

Color
Pixter
Software
SCOOBY-DOO!



Fisher-Price

Owner's Manual

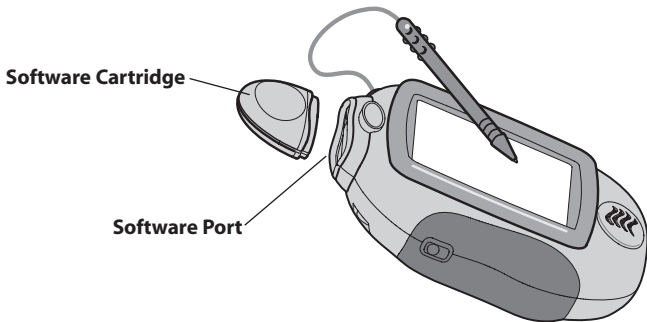
Model Number: H0404





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 27, Calibrating the Stylus.



Choose a Game or Activity!

Choose a game or activity from the Home Screen: **Gone Batty**, **Lost Glasses**, **Scooby Skate**, **Create a Villain**, and **Scene Starter Scrapbook**.



Gone Batty



Lost Glasses



Scooby Skate



Create a Villain

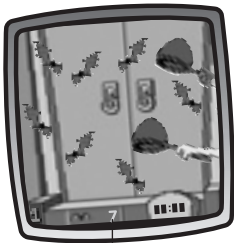


Scene Starter Scrapbook



Gone Batty

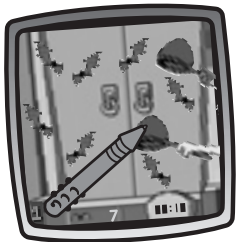
Object: *Catch all the bats in the least amount of time and advance to the next level!*



Number of Bats to Catch

- Look at the bottom of the screen. The number in the middle of the screen is the number of bats you need to catch.

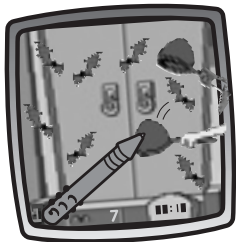
Hint: *You need to catch 7 bats in Level 1; 10 bats in Level 2 and 20 bats in Level 3.*



- Watch as the bats fly onto the screen. Touch a net on the screen with the stylus to see if it catches a bat.



- **Good job!** You caught a bat. Try to catch another one!



• **You missed.** Try again.




• You caught all the bats. Look at your time!

Timer



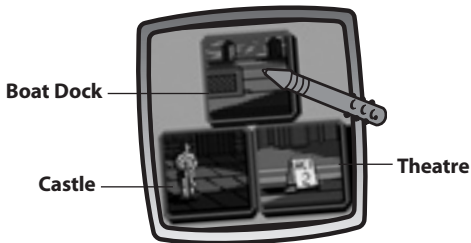
- Move on to the next level!

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.



Lost Glasses

Object: Find Velma's glasses before the villain finds you!



- First, choose a location. Touch your choice on the screen with the stylus.



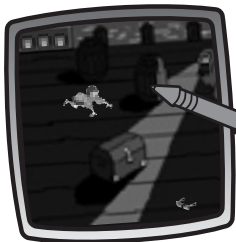
Velma

Villain



- Now, look at the game screen. Velma needs to get to her glasses, before the villain spots her!

Glasses



- Touch an object on the screen with the stylus. Velma crawls behind it.

Hint: Watch out for the villain's line of sight!



• **Hurray!** You're safe!

Chances




• Try again!

Hint: You have three chances. Look at the upper left corner of the screen to see how many chances you have left!



- Velma found her glasses!


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.




Scooby Skate

Object: Help Scooby get away from the villains and score as many points as possible!



- Touch the up button  on the screen with the stylus so that Scooby jumps over low obstacles.





- Touch the down button  on the screen with the stylus so that Scooby ducks under high obstacles.



• Try again!


Hint: You have three chances. Look at the lower left corner of the screen to see how many chances you have left!



• Touch the down button  or up button  on the screen with the stylus so that Scooby catches the snack. You score points!



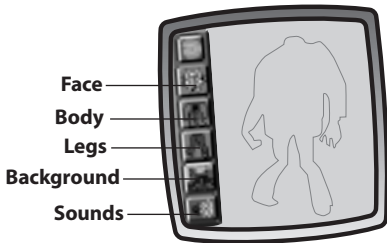
- Move on to the next level!

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.




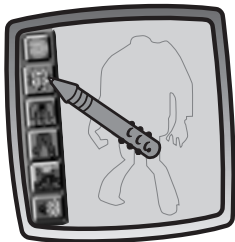
Build a Villain

Object: Mix and match parts to create a scary villian.

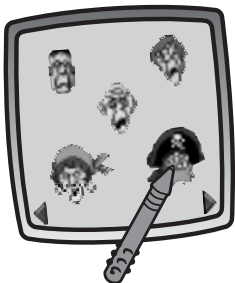


- Choose a face, body, legs, background and sounds for your villain.


Hint: You can touch  on the screen with the stylus for a random, mystery villain!



- Touch the face button on the screen with the stylus.



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

Hint: If you'd like, touch the mystery choice  on the screen with the stylus. If you like that choice, touch the smiley face on the screen with the stylus.



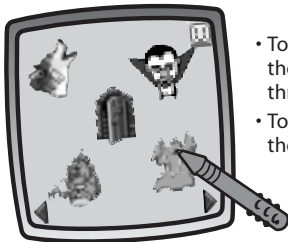
- Look at your choice on the villain.



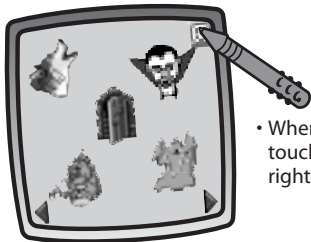
- Repeat this procedure to choose a body, legs and background for your villain.



- Next, touch the sound button on the screen with the stylus.




- Touch the arrows on the bottom of the screen with the stylus to scroll through choices.
- Touch a picture on the screen with the stylus to hear the sound.





- When you find a sound that you like, touch the smiley face in the upper right corner of the screen with the stylus.








- When you've finished building your villain, you can listen and watch your scary villain.
- Touch the play button  on the bottom of 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.



- You're back to your villain. Touch the screen to with the stylus to place your stamper.
- You can also use other tools on the tool menu: "Pencil" Tool ; Straight Line ; Shape Maker ; 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.



Scene Starter Scrapbook

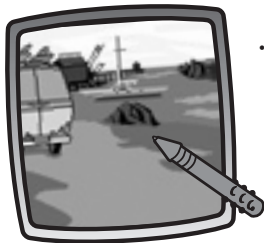
Object: Create your own Scooby scene for the scrapbook!



- First, you need to open the scrapbook. Touch the arrow on the screen with the stylus.




- Next, choose a starter background.
- Touch the arrows on the bottom of the screen with the stylus to scroll through different locations.

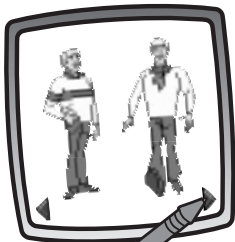


- When you find one that you like, touch your choice on the screen with the stylus.

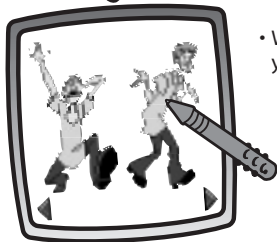


- The blinking arrow on the bottom of the screen encourages you to use the Stamp It!  tool on the tool menu. Touch the Stamp It! tool on the tool menu with the stylus.

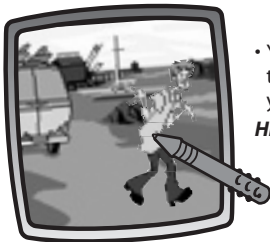




- Touch the arrows on the bottom of the screen with the stylus to scroll through stamper choices.



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



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

Hint: Some stampers have sound!



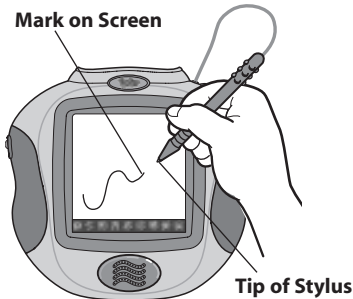
- You can also use the tools on the tool menu to finish your scene: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Magic Wand Eraser ; or Special Effects Selector .

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.

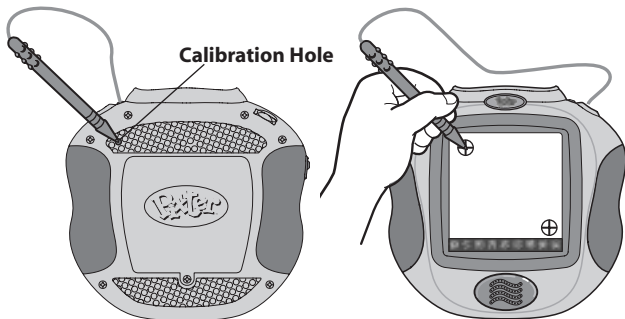


Calibrating the Stylus

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 to the original purchaser Pixter® Color Scooby-Doo! 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:

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

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