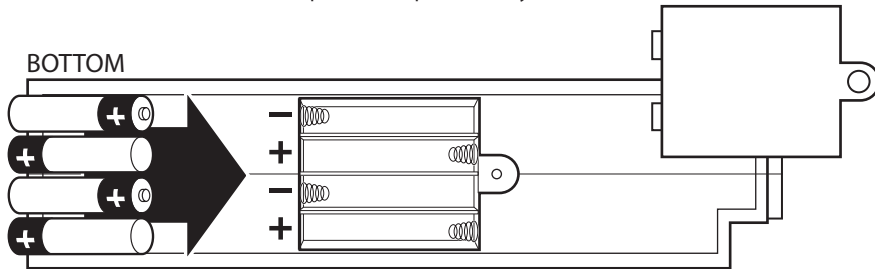


Battery Replacement

Batteries included are for demonstration purposes only. Replace batteries when sound or image becomes distorted.

For longer life use only alkaline batteries. Toy requires 4 replaceable AAA/LR03 alkaline batteries. When "BATTERY LOW" shows on screen, change batteries within 3 minutes. To replace batteries, use a Phillips head screwdriver (not included) to open battery door. Insert 4 AAA/LR03 alkaline batteries as shown. Use either AAA/LR03 alkaline batteries or equivalent. Replace battery cover and screw closed.



Battery Safety Information

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from

that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

(VALID FOR CANADA ONLY • VALABLE AU CANADA SEULEMENT)

Operation is subject to the following two conditions:

(1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :

(1) Il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1-800-524-8697 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1-800-524-8697.

Mattel U.K., Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628500303.

Mattel Australia Pty., Ltd., Richmond, Victoria 3121. Consumer Advisory Service 1300 135 312 (valid only in Australia).

Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410

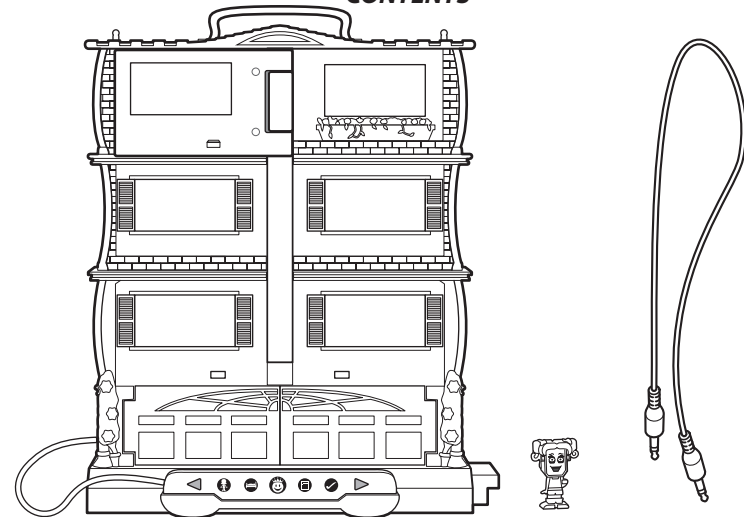
PIXEL CHIX™



ROOMIES™ HOUSE

INSTRUCTIONS

CONTENTS



Batteries included are for demonstration purposes only. Requires 4 AAA (LR03) alkaline batteries.

We listen to you!

We want you to have fun playing with our products.

Please give us your feedback by filling out the short on-line survey. Go to:

secure.mattel.com/surveys

Thanks for helping us make great toys even better!

English-only site. • Sítio web em inglês. • Site Web en anglais uniquement. • Site na Internet disponível apenas em inglês.

Please remove everything from the package and compare to the contents shown here.

If any items are missing, please call 1-800-524-8697.

Keep these instructions for future reference as they contain important information.

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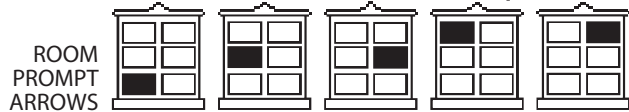
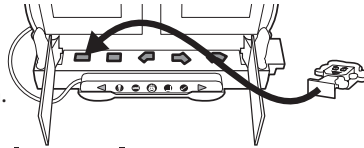
A PIXILLION™ things ROOMMATES can do together!

Having your own house is so much fun! And you can't wait for your friends to move in and be roomies! But there's work involved with being roommates. Who will cook the meals? Who will clean the house? Will everyone get along? Everyone wants to be the queen of the house! Play Pixel Chix™ Roomies™ House and see who becomes the queen!

Let's move in!

When the unit is turned on for the first time, the Pixel Chix™ gal will be in the living room. Move the screen to the living room, follow the ROOM PROMPT ARROWS, and Pixel Chix™ gal takes you on a tour of the house.

Open the garage doors and plug in the character included into the matching footprint. Close the doors and the ROOM PROMPT ARROW appears on the screen. Follow the ARROW to find the room the character is in.



There are 6 rooms in your house. Let's take a tour!

Move the screen up and down, right and left, to choose a room. There are 6 rooms:

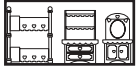
master bathroom



master bedroom



bedroom 1



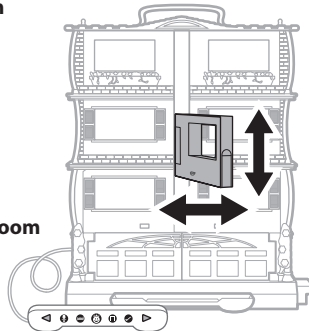
bedroom 2



kitchen & bathroom



living & dining room



Your friend wants to move in!

Add up to 4 Pixel Chix™ Roomies™ Friends (sold separately), for a total of 6 roommates, including the Pixel Chix™ gal.

Open the garage doors and plug in the character included into the matching footprint. Close the doors and the ROOM PROMPT ARROW appears on the screen. Follow the arrow to find the room the character is in.

How do you get to be queen of the house?

Playing games and cleaning your room earns you points. When a roomie has moved in (by putting a character into her matching footprint in the garage), the 2 roomies can compete in challenges to earn more points. (These house challenges are between 2 or more characters, and are in the living room only.) The **active character** wins 5 points for each challenge won.

The gal with 16 points gets to be queen of the house! What does that mean? That means you get to stay in the master bedroom, use the master bathroom and unlock a surprise! Oh la la!

GO AHEAD AND PUSH OUR BUTTONS!

Then watch us push each other's buttons!



ARROWS are used to move characters, scroll through selections, menu items, etc. Press YES to select what you have chosen.



CHARACTERS Press this button to make a character active, show the number of points a character has and to find out which characters live in the house.

The active character is the only one who can earn points during games and challenges. She can even lose points by neglecting household chores.



BEDTIME Press when it is time for the Pixel Chix™ gals to go to bed. Move the screen from one bedroom to another to see what a gal is dreaming!



GAMES To win points, use this button to choose a game to play or a challenge. 2 or more characters are needed for challenges.



MENU Use to bring up items to choose for games or animations.



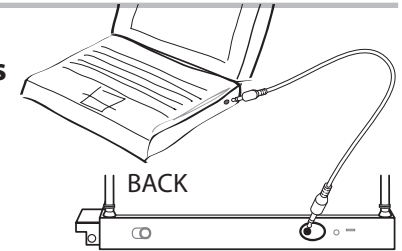
YES Use to select an item in a menu.

NOTE: Holding down the YES button for 3 seconds powers down the unit.

NOTE: The buttons have different functions while playing games.

Get SECRET CODES from PIXELCHIX.COM™ to unlock surprises for the Pixel Chix™ Roomies™ House!

Use the cord included to connect the Roomies™ House to your computer's headphone jack. Go to PIXELCHIX.COM™ and unlock new animations or decorations.



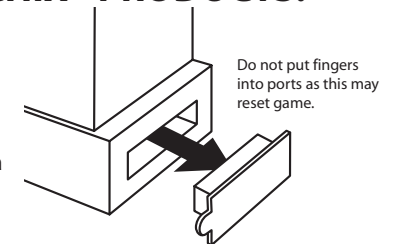
NOTE: You can also connect Roomies™ House to your MP3 or CD player.

CONNECT TO OTHER PIXEL CHIX™ PRODUCTS.

Remove cover first, then connect the units.

When Roomies™ House is connected to Hangin' at Home™, Love 2 Shop™ Mall, 2 Story House, Secret Life of Pets™, Babysitter, or another Roomies™ House, press **GAMES** on one unit and a Pixel Chix™ gal will come over to that unit. Connect to a Road Trippin'™ Car, press any button on the car, and the gal goes into the car.

Hair color of gals may change when moving from one device to another. Hangin' at Home™, Love 2 Shop™ Mall, 2 Story House, Secret Life of Pets™, Babysitter, or another Roomies™ House sold separately, subject to availability. Colors and decorations may vary.



Do not put fingers into ports as this may reset game.

TROUBLESHOOTING

TRY ME PULL-TAB

The pull-tab in the Try Me slot should be automatically removed when toy is taken out of the package. If not, simply remove the pull-tab before playing.

RESET BUTTON

Reset product to start a fresh game. Ask an adult to insert a metal tip, such as a bent paper clip, into the hole.

When exposed to an electrostatic source, the product may malfunction and suffer memory loss. Reset the product if this occurs.

