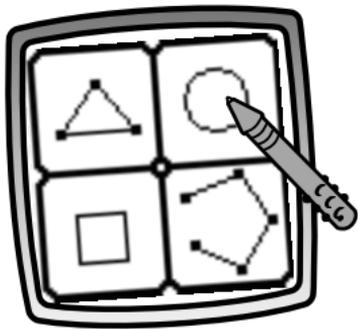


Shape Maker

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

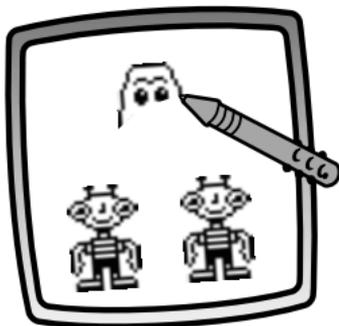
Pixter®, *Pixter® Plus*, *Pixter® 2.0*



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

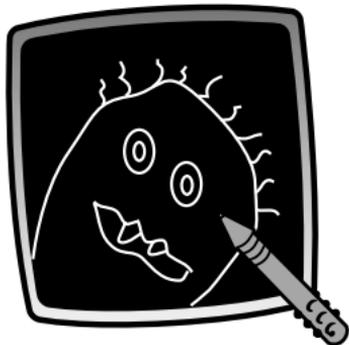
Pixter®



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.

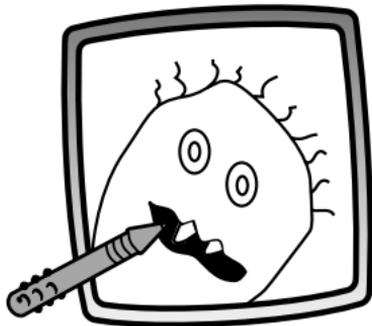
White to Black/Black to White/Mirror Tool



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.

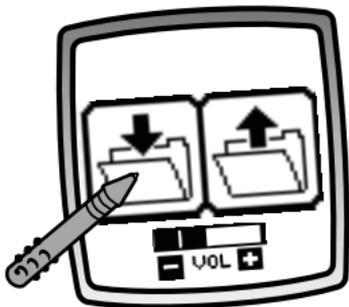


Save It! (and Adjust the Volume)

Pixter® and Pixter® Plus



Touch to save or retrieve your game;
or 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 picture or game at a time! Each time you save a picture or game, 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 picture or 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

Pixter®, Pixter® Plus, Pixter® 2.0



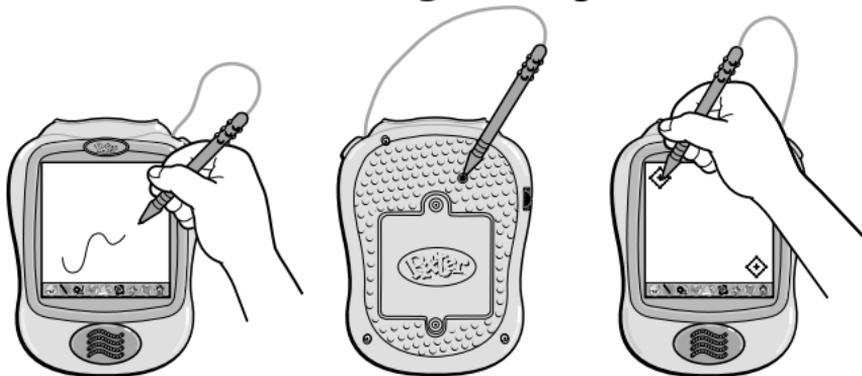
Touch to go back to the Home Screen.



Choose a game: Scary Animator, Mystery Monsters, It's Alive!, Haunted Hide & Seek House, Monster Scare-Down or Make a Monster.



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

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.

www.pixter.com

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.

©2003 Mattel, Inc. All Right Reserved. ® and ™ designate

U.S. trademarks of Mattel, Inc.

PRINTED IN CHINA

B8286pr-0920