

Pixter
COLOR
Software



Fisher-Price

Owner's Manual

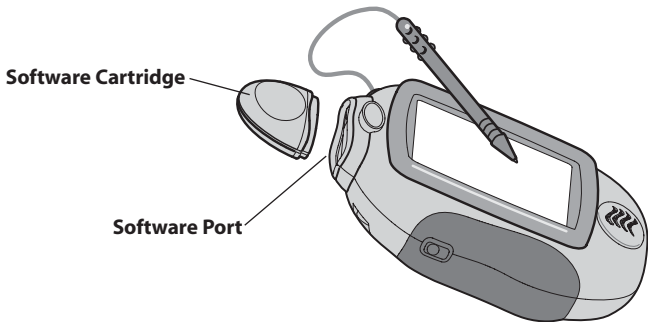
Model Number: H0057





Let's Go!

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



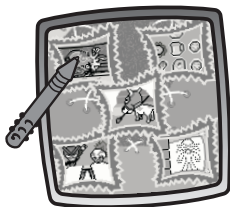
- Some of the tools on the tool menu are not available for use in some games or activities. If a tool is not available for use, you will hear a tone.
- Please keep this manual for future reference, as it contains important information.

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 30, Calibrating the Stylus.



It's Mucha Lucha™ Time

Choose a game or activity from the Home Screen: **Rikochet's Knockout**, **Donut Stack**, **Stamp and Draw**, **Masked Match-Up** and **Build a Wrestler**.



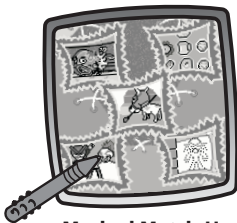
Rikochet's Knockout



Donut Stack



Stamp 'n Draw



Masked Match-Up

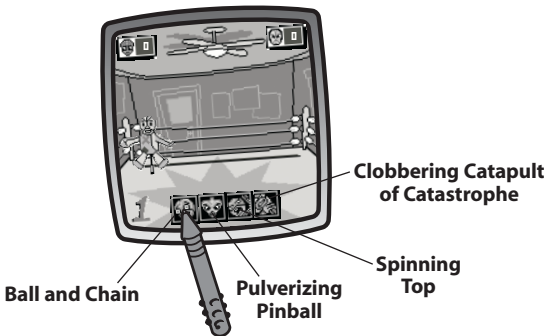


Build a Wrestler



Knockout

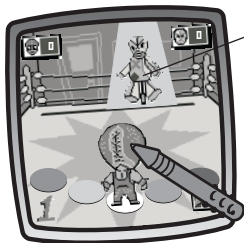
Object: Choose a wrestling move and place Rikochet on the mat to face his opponent!



- First, choose a wrestling move for Rikochet on the bottom of the screen. Choose from: Ball and Chain, Pulverizing Pinball, Spinning Top or the Clobbering Catapult of Catastrophe.
- Touch your choice on the screen with the stylus.



- Now, choose a start position for Rikochet. Touch any of the five circles on the screen with the stylus.



Opponent

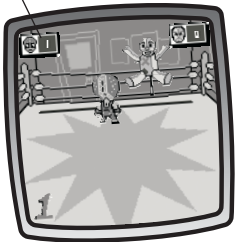
- Watch the opponent wrestler move from side to side on the screen. Touch Rikochet on the screen with the stylus to launch his wrestling move.



Rikochet's Score

- **POW!** Rikochet gets a point. Try again.


Opponent's Score



- **You missed!** The opponent gets the point. Try again.



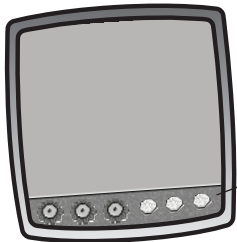
- Move on to the next round!

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.



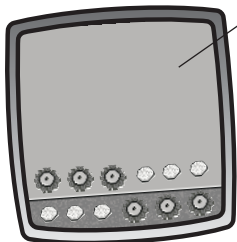
Donut Stack

Object: Match a group of three or more donuts to score points and keep the donut case from filling up!



- Look at the row of donuts in the preview window on the screen.

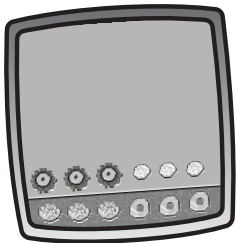
Preview Window



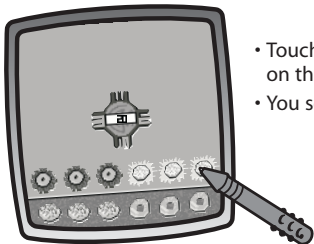
Play Area

- Watch as that row of donuts moves up into the play area. Remember, you need to match a group of three or more donuts to score points.

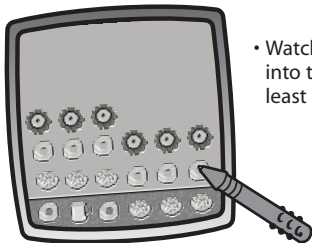
Hint: The donuts are different colors and shapes. Match the color and the shape.



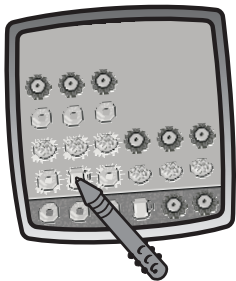
- Do you see a group of at least three donuts?



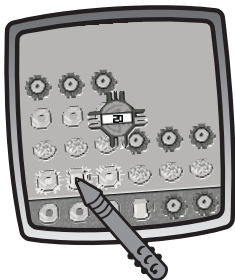
- Touch any of the donuts in the group on the screen with the stylus.
- You score points! The donuts disappear.



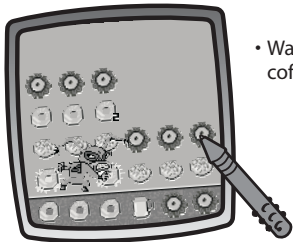
- Watch as another row of donuts moves up into the play area. Do you see a group of at least three donuts?



- The coffee cup automatically matches all the donuts around it. Touch the coffee cup on the screen with the stylus.



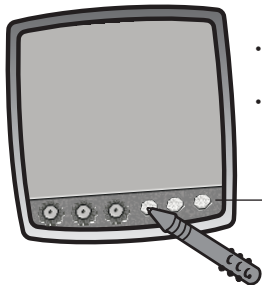
- You score points! The donuts and coffee cup disappear.



- Watch out! The Flea may steal the coffee cup if you don't use it.

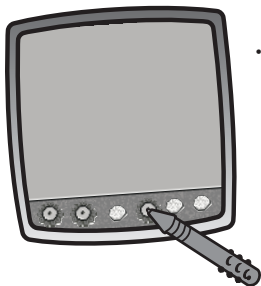


• **Alright!** You're on to Round 2.

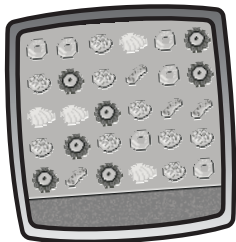


- You can change the order of the donuts in the preview window.
- Touch a donut on the screen with the stylus.

Preview Window




- The donuts switch positions!



- When the donuts fill the screen (the donut case) – 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.



Stamp 'n Draw

Object: Create your own Mucha Lucha™ scene!




- 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

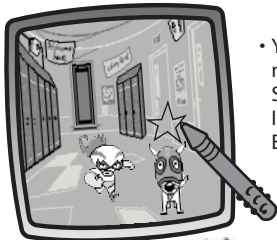
- Touch the arrows on the bottom of the screen with the stylus to scroll through different stampers.











- 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.



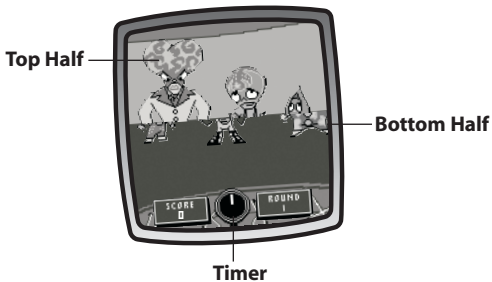
- You can also use the tools on the tool menu to finish your scene: “Pencil” Tool  ; Straight Line  ; Shape Maker  ; Stamp It  ; Magic Wand Eraser  ; or Special Effects Selector  .

Hint: When you’re finished creating, you can Save It  or touch Home  on the tool menu with the stylus to return to the Home Screen.



Masked Match-Up

Object: Match the tops and bottoms to put the masked wrestlers back together!



- The top half of the wrestlers are located at the top of the screen. The bottom half of the wrestlers are located at the bottom of the screen.
- When both halves of a wrestler match up, touch the top half or the bottom half on the screen with the stylus.

Hint: You have 60 seconds to match six wrestlers (in each round!).



• **Good job!** It's a match. You score points.




• Try again!



- Move on to the next round!



- Time's up! Look at your final score.

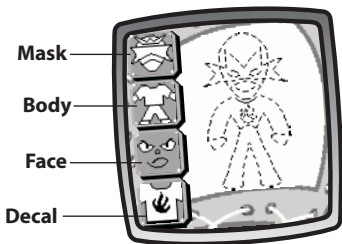
Hint. If you'd like to go to a different activity, touch Home  on the tool menu with the stylus to return to the Home Screen.



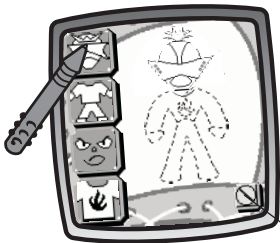


Build a Wrestler

Object: Mix and match parts to create your own wrestler.



- Choose a mask, body, face, and decal for your wrestler.



- Touch the mask button on the screen with the stylus. Look at your choice on the wrestler.
- Touch the mask button again with the stylus to see more mask choices.

Hint: Touch the erase button with the stylus to change your selections.

Erase Button



- Repeat this procedure to choose a body, face and decal for your wrestler.

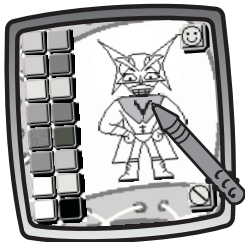


Paint Bucket

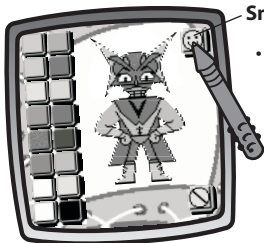
- After building your wrestler, it's time to color.
- Touch the paint bucket in the upper right corner of the screen with the stylus.



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



- Now, touch any solid shape with the stylus to “paint” it with color!

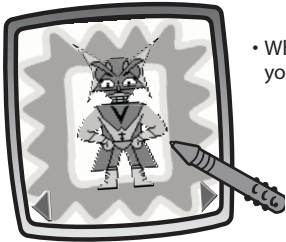


Smiley Face

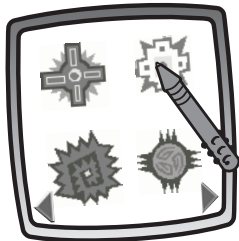
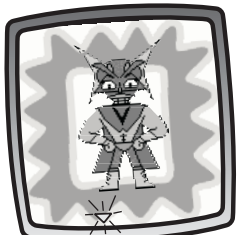
- When you finish adding color, touch the smiley face button in the upper right corner of the screen with the stylus.




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

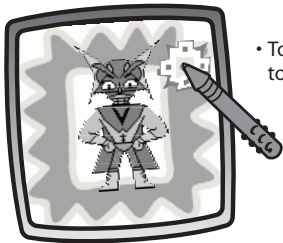


- When you find one that you like, touch your choice on the screen with the stylus.

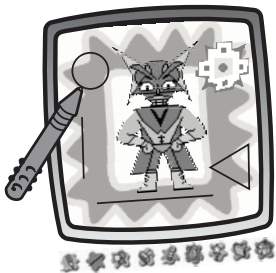








- The blinking arrow on the bottom of the screen encourages you to use the Stamp It!  tool on the tool menu. Touch the Stamp It! tool on the tool menu with the stylus.


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



- Touch the screen with the stylus to place your stamper.



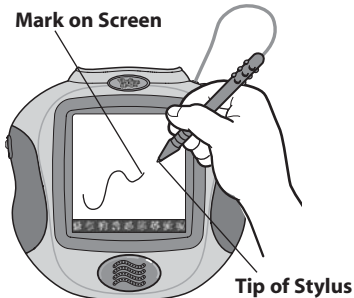
- You can also use the other tools on the tool menu: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Magic Wand Eraser ; or Special Effects Selector .

Hint: When you're finished creating, you can Save It  or touch Home  on the tool menu with the stylus to return to the Home Screen.

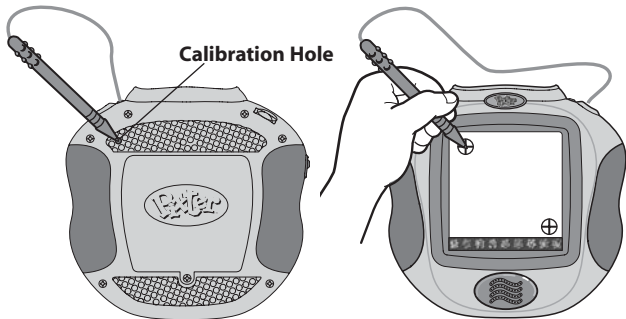


Calibrating the Stylus

Mark on Screen



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



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

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



Care

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



One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pixter® Color ¡Mucha Lucha!™ is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Consumer Relations at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.



Consumer Information

Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-5437**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Visit us on-line at www.service.mattel.com.

Write to:

Fisher-Price® Consumer Relations
636 Girard Avenue
East Aurora, New York 14052

For countries outside the United States:

CANADA

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

GREAT BRITAIN

Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB. 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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