

**Pixter**  
**COLOR**  
Software

Fisher-Price



**NICK**

**The Fairly**  
**Odd Parents!**

**Owner's Manual**

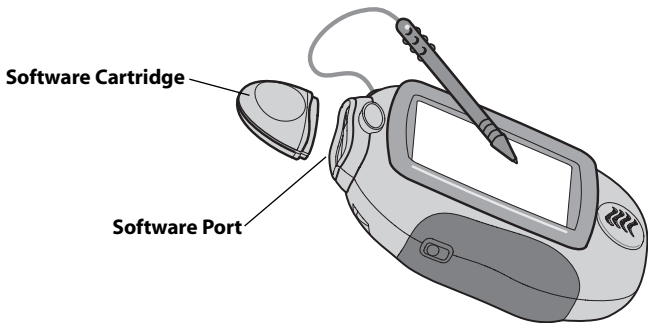
Model Number: C5348





## 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 games or activities. 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 39, Calibrating the Stylus.



# The Fairly OddParents™

## Create & Play!

Choose an activity or game from the Home Screen: **Magic Art Studio**, **Cast a Spell**, **Sewer Search**, **Catch a Falling Star** and **Yucky Food Transformer**. Touch the activity or game on the screen with the stylus.



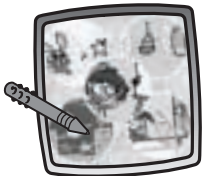
**Magic Art Studio**



**Cast a Spell**



**Sewer Search**



**Catch a Falling Star**

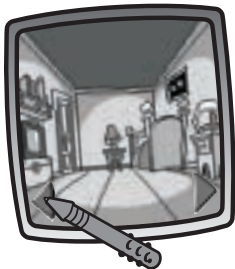


**Yucky Food Transformer**



# Magic Art Studio

**Object:** Create a FairlyOdd™ Masterpiece!




- First, you need to choose a starter background.
- Touch the arrows on the bottom of the screen with the stylus to scroll through different backgrounds.

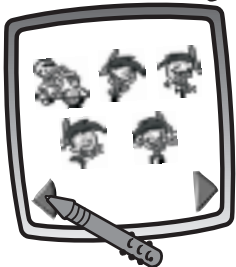


- When you find one that you like, touch your choice on the screen with the stylus.

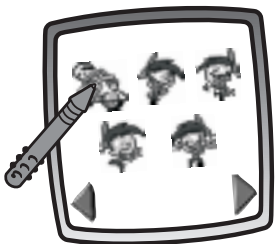


- The blinking arrow on the bottom of the screen encourages you to use the Stamp It!  tool on the tool menu. Touch the Stamp It! tool on the tool menu with the stylus

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



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




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

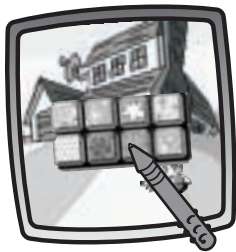


- You're back to your background. Touch the screen with the stylus to place your stamper.



**Custom Paint Can**

- Touch the  on the screen with the stylus to choose a custom paint.




- Touch your custom paint choice on the pop-up screen with the stylus.



- Now, touch any solid shape on the screen with the stylus to "paint" it with your custom color!



- Touch  on the screen with the stylus to choose a custom pencil.



**Custom Pencil**



- Touch the your custom pencil choice on the pop-up screen with the stylus



- Now, touch the screen with the stylus to draw with your custom pencil!

**Hint:** When you're finished with your masterpiece, you can Save It (and Adjust the Contrast)  or touch Home  on the tool menu with the stylus to return to the Home Screen.

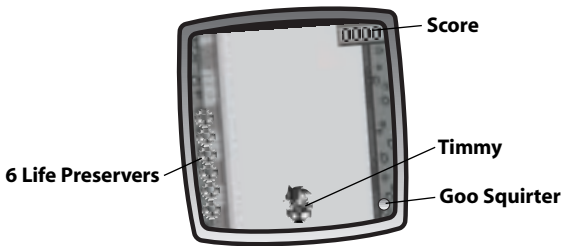


## Sewer Search

**Object:** *Timmy needs to find the magic wands that fell in the sewer.*

*Shoot predators with goo to score points.*

*When you reach 600 points – you'll find the magic wands!*



- Look at the screen.

**6 Life Preservers:** You have 6 lives.

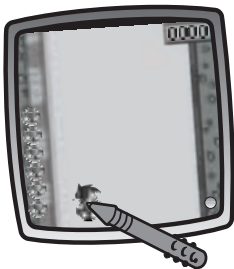
**Timmy:** Touch Timmy with the stylus and move to the left or to the right to avoid obstacles and shoot goo at predators!

**Score:** Keep track of your points.

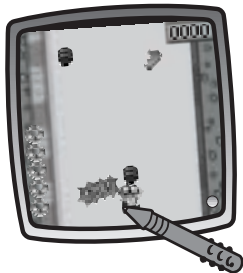
**Goo Squirter:** Touch this button to squirt goo at predators.



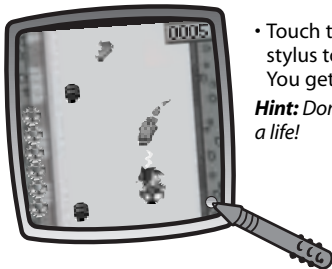
## Level 1



- Touch Timmy on the screen with the stylus. Now, move Timmy left or right.

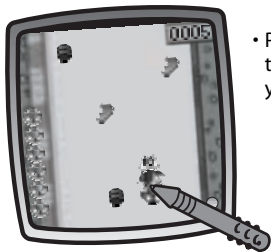


- Avoid obstacles like driftwood and barrels. If Timmy runs into an obstacle, you lose a life!



- Touch the squirter button with the stylus to shoot goo at an alligator. You get 5 points!

***Hint:*** Don't run into the alligator. You'll lose a life!



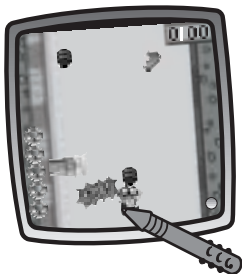
- Pick up floating bonus goo. The next time you shoot goo at an alligator, you get 10 points!



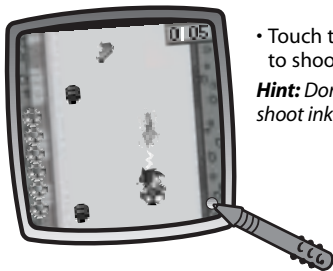
- When you reach 100 points, you're on to Level 2!



## Level 2

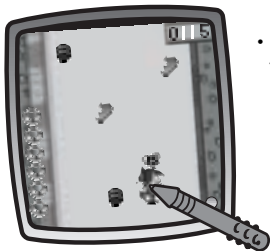


- This time, avoid obstacles like driftwood, barrels and pipes. If Timmy runs into an obstacle, you lose a life!



- Touch the squirter button with the stylus to shoot goo at a squid. You get 5 points!

**Hint:** Don't run into the squid or let the squid shoot ink at Timmy. You'll lose a life!



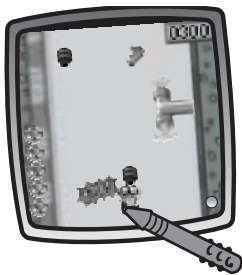
- Pick up floating bonus goo. The next time you shoot goo at a squid, you get 10 points for green goo or 15 points for purple goo!



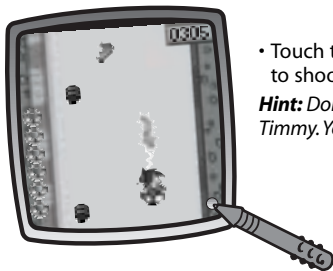
- When you reach 300 points, you're on to Level 3!



## Level 3

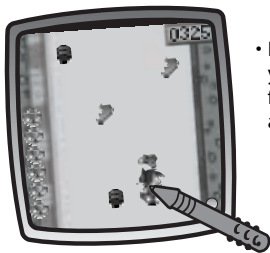


- This time, avoid obstacles like driftwood, barrels and longer pipes. If Timmy runs into an obstacle, you lose a life!



- Touch the squirter button with the stylus to shoot goo at an eel. You get 5 points!

**Hint:** Don't run into the eel or let the eel zap Timmy. You'll lose a life.



- Pick up floating bonus goo. The next time you shoot goo at an eel, you get 10 points for green goo, 15 points for purple goo and 20 points for pink goo!



## Cast a Spell

**Object:** *Take control of the magic wand to create a mystical, magical, messed-up creature!*



- To create a creature, you'll need to choose three different characters or objects. Touch the arrows on the screen with the stylus to scroll through different choices.




- After you have made your choices, touch the magic wand on the screen with the stylus.



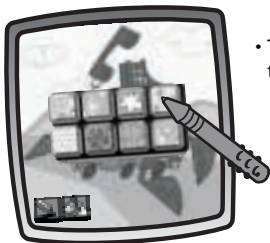
- **Awesome!** Look at what you've created.



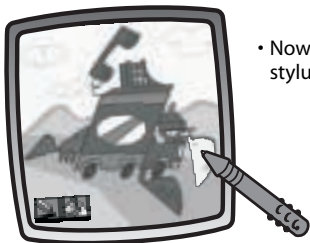
- You can customize your creation.
- Touch  on the screen with the stylus to choose a custom paint.

Custom Paint Can





- Touch your custom paint choice on the pop-up screen with the stylus.




- Now, touch any solid shape with the stylus to "paint" it with the custom color!



**Custom Pencil**





- Touch  on the screen with the stylus to choose a custom pencil.



- Touch your custom pencil choice on the pop-up screen with the stylus.



- Now, touch the screen with the stylus to draw with your custom pencil!



**Hint:** When you're finished with your masterpiece, you can Save It (and Adjust the Contrast)  or touch Home  on the tool menu with the stylus to return to the Home Screen.



## Catch a Falling Star

**Object:** Match and stack three stars or objects to score points and save Dimsdale!



- Look at the game screen.
- Use the arrow buttons   to move falling stars and objects into rows.
- Your score is located on the bottom of the screen.



## Level 1



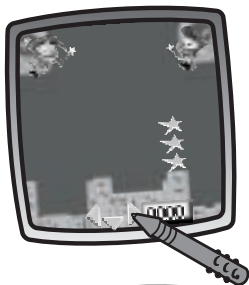
- Watch the stars fall. Remember, you need to match and stack three stars to score points.

**Hint:** *The stars are different colors and shapes. Match the color and the shape.*



- To move a falling star to a row for matching, simply touch the left ◀ and right ▶ arrows on the screen with the stylus to move the falling star to the left or to the right.

**Hint:** *Touch the down arrow ▼ to move the falling star faster!*



- It's a match!
- You get 1 point per star.



- After you've made a match, the stars disappear - POOF! You score points!



- When you reach 30 points, you're on to Level 2.





## Level 2




- Watch the stars and bonus objects fall. They fall a little faster in this level!

**Hint:** *The stars are different colors and shapes. You'll also see a pink planet and yellow comet. These are bonus objects! Match the color and the shape.*

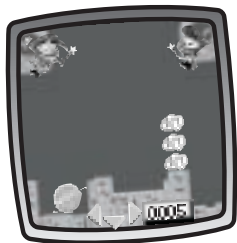


- To move a falling star or object to a row for matching, simply touch the left and right arrows   on the screen with the stylus to move the falling star or object to the left or to the right.

**Hint:** *Touch the down arrow  to move the falling star or object faster!*



- It's a match!
- You get 5 points per match.
- If you match more than 3 stars or objects, you get 2 additional points per star or object.
- Match bonus objects (objects that fill more than one row) for more points!



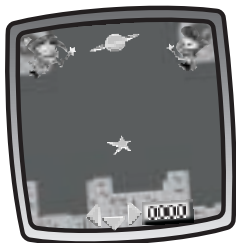
- After you've made a match, the stars or objects disappear - POOF! You score points!



- When you reach 80 points, you're on to Level 3.





## Level 3




- Watch the stars fall. They fall very fast!

**Hint:** *The stars are different colors and shapes. You'll also see a pink planet, yellow comet, light blue planet and white constellation in this level! These are bonus objects! Match the color and the shape.*

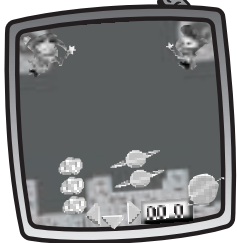


- To move a falling star or object to a row for matching, simply touch the left and right arrows   on the screen with the stylus to move the falling star or object to the left or to the right.

**Hint:** *Touch the down arrow  to move the falling star or object faster!*



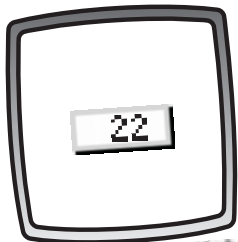
- It's a match!
- You get 10 points per match.
- If you match more than 3 stars or objects, you get 2 additional points per star or object.
- Match bonus objects (objects that fill more than one row) for more points!




- After you've made a match, the stars or objects disappear - POOF! You score points!



- When a row of stars fills the screen – the game is over!



- Look at your final score!

**Hint.** 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.

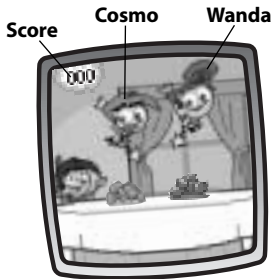
Touch the Home button on the tool menu to return to the Home Screen.



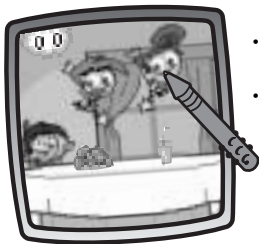
# Yucky Food Transformer

**Object:** Transform yucky food into yummy food to collect points and advance levels!

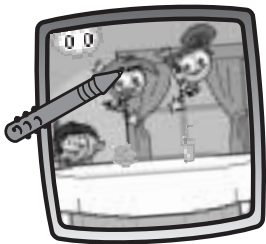
## Level 1



- Look at the screen.
  - Your score is in the upper left corner.
  - Pink and green yucky food moves across the tabletop.
  - Cosmo transforms only green food.
  - Wanda transforms only pink food.



- Touch Wanda on the screen with the stylus to zap pink yucky food into a tasty treat!
- You score 10 points.



- Touch Cosmo on the screen with the stylus to zap green yucky food into a tasty treat!
- You score 10 points.



- You need to score at least 50 points to advance to level 2!



- If you do not score 50 points, try again!



- You need to score at least 100 points to advance to level 3!



- If you do not score 100 points, try again!



- You need to score at least 150 points for a fun reward!

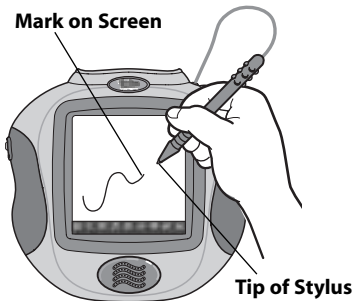


- If you do not score 150 points, try again!



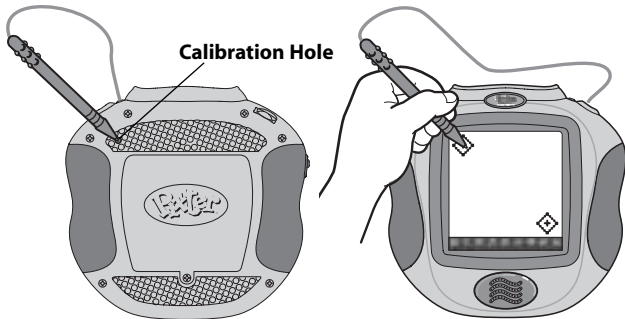
## Calibrating the Stylus




Mark on Screen




Tip of 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.

**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 The Fairly OddParents™ 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-KIDS (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.



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