

# Color Pixter<sup>®</sup> Software



Fisher-Price

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## PET SHOP

Owner's Manual

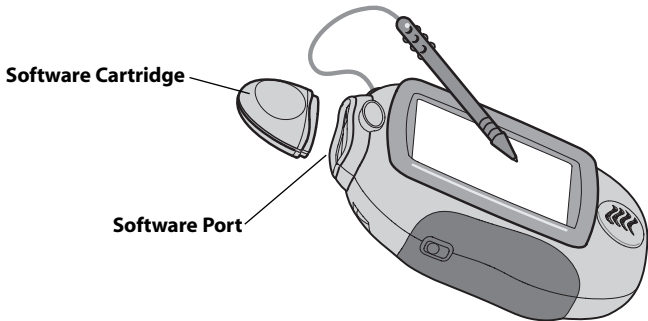
Model Number: C5350





## Let's Go!

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

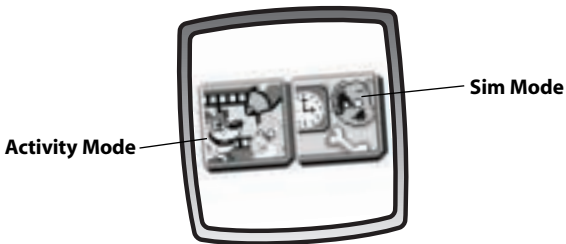


- Some of the tools on the tool menu are not available for use in some games or activities. If a tool is not available for use, you will hear a tone.
- Please keep this manual for future reference, as it contains important information.

**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 69, Calibrating the Stylus.



# Main Menu



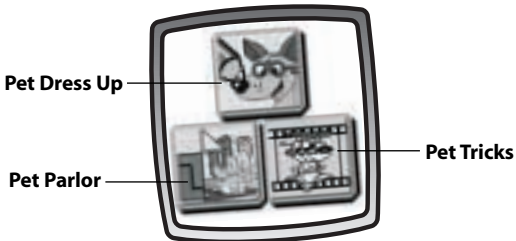
**Hint:** When you enter **Sim Mode** for the first time, you will adopt your virtual pet. Go to pages 7-10 for instructions.



## Activity Mode

**Object:** Play an activity! Go to pages 11-21 for instructions for these activities.

**Hint:** You do not collect points or take care of your virtual pet in this mode.



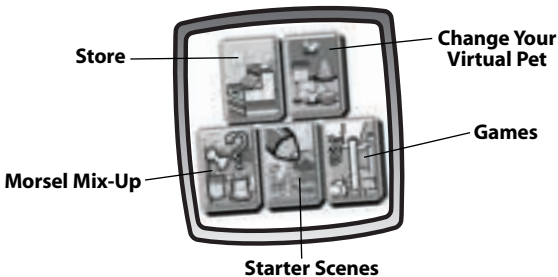
Choose an activity: **Pet Dress Up**, **Pet Parlor**, or **Pet Tricks**.  
Touch your choice on the screen with the stylus.



## Sim Mode

**Object:** Adopt a virtual pet and take care of it! Collect points to purchase food, and add stampers, fills and backgrounds to activities. Refer to pages 22-56 for instructions. Don't forget to feed your virtual pet (listen for the munching sound), or Pix the dog will help you out and take your virtual pet to dinner.

**BONUS!** When you reach 250 points, you can play the game *Speak!*



Choose an activity: **Store, Change Your Virtual Pet, Morsel Mix-Up, Starter Scenes** or **Games**.




# First Time Use!

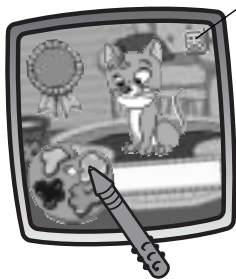
## *Adopt Your Virtual Pet*

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



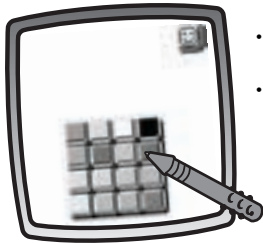
### Smiley Button


- First, choose a color for your virtual pet. Touch your choice on the color palette with the stylus.
- Touch the smiley button  in the upper right corner with the stylus to save the color.






- Now it's time to name your virtual pet.
- Touch the color palette  with the stylus to choose a color for the name.




- Touch your color choice on the screen with the stylus.
- Touch the smiley button  in the upper right corner of the screen with the stylus to save your choice.



- Choose upper or lower case letters for the name. Touch the abc button  on the screen with the stylus.



- Touch each letter of the name on the screen with the stylus.
- Hint:** You can choose only 5 letters for the name.
- Touch the smiley button  in the upper right corner of the screen with the stylus to save the name.




**Food**   **Points**

- You've adopted your virtual pet!
- Your point total (for Sim Mode) is in the blue ribbon. Receive 10 points each time you enter an activity in Sim Mode. Collect more points in each activity too.
- Look how much food your virtual pet has on the bottom of the screen. Listen for the munching sound. Your virtual pet is hungry. Touch a piece of food to feed your pet.

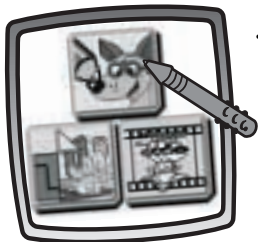


**Paw**

- Touch the paw  in the lower left corner of the screen with the stylus if you'd like to change your virtual pet.



## Pet Dress-Up




- Touch the ***Pet Dress-Up*** activity on the Activity Mode screen with the stylus.

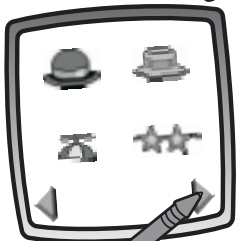


- Choose a pet. Touch your choice on the screen with the stylus.

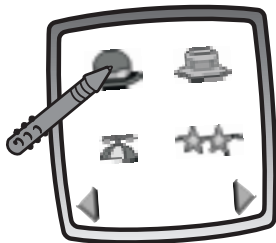


- The blinking arrow on the bottom of the screen encourages you to touch the Stamp It tool  on the tool menu. Touch the Stamp It tool on the tool menu with the stylus.

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- Touch the arrows on the bottom of the screen with the stylus to scroll through different features, accessories and objects to add to your pet.











- When you find a stamper to add, touch your choice on the screen with the stylus.



- You're back to your pet. Place the stamper on your pet. Touch the screen with the stylus and drag the stamper to just the right place.
- Touch the Stamp It tool  on the tool menu with the stylus to choose another stamper, if you'd like.



- You can also use the tools on the tool menu to finish your creation: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Magic Wand Eraser ; or Special Effects Selector .

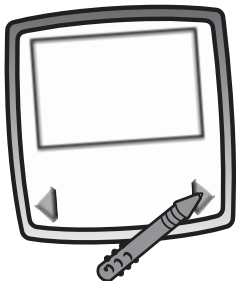
**Hint:** If you'd like to save your creation, touch Save It (and Adjust the Contrast)  on the tool menu with the stylus. If you'd like to go to a different activity, touch Home  on the tool menu with the stylus.



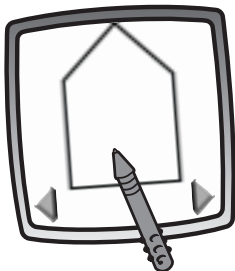
## Pet Parlor



- Touch the **Pet Parlor** activity on the Activity Mode screen with the stylus.



- Touch the arrows on the bottom of the screen with the stylus to scroll through three different basic shape outlines.



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



- Look at the tools at the bottom of the screen.



Choose from these shapes to fill the outline.



Touch this button to turn the shape to fit.

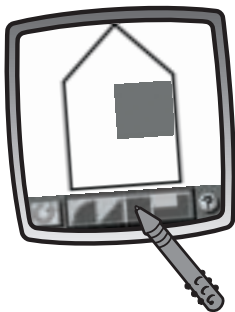


Touch this button for help!

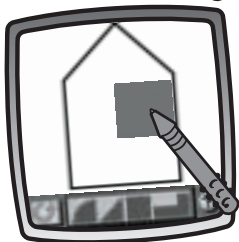
Help Button


Shape Buttons

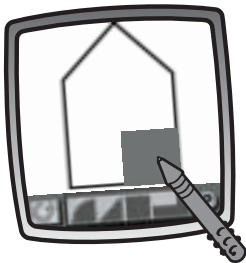
Turn Button



- Choose a shape to fill part of the outline. Touch your choice on the screen with the stylus.











- Now, touch the shape inside the outline on the screen with the stylus.
- Hint:** Touch the turn button  on the screen with the stylus to turn the shape to fit.



- Drag the shape with the stylus to place it in the outline.
- Repeat this procedure until you fill the entire outline with shapes.



- Look – you've created a home for your pet.
- You can also use the tools on the tool menu to finish your creation: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Magic Wand Eraser ; or Special Effects Selector .

**Hint:** If you'd like to save your creation, touch Save It (and Adjust the Contrast)  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.



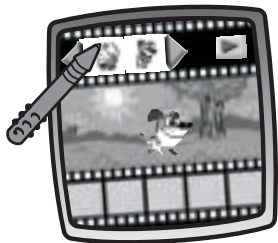
## Pet Tricks



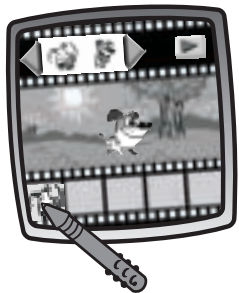
- Touch the ***Pet Tricks*** activity on the Activity Mode screen with the stylus.



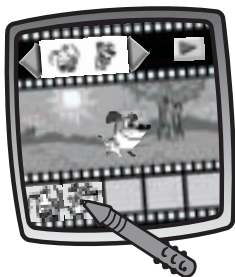
- Touch the arrows on the top of the screen with the stylus to scroll through trick choices for Pix the dog.



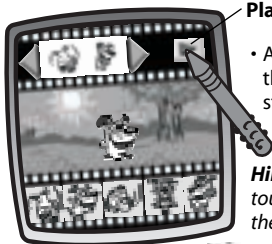
- When you find one that you like, touch your choice on the screen with the stylus.




- Now, place your choice in the first frame. Touch the screen with the stylus.
- Continue to pick tricks and place them in the remaining frames.




- Now, place your choice in the second frame. Touch the screen with the stylus.
- Continue to pick tricks and place them in the remaining three frames.



### Play Button

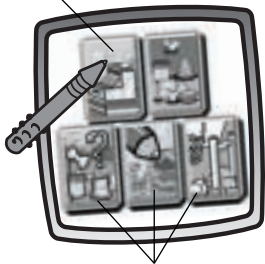
- After you've filled all the frames, touch the play button  on the screen with the stylus to watch all of Pix the dog's tricks!

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

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**Store**



**Collect Points in These Activities or Games**

## Store

- Touch the **Store** activity on the Sim Mode screen with the stylus.

**Hint:** Play any of the activities or games to collect points to purchase items in the store: *Morsel Mix-Up* (see pages 30-32; *Starter Scenes* (see pages 33-34); or *Games* (see pages 35-52).



**Backgrounds**

**Stampers**

**Fills**

**Food**

**Points**



**BONUS Game**  
(Go to pages 53-56  
got instructions.)

- You can purchase items in the store. Look at the number of points you have to purchase items.

**Hints:**

- After you have reached 250 points, the BONUS game is always available in the store. It's free!
- If you hear a munching noise and see your pet's food blink in the upper right corner of the screen, it's time to feed your virtual pet! Touch the blinking food in the upper right corner of the screen. Then touch the blinking food on the next screen. Good job! Your virtual pet has been fed.



## ***Backgrounds, Stampers and Fills***

- Touch the screen with the stylus to purchase new backgrounds and stampers for the Starter Scenes activity and fills for Special Effects Selector.

**Backgrounds**

**Stampers**

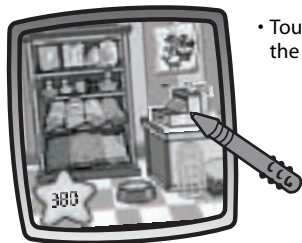
**Fills**



- Backgrounds cost 35 points each; stampers cost 20 points each; and fills cost 25 points each.
- Touch the arrows on 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.




- Touch the cash register on the screen with the stylus to check out.



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- Your purchase will be available in either the Starter Scenes activity or Special Effects Selector.
- Look at the star for available points to shop.

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



### **Food**

- Touch the screen with the stylus to purchase food for your virtual pet.


**Food**



- Food costs 10 points each.
- Choose the food that your virtual pet eats. Touch the screen with the stylus.



- Touch the cash register on the screen with the stylus to check out.
- Look at the star for available points to shop.

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

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## Change Your Virtual Pet

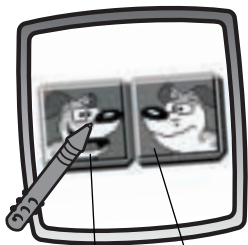


- Touch the **Change Your Virtual Pet** activity on the Sim Mode screen with the stylus.

**Hint:** When you change your Virtual Pet, you start over and lose all of your points!



- Touch the paw  in the lower left corner of the screen with the stylus if you'd like to change your pet.



Yes

No

- Touch the nodding Pix the dog on the screen with the stylus to change your virtual pet.
- Now, refer to the instructions on pages 7-10 for instructions.



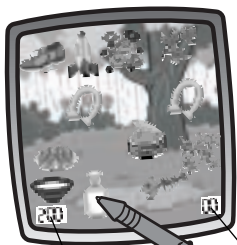
## Morsel Mix-Up



- Touch the ***Morsel Mix-Up*** activity on the Sim Mode screen with the stylus.



- Look at the food your pet eats. You need to find all eight foods!



Timer

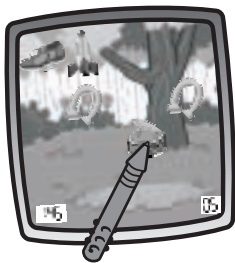
Points

- Let's go! You have two minutes to find as many foods as you can and collect points. Touch the food on the screen with the stylus.

**Hint:** *Hurray, after you find all eight foods on this screen, you'll go to another screen to find them again.*



- You get one point for each found food.



- If you find all eight foods, you get 10 points and move on to another screen.

**Hint:** If you hear a munching noise and see your virtual pet's food blink in the upper right corner of the screen, it's time to feed your virtual pet! Touch the blinking food in the upper right corner of the screen. Then touch the blinking food on the next screen. Good job! Your virtual pet has been fed.



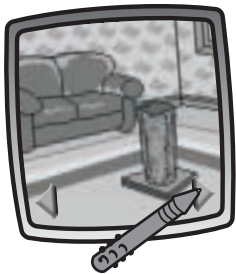
- Look how many points you have after time has run out. **Alright!**



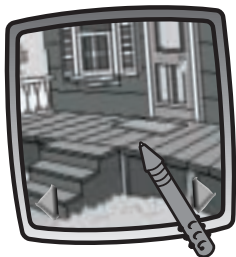
## Starter Scenes



- Touch the **Starter Scenes** activity on the Sim Mode screen with the stylus.

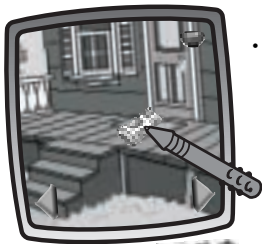


- Touch the arrows on the bottom of the screen with the stylus to scroll through different scenes.



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

**Hint:** If you hear a munching noise and see your pet's food blink in the upper right corner of the screen, it's time to feed your pet! Touch the blinking food in the upper right corner of the screen. Then touch the blinking food on the next screen. Good job! Your pet has been fed.



- Choose any of the tools on the tool menu to add to your scene: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Magic Wand Eraser ; or Special Effects Selector .

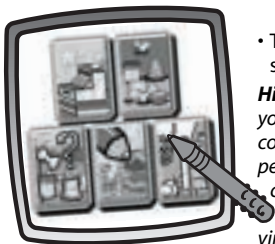
**Hint:** If you'd like to save your creation, touch Save It (and Adjust the Contrast) on the tool menu with the stylus. If you'd like to go to a different activity, touch Home on the tool menu with the stylus.





## Games

*Hint: The games are different for each type of pet!*



- Touch the **Games** activity on the Sim Mode screen with the stylus.

*Hint: If you hear a munching noise and see your virtual pet's food blink in the upper right corner of the screen, it's time to feed your virtual pet! Touch the blinking food in the upper right corner of the screen. Then touch the blinking food on the next screen. Good job! Your virtual pet has been fed.*

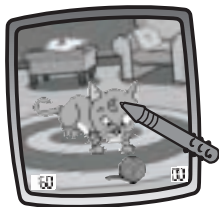


Catch the Feather

### **Kitty**

- Choose **Catch the Feather** or **Catch the Ball of Yarn**. Touch your choice on the screen with the stylus.

Catch the Ball of Yarn



- You have 60 seconds to catch as many feathers or balls of yarn as possible. Each feather or ball of yarn caught scores 5 points.
- When you see the feather, touch the kitty on the screen with the stylus. The kitty jumps to catch the feather. When you see the ball of yarn, touch the kitty on the screen with the stylus. The kitty swipes at the ball of yarn.




- **Horray!** The kitty caught a feather or a ball of yarn! You get 5 points!



- Time is up. Look how many points you have!

- Play again!

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

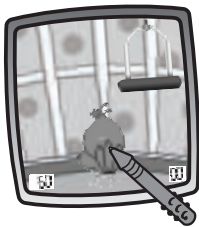
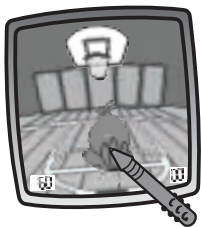


**Basketball Challenge**

## ***Bird***

- Choose ***Basketball Challenge*** or ***Fly Onto the Perch***. Touch your choice on the screen with the stylus.

**Fly Onto the Perch**




- You have 60 seconds to score as many baskets or fly onto the perch as many times as possible. Each basket and successful perch landing scores 5 points.
- When you see the net, touch the bird on the screen with the stylus. The bird shoots a ball. When you see the perch, touch the bird on the screen with the stylus. The bird flies to the perch.

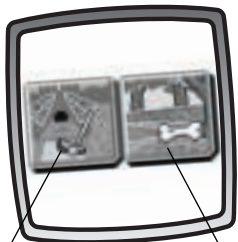


- **Horray!** The bird made a basket or landed on the perch! You get 5 points!



- Time is up. Look how many points you have!
- Play again!

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

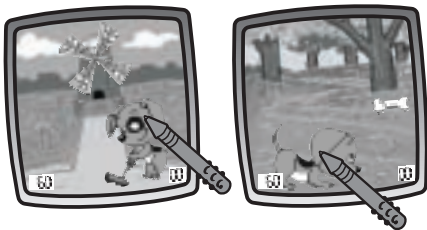


**Golf Challenge**

**Catch the Bone**

## ***Puppy***

- Choose ***Golf Challenge*** or ***Catch the Bone***.  
Touch your choice on the screen with the stylus.




- You have 60 seconds to get as many golf balls through the windmill obstacle or catch as many bones as possible. Each ball through the windmill or bone caught scores 5 points.
- When you see the opening in the windmill, touch the puppy with the stylus on the screen and the puppy hits the golf ball. When you see the bone, touch the puppy on the screen with the stylus and the puppy jumps for the bone.



- **Horray!** The puppy putted the ball through the wind-mill or caught the bone!  
You get 5 points!



- Time is up. Look how many points you have!
- Play again!

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

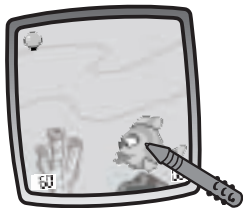


## ***Fish***

- Choose ***Jump Through the Hoop*** or ***Catch the Bubble***. Touch your choice on the screen with the stylus.

**Jump Through the Hoop**

**Catch the Bubble**




- You have 60 seconds to jump through as many hoops or catch as many bubbles as possible. Each successful jump or bubble caught scores 5 points.
- When you see the ring, touch the fish on the screen with the stylus. The fish jumps. When you see the bubble, touch and drag the fish on the screen with the stylus to catch the bubble.

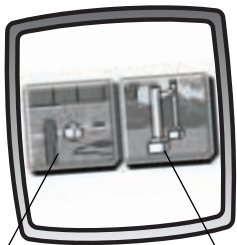


- **Horray!** The fish jumped through the hoop or caught the bubble! You get 5 points!



- Time is up. Look how many points you have!
- Play again!

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

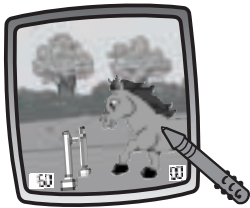


**Baseball Challenge**

**Jump the Obstacle**

## ***Horse***

- Choose ***Baseball Challenge*** or ***Jump the Obstacle***. Touch your choice on the screen with the stylus.



- You have 60 seconds to hit as many baseballs or jump over as many obstacles as possible. Each hit or successful jump scores 5 points.
- When you see the ball, touch the horse on the screen with the stylus. The horse hits the ball. When you see the obstacle, touch the horse and the horse jumps over the obstacle.




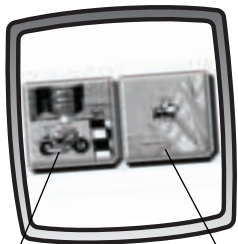
- **Horray!** The horse hit the ball or jumped over the obstacle! You get 5 points!



- Time is up. Look how many points you have!

- Play again!

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



**Jump Over the  
Racing Crickets**

**Catch the Fly**

## ***Dragon***

- Choose ***Jump Over the Racing Crickets*** or ***Catch the Fly***. Touch your choice on the screen with the stylus.




- You have 60 seconds to jump over as many racing crickets or catch as many flies as possible. Each successful jump or fly caught scores 5 points.
- When you see the racing cricket, touch the dragon on the screen with the stylus. The dragon jumps. When you see the fly, touch the dragon on the screen with the stylus. The dragon sticks its tongue out to catch the fly.



- **Hurray!** The dragon jumped over the racing cricket or caught the fly! You get 5 points!



- Time is up. Look how many points you have!
- Play again!

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



## BONUS Game – Speak!

**Object of the game:** Repeat the pattern of pet sounds to WIN!



- Touch Pix the dog on the Store screen (in Sim Mode) with the stylus to go to the BONUS Game – ***Speak!***



- Touch Pix the dog in the middle of the screen with the stylus to start the game.



- Listen for the pet sound.
- Touch the pet that makes that sound on the screen with the stylus.



- Now, listen for the pet sounds and the order you hear them. Touch each pet on the screen with the stylus in the same order.




- Each time you match the pattern, one more pet sound is added!
- Keep playing and matching the pattern of pet sounds.



• You've made it to level 2! **Excellent!**

**Hint:** Keep up the good work and get to level 3 too! The pattern of noises gets faster.



- You touched the wrong pet! Play again or touch Home  to go to another activity.

**Hint:** *If you hear a munching noise and see your virtual pet's food blink in the upper right corner of the screen, it's time to feed your virtual pet! Touch the blinking food in the upper right corner of the screen. Then touch the blinking food on the next screen. Good job! Your virtual pet has been fed.*



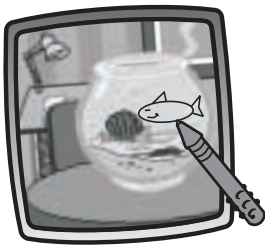
# Tool Menu








## "Pencil" Tool



Touch for freestyle drawing or writing.



- Touch the arrows to choose the type of marking. Choose  or  or  or .
- Touch the arrows to choose a color palette. Now, choose a color for your "pencil" tool.
- Touch  to save your choices.

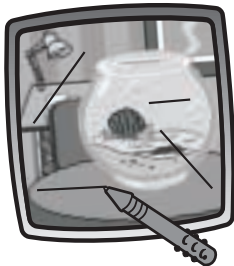
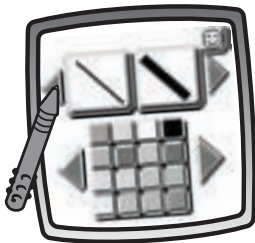
Create your own drawing or write a message with the stylus.






## Straight Line



Touch to make straight lines.



- Touch the upper arrows to choose the type of line. Choose  or .
- Touch the lower arrows to choose a color palette. Choose a color for the line.
- Touch  to save your choices.

Touch the screen with the stylus. Now, drag the stylus on the screen and stop. Look – a straight line!

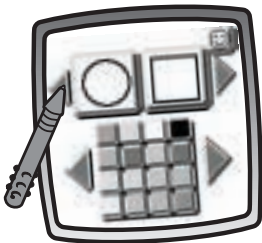
**Hint:** Make your own shapes or create your own connect-the-dots.






## Shape Maker



Touch to make shapes.



- Touch the upper arrows to choose a shape. Choose  or .
- Touch the lower arrows to choose a color palette. Choose a color for your shape.
- Touch  to save your choices.



Touch the screen and drag the stylus to make small or large shapes.

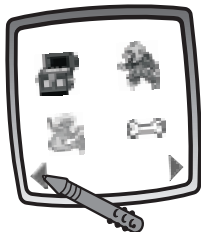
**Hint:** To make a triangle, touch the screen and drag the stylus to make the base of the triangle. Then, touch the base line with the stylus and drag it to complete the triangle.



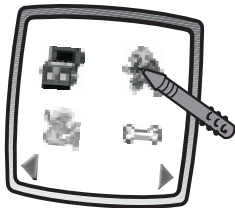
## Stamp It!



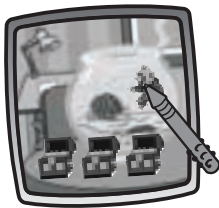
Touch for stamper art.




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.







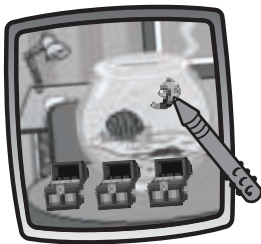
## Magic Wand Eraser




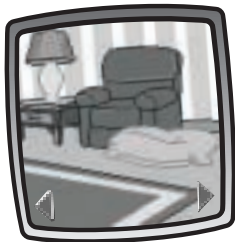
Touch to make your stylus an eraser or go to special effects!




- Choose eraser , magic effects  or undo .
- Touch  to save your choice.




If you chose eraser , use your stylus to erase any part of what's on the screen.



If you chose magic effects , you'll need to select a background layer. Touch the arrows on the bottom of the screen with the stylus to scroll through background choices. After you choose a background layer, use your stylus to "scratch" through your creation to reveal the hidden image.



If you chose undo , whatever you have done to your picture is gone!



## Full Screen Erase



Touch to choose an animated full screen erase with cool sound effects.



Touch the screen with the stylus to choose the effect.



Watch and listen as your drawing disappears.

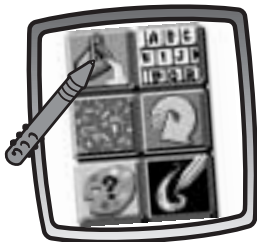
**Hint:** After using the full screen erase, you're still in the same activity using the same tool.



## Special Effects Selector





Touch to choose a special effect.





Choose an effect: Paint Bucket, Typist, Confetti, Rotator, Color Surprise and Scratchboard.




Touch  with the stylus. Choose an effect and the color. Touch  to save your choices. To fill in a selected drawing area, select the area.




Touch  with the stylus. To create your own caption, touch each letter of each word with the stylus. Touch  to save your caption. Touch the bottom of the screen with the stylus to see your caption.




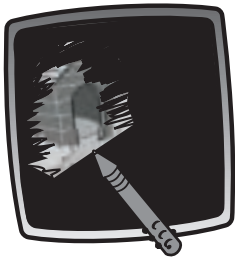
Touch . Your picture is all mixed -up! Choose the confetti tool again to mix-up your picture in smaller pieces.




Touch  with the stylus.  
Look, your picture "turned"!



Touch  with the stylus.  
Surprise!



Touch  with the stylus.  
Use the stylus to remove the  
"black" coating on the screen.






## Save It! (and Adjust Contrast)



Touch to save or retrieve your picture or game; or adjust the contrast (at any time).



Touch **IN** file  to save; touch **OUT** file  to retrieve;  
touch contrast  to increase or decrease lightness  
or darkness of the image on the screen.

### Hints:

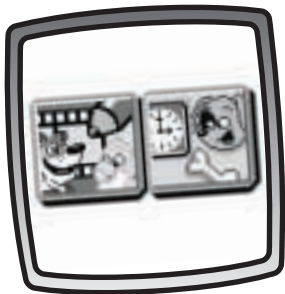
- You can save one picture or game at a time! Each time you save a picture or game, it replaces the one already there.
- After you save a picture or game, it will appear on your screen again. To make a new picture or game, choose another activity/tool.



## Home



Touch to go back to the Home Screen.

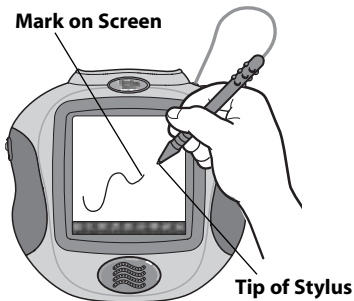


Choose a mode: **Activity Mode** or **Sim Mode**.  
Touch your choice on the screen with the stylus.



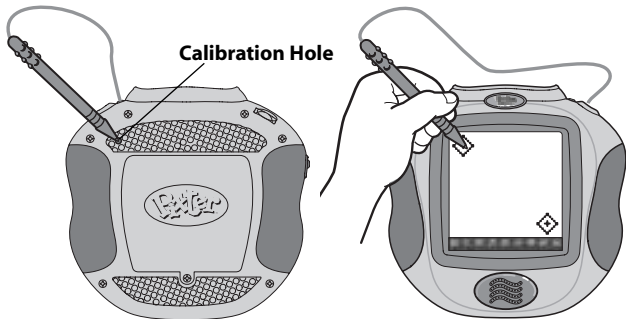
## Calibrating the Stylus




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 Pet Shop 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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