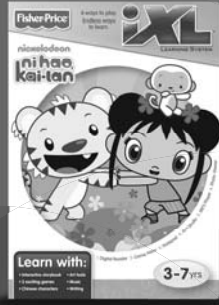
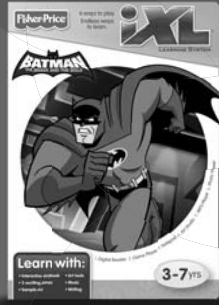
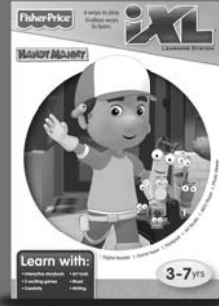
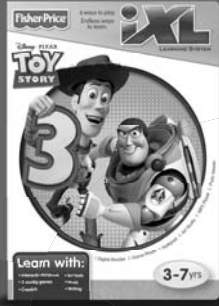


# So many ways to learn and play!

Look for a wide range of software titles with a big selection of favorite friends from the world of entertainment.



Disney elements © Disney  
Disney/Pixar elements © Disney/Pixar



BATMAN: THE BRAVE AND THE BOLD and all related characters and elements are trademarks of and © DC Comics.

WB SHIELD: TM & © Warner Bros. Entertainment Inc. (s10)

SHREK FOREVER AFTER and all related characters and elements are trademarks of and © Hanna-Barbera. (s10)

Shrek Forever After™ & ©2010 DreamWorks Animation L.L.C.

© 2010 Viacom International Inc. All Rights Reserved. Nickelodeon, Ni Hao, Kai-lan, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. SpongeBob SquarePants created by Stephen Hillenburg.

Fisher Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.

©2010 Mattel, Inc. All Rights Reserved. © and ™ designate U.S. trademarks of Mattel, Inc., unless otherwise indicated.

PRINTED IN CHINA


R9703b-0920





[www.fisher-price.com](http://www.fisher-price.com)


## Quick Start


1. Install batteries in iXL (see page 6).
2. Open iXL and press the power button.
3. Touch a gray bar (profile) on the login screen. To create a custom profile, see page 45.
4. Calibrate the touch screen with the stylus. See page 50.
5. From the Home screen, choose an activity.


 Digital Reader - Listen to a story read aloud and then play an activity! See page 11.

 Game Player - Play a game that makes learning to count fun! See page 15.

 Notepad - Practice writing letters, numbers and words! See page 17.

 Art Studio - Create artwork with backgrounds and drawing tools. See page 19.

 MP3 Player - Listen to a song sampler. See page 24.

 Photo Viewer - Watch a pre-loaded picture slideshow that you can draw on! See page 26.

6. Install iXL Computer Software and connect iXL to your computer to load your own music and photos, additional software titles (sold separately) or manage your music playlists and photos. See page 30.



Digital Reader



Game Player



Notepad



Art Studio



MP3 Player  
headphones not included



Photo Viewer



iXL™ Handheld Device



**iXL™ Handheld Device**



**iXL™ Computer Software CD-ROM**

(CD-ROM is not a toy)



**USB Cable**

(USB cable is not a toy)

- Please keep this owner's manual for future reference, as it contains important information.
- Requires four "AA" (LR6) **alkaline** batteries (not included) for operation.
- Adult assembly is required for battery installation, software installation, content management and hook up to your computer.
- Tool required for optional SD card installation: Phillips screwdriver (SD card and screwdriver are not included).
- Use only the attached stylus on the touch screen. Never use any other object, such as regular pens or pencils, on the touch screen. Markings from regular pens and pencils cannot be removed and will damage the touch screen.
- Exposure to prolonged periods of cold temperatures can affect images on the touch screen. This is a temporary condition and will change once the touch screen returns to a normal temperature.
- For proper use of this toy, we recommend your computer meet minimum system requirements, including an Internet connection.

### Minimum System Requirements

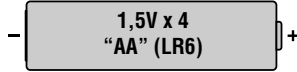
Operating System .....	Microsoft® Windows XP, Windows Vista™ or Windows 7 Macintosh OS X v10.4 or higher
Hard Drive.....	150 MB available
Video Resolution.....	800x600 32-bit color DirectX9.0c compatible
Sound .....	16-bit DirectX compatible
CD or DVD drive	
USB port .....	1.1

**Note: Internet connection is required.**

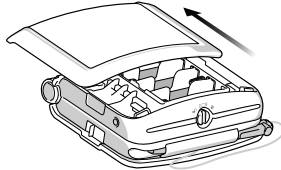
**Note:** Product features and decorations may be different from photos included in this manual.



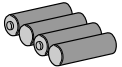
# Battery Installation



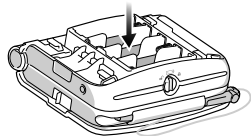
- Using a coin, turn the battery compartment fastener on the side of iXL™ to unlock



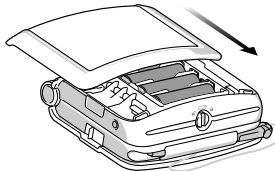
- **Slide** the battery compartment door to remove it.



- Insert four “AA” (LR6) **alkaline** batteries.  
*Hint: We recommend using **alkaline** batteries for longer battery life.*



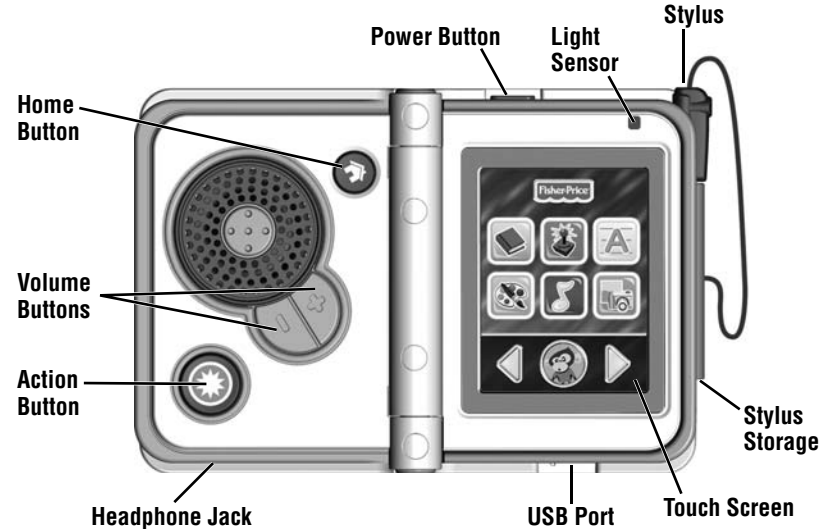
- Fit the tabs on the underside of the battery compartment door into the grooved tabs on iXL.
- **Slide** the battery compartment door to close.



- Using a coin, turn the fastener to lock

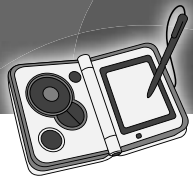


**NOTE:** When you see the low battery indicator on the screen, it's time for an adult to change the batteries!

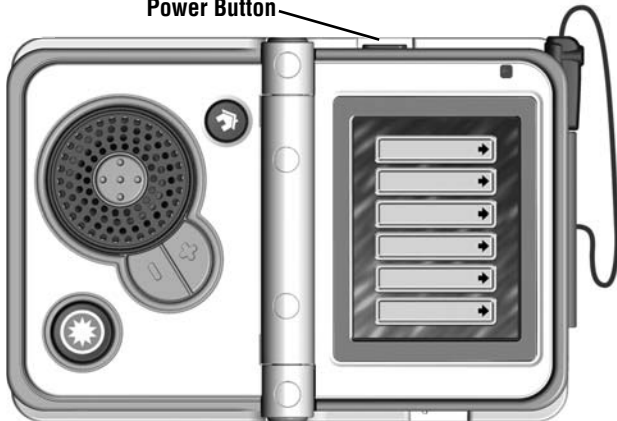



- Press the **Power Button** (with iXL open) to turn power ON.
- The **Light Sensor** automatically dims the backlight on the screen when used in a dark room (if the automatic backlight feature is turned ON see page 35).
- Use only the **Stylus** on the **Touch Screen** to make selections. Store the stylus on the side of iXL when not in use.
- To load your own photos, music or additional software titles (sold separately) manage content on or customize iXL, slide the door open to access the **USB Port** . Insert the USB cable (included) to connect iXL to your computer.
- For private listening, insert a headphone pin (headphones sold separately) into the **Headphone Jack** . Make sure the headphones used are equipped with a 3,5 mm pin.
- Press the **Action Button** in some activities to make choices.
- Press the **Volume Buttons** to increase or decrease the volume.
- Press the **Home Button** to return to the Home screen in any activity.
- To **conserve battery life**, the iXL touch screen dims 1½ minutes after the last input and completely turns OFF after 3 minutes.

# Getting Started

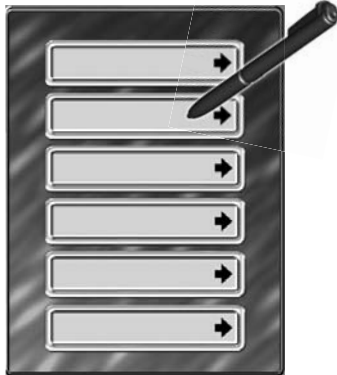


Power Button



- Open iXL™ and press the power button .

**Hint:** Make sure iXL is completely open before pressing the power button.



Login Screen

- Use the stylus to touch a gray bar (profile) on the login screen.

**Hint:** You can create up to five custom profiles on iXL using the enclosed computer software. For more information, go to page 45.

# Getting Started



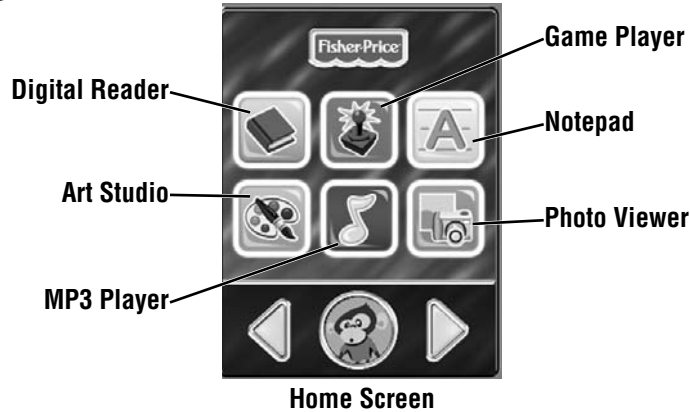
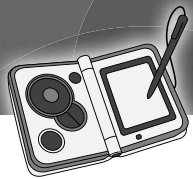
Home Screen

- From the Home screen, touch  with the stylus to change the screen background design.

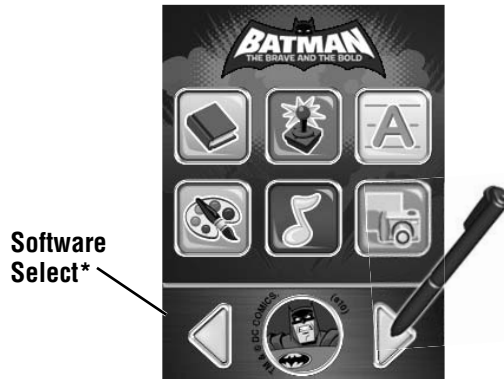


- Touch a background design with the stylus, and then touch .

# Home Screen

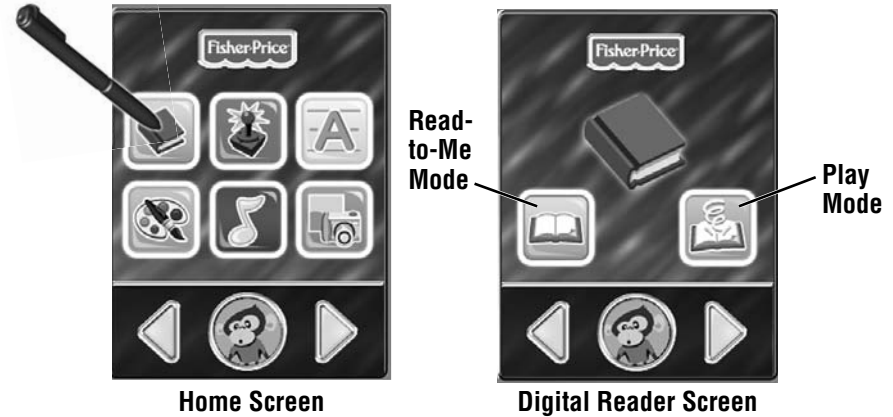





- Choose an activity. Touch an activity on the screen with the stylus.




- Touch ◀ or ▶ at the bottom of the Home screen (or any opening activity screen) with the stylus to select a different software title.
- \*To use this feature, you must purchase, install and load additional software titles (sold separately) to IXL™. For more information, go to page 30.

# Digital Reader



- Touch  on the Home screen with the stylus to read stories.
- From the Digital Reader screen, touch **Read-to-Me**  or **Play**  mode with the stylus.




- In **Read-to-Me** mode, listen to the narrator read the entire story.
- Hint:** Press the Action Button  on IXL™ to pause the story. Press it again to resume the story.

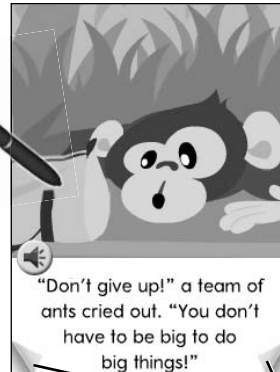
# Digital Reader



Repeat Page

- In **Play** mode, listen to the page read.
- Touch  to repeat the page.

**Hint:** Press the Action Button  on **iXL™** to pause the story. Press it again to resume the story.



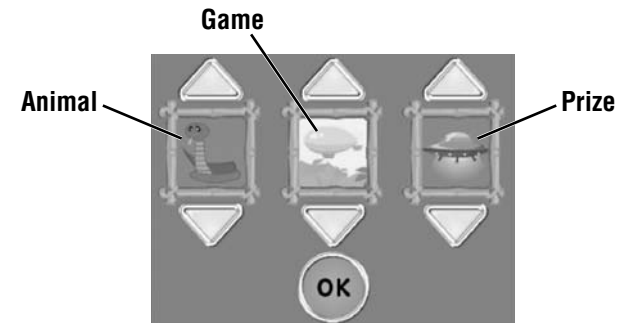
Turn Page


- Explore the page by touching objects with the stylus.
- Touch the bottom corners on the screen with the stylus to turn the page.

# Digital Reader



- Touch the highlighted key words on the page with the stylus to learn more.






- After the story, play a comprehension activity.  
**Hint:** In Play mode, you will need to turn the page at the end of the story to play this activity.
- Use the stylus to choose an animal, game and prize. Touch the arrows on the screen with the stylus to scroll through choices. When you’re finished, touch .

# Digital Reader

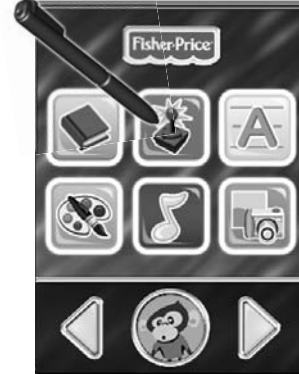


Exit Repeat Create

- Listen to the newspaper story!
- Touch  with the stylus to **Repeat** the headline story.
- Touch  with the stylus to **Create** a new headline story, or touch  to **Exit** this activity and return to the Home screen.

**Hint:** You can also press the Home Button  on iXL™ at any time to exit this activity and return to the Home screen.



# Game Player

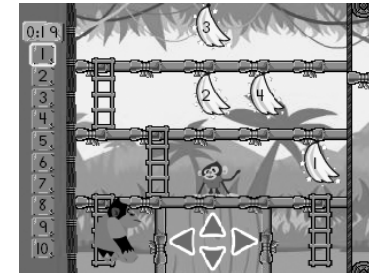



Home Screen



Game Player Screen

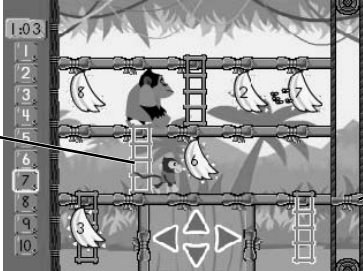
- Touch  on the Home screen with the stylus to play a game.
- From the Game Player screen, touch  with the stylus to begin the game.



- Help the monkey collect bananas and count them in order.
- Touch the top, sides or bottom of  on the screen with the stylus to move the monkey left, right, up or down!



# Game Player




Ladder

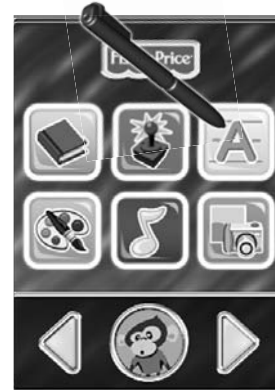
Elevator

- Climb up and down the ladders or get on the elevator to collect more bananas!
- Watch out for the gorilla and mosquitoes. Touch the monkey with the stylus to throw bananas and get them out of your way.

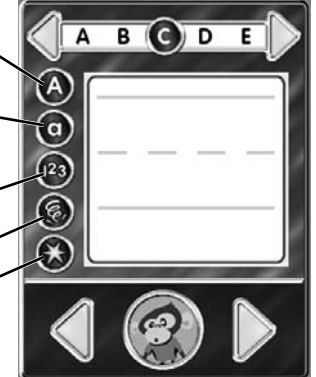


- When you collect all 10 bananas, listen and count them again!
- In **Level 2**, count backwards; in **Level 3**, count by 2's. Watch for more obstacles in these levels!
- Press the Home Button  on **ixl™** to exit this activity and return to the Home screen.


# Notepad

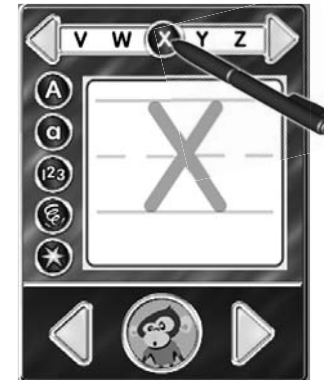




Home Screen



Notepad Screen

- Touch  on the Home screen with the stylus to practice writing letters, numbers and words.
- Choose a writing activity from the Notepad screen.



- Touch a letter (or number or word) on the top of the screen with the stylus and watch it drawn on screen.
- Touch  or  at the top of the screen with the stylus to scroll through more choices (letters, numbers or words).






# Notepad



- Use the stylus to trace on the screen.



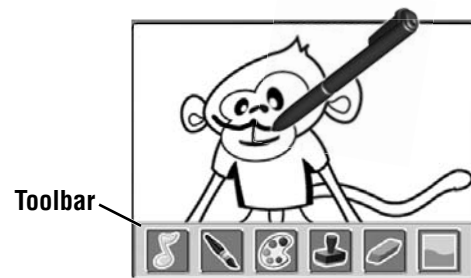
- Touch  on the screen with the stylus to clear the screen.
- Hint:** You can also press the Action Button  on **iXL™** to clear the screen.
- Press the Home Button  on **iXL** to exit this activity and return to the Home screen.

# Art Studio



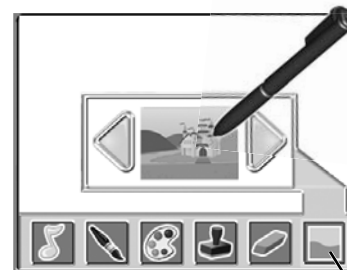
Home Screen

- Touch the  on the Home Screen with the stylus to create artwork.
- Use the stylus to draw on the picture or touch any tool on the toolbar.






Toolbar

Art Studio Screen




Backgrounds

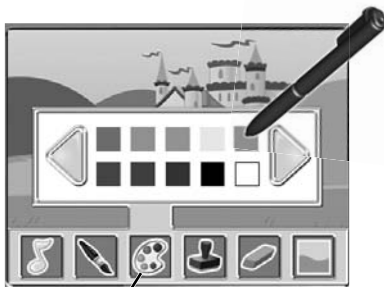
- Touch  on the toolbar with the stylus to choose a background to draw on.
- First, touch  or  with the stylus to scroll through background choices. When you find one that you like, touch the background with the stylus.

# Art Studio






Styles

- Touch  on the toolbar with the stylus to choose a pencil, paint brush, paint bucket or spray paint. Touch your choice with the stylus to draw or paint.



Color Palette

- Touch  on the toolbar with the stylus to choose a color from the color palette. Touch  or  on the screen with the stylus for more colors. When you find a color that you like, touch it with the stylus.




# Art Studio



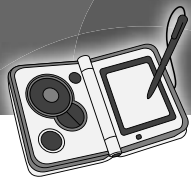
- Using the stylus on the screen, draw or paint on the background.



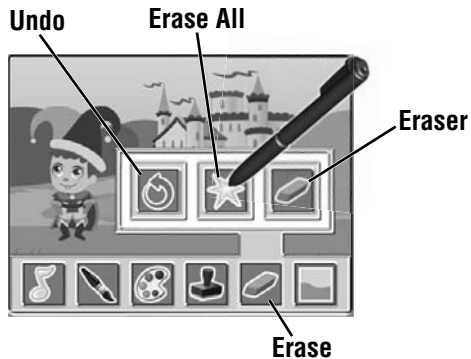
Stamper


- Touch  on the toolbar with the stylus to choose stampers for your picture.
- Touch  or  on the screen with the stylus for more stampers.
- When you find a stamper that you like, touch it with the stylus.

# Art Studio

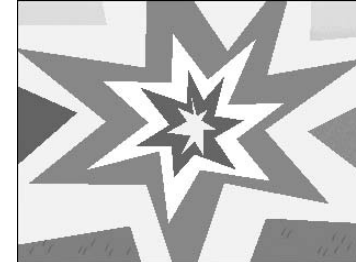


- Touch the screen with the stylus to place stamp in your picture.



- Touch  on the toolbar with the stylus if you'd like to erase.







# Art Studio



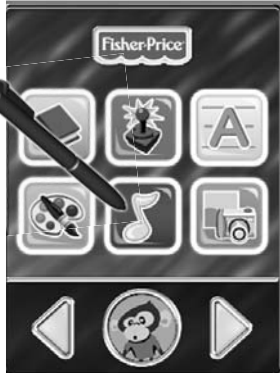
**Hint:** You can also press the Action Button  on iXL™ to erase all.




Music

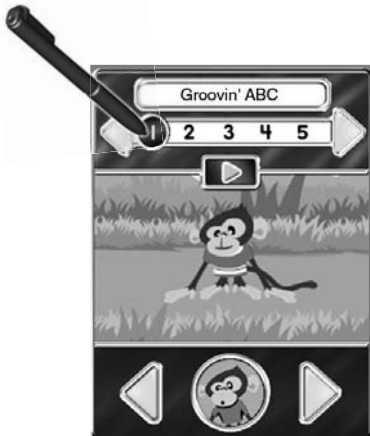
- Touch  on the toolbar with the stylus to listen to music while you draw!
- Touch  or  to scroll through song choices. Touch , or  to turn the music ON or OFF.
- Press the Home Button  on iXL to exit this activity and return to the Home screen.





# MP3 Player



Home Screen

- Touch  on the Home screen with the stylus to listen to music.



- Touch the numbers at the top of the screen with the stylus to choose any of five, preloaded songs.
- Touch  or  at the **top** of the screen with the stylus to view more songs; touch  or  at the **bottom** of the screen to change backgrounds.



**Note:** To use the scrolling feature, you need to load your own music or additional software titles (sold separately). For more information, go to page 30.

# MP3 Player

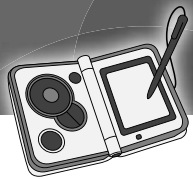


- Touch  on the screen with the stylus to stop the music.




- Touch  on the screen with the stylus to play the music.
- Press the Home Button  on **iXL™** to exit this activity and return to the Home screen.

# Photo Viewer



Home Screen

- Touch  on the Home screen with the stylus to view a pre-loaded picture slideshow.




**Hint:** If you would like to load your own pictures, go to page 30 for more information.



Picture Slideshow




Toolbar

- If you'd like to draw on a picture, touch the screen with the stylus to see the toolbar.
- Hint:** You can also press the Action Button  on *iXL™* to use the toolbar.
- Touch  or  to scroll through pictures. To choose a picture, touch the screen with the stylus.

# Photo Viewer






Styles

- Touch  on the toolbar with the stylus to choose a pencil, paint brush or spray paint to draw or paint. Touch your choice with the stylus.






Color Palette

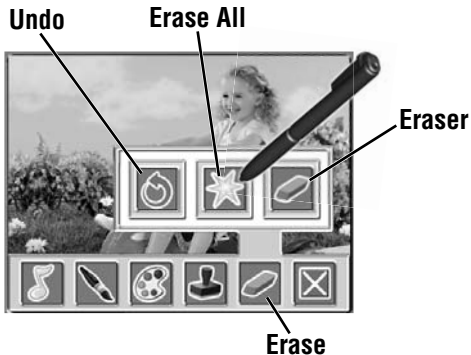
- Touch  on the toolbar with the stylus to choose a color from the color palette.
- Touch  or  on the screen with the stylus for more colors. When you find a color that you'd like to use, touch it with the stylus.


# Photo Viewer



Stampers

- Touch  on the toolbar with the stylus to choose a stamper for the picture.
- Touch  or  for more stampers. When you find a stamper you'd like to use, touch it with the stylus.








- Touch  on the toolbar with the stylus to choose how to erase only what has been added to your picture. Touch your choice with the stylus to make a selection.

**Hint:** The eraser in this activity only erases what has been added to the picture and does not erase the original picture.




# Photo Viewer



Music

- Touch  on the toolbar with the stylus to listen to music while watching the slideshow.
- Touch  or  with the stylus to scroll through song choices.
- Touch  or  with the stylus to turn the music ON or OFF.



- Touch  on the toolbar with the stylus to exit the toolbar and return to the slideshow.
- Hint:** You can also press the Action Button  on iXL™ to exit the toolbar.
- All of the art you've added to your picture is automatically saved.
  - Press the Home Button  on iXL to exit this activity and return to the Home screen.



- If you would like to load your own music or photos, additional software titles (sold separately), manage content on or customize iXL™, you'll need to install iXL™ Computer Software.
- If you have multiple logons on your computer, be sure the logon you are using has Administrator privileges. You will need Administrator privileges to install this software.

## PC Users

- Insert the enclosed CD into the CD-ROM or DVD drive of your computer.
- The software installer launches automatically. Follow the on-screen instructions to complete installation.

**Note:** You need to install all components to use this software.

- If installation of the software does not launch automatically, go to the "Start" menu, click on "Run" and type "D:\setup".

## Mac Users

**Note:** The CD is used for PC software installation only. Please visit <http://www.fisher-price.com/ixl/software/macintosh> to download a Macintosh compatible version.



## WARNING

To prevent strangulation, keep computer cables away from children.

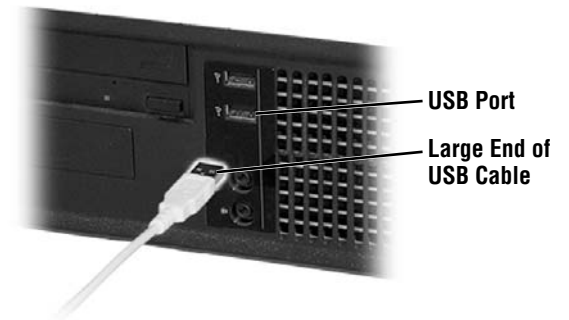
- After installing iXL™ Computer Software, you will need to connect iXL to your computer, using the included USB cable to load and manage content.



Small End of USB Cable


USB Port

- Slide the USB door open on iXL to access the USB port.
- Insert the smaller end of the USB cable into the USB port on iXL.

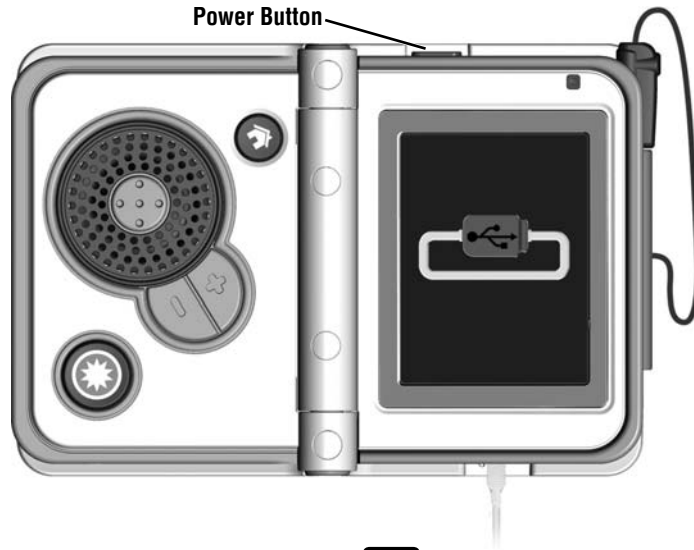


USB Port

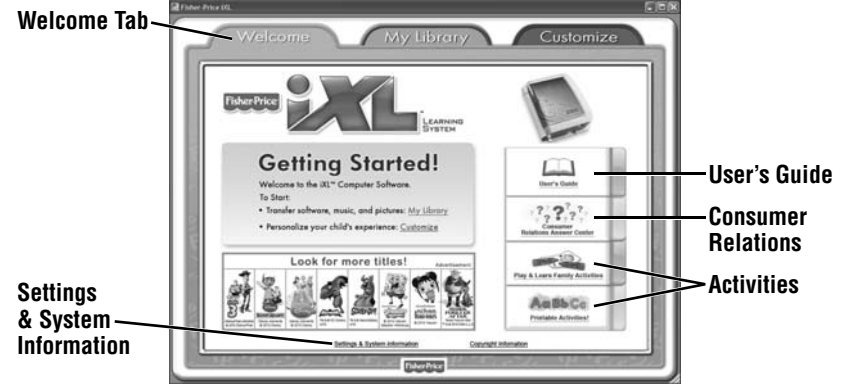
Large End of USB Cable


- Insert the larger end of the USB cable into the USB port  on your computer.





- Open iXL and press the power button .
- If iXL is properly connected to your computer, you will see the USB connect symbol on the screen.



- To launch iXL™ Computer Software, double-click on the  on your computer desktop.
- Click on the **Welcome** tab to get started.
  - Click on the **User's Guide** link for interactive use instructions and frequently asked questions about iXL™ Learning System.
  - Click on the **Consumer Relations Answer Center** link to go directly to Fisher-Price® Consumer Relations.
  - Click on the **Play & Learn Family Activities** link for fun activities you can do with your child.
  - Click on the **Printable Activities** link for activity sheets you can print for your child.
  - Click on the **Settings & System Information** link for system information and settings updates.

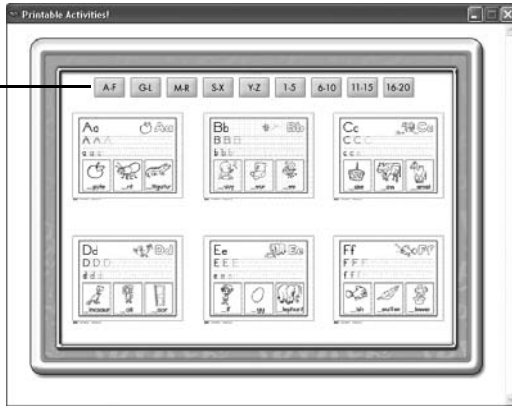


# Printable Activities

# Settings and System Information

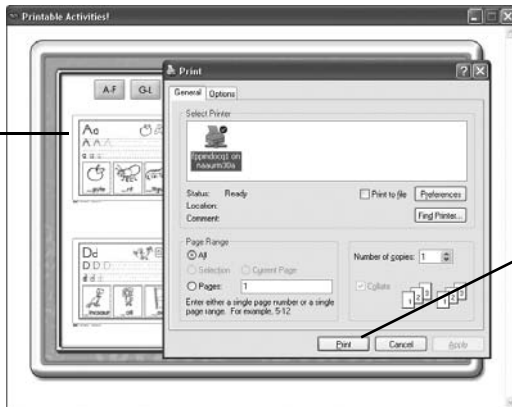
**Note:** Printable activity sheets are available only on iXL™ Computer Software and cannot be transferred (loaded) to the iXL™ Handheld Device.

Activity Sheet Buttons





- Click on the buttons at the top of the screen to scroll through activity sheet choices.

Activity Sheet




Exit Button

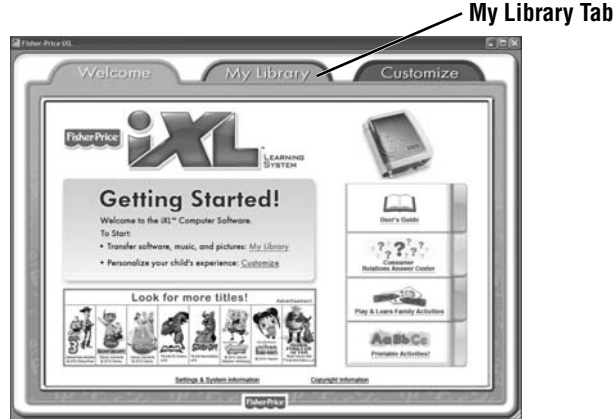
Print Button

- First, click on the activity sheet you would like to print. Then, click on  in the pop-up window.
- Click on  to exit Printable Activities.



- **Software Update** – Click on to turn automatic software updates ON or OFF. To receive updated software, we recommend selecting ON.
- **System Information** – Click on the button to view information about your computer system and the software titles (each sold separately) you have installed.
- **Firmware Repair** – Click on the button if you need to repair the iXL™ firmware. If you are unsure of the status of the firmware, contact Fisher-Price® Consumer Relations at 1-888-892-6123.
- **Automatic Backlight** – Use this feature to conserve batteries! Click on a button to turn the iXL automatic backlight (light sensor) ON (recommended) or OFF.
- Click on  to exit Settings & System Information.

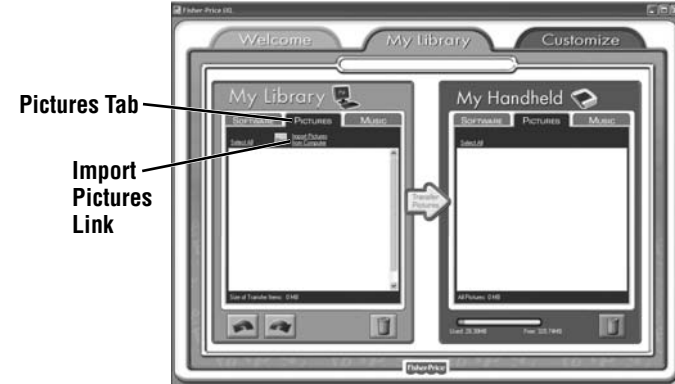
# My Library



- Click on the **My Library** tab to transfer your own pictures, music or other software titles (sold separately) to **iXL™**, manage **iXL** content. You can also check how much memory is available on **iXL**.

**Note:** **iXL** must be connected to your computer, turned on and open to use this feature.

# My Library Pictures



- On the **My Library** side of the screen, click on the **Pictures** tab to transfer your own pictures from your computer to **iXL™**.
- Click on the **Import Pictures from Computer** link.



- Locate the picture you would like to transfer from your computer. Make sure the file format of the pictures is JPG (or JPEG). First, click on the picture.
- Hint:** To select multiple pictures at the same time, press and hold the **Ctrl** button on your computer keyboard while clicking on the pictures.
- Then, click on .





# My Library Pictures



Check Box

Rotate Buttons

- To rotate pictures before transferring them to iXL™, first click on the check box next to the picture.
- Then, click on the rotate buttons  or  on the bottom left of the screen.



Select All Link

Check Box

- Once loaded to the **My Library** side of the screen, click on the check box next to each picture you would like to transfer to iXL.
- Hint: You can also click on the **Select All** link to transfer all the pictures from the **My Library** side to the **My Handheld** side of the screen.*

# My Library Pictures




Transfer Pictures

- Click on the **Transfer Pictures** button  to move the pictures onto the **My Handheld** side of the screen and iXL™.
- Hint: If you'd like the pictures in your slideshow in a particular order, be sure to transfer pictures in that order.*



Memory Gauge

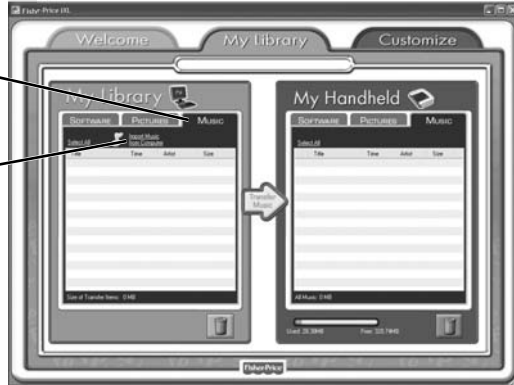
Remove Button

- To remove pictures from iXL, first click on the check box next to the picture on the **My Handheld** side of the screen. Then, click on . You can also use this process to remove pictures from the **My Library** side of the screen.
- Hint: If you'd like to check how much memory is available on iXL, look at the memory gauge on the **My Handheld** side of the screen.*



# My Library Music

Music Tab  
Import Music Link



- On the **My Library** side of the screen, click on the **Music** tab to transfer your own music from your computer to iXL™.
- Click on the **Import Music from Computer** link.

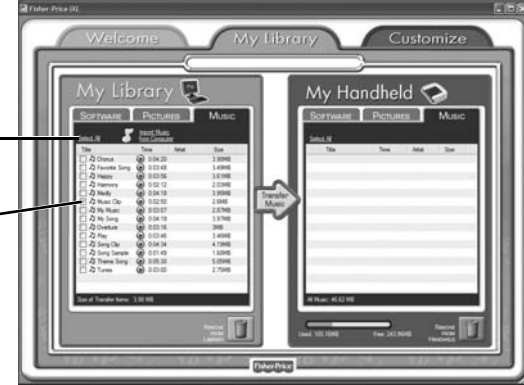


Open Button

- Locate the music files you would like to transfer from your computer. First, click on the music file. Make sure the file format of the music file is MP3 or WMA.
- Hint: To select multiple songs at the same time, press and hold the **Ctrl** button on your computer keyboard while clicking on the files.*
- Then, click on the **Open** button.

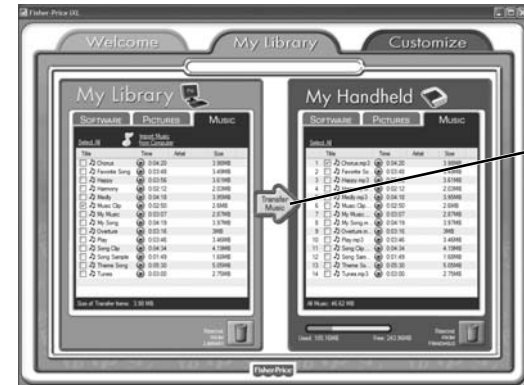
# My Library Music

Select All Link  
Check Box



- Once loaded to the **My Library** side of the screen, click on the check box next to each song you would like to transfer to iXL™.
- Hint: You can also click on the **Select All** link to transfer all the music files from the **My Library** side to the **My Handheld** side of the screen.*

Transfer Music



- Click on the **Transfer Music** button to move the music files onto the **My Handheld** side of the screen and onto iXL.



# My Library Music



Memory Gauge

Remove Button

- To remove songs from iXL™, first click on the music file on the **My Handheld** side of the screen. Then, click on . You can also use this process to remove songs from the **My Library** side of the screen.
- Hint: If you'd like to check how much memory is available on iXL, look at the memory gauge on the **My Handheld** side of the screen.*

# My Library Software Titles



Software Tab

- On the **My Library** side of the screen, click on the **Software** tab to transfer iXL™ software titles (sold separately) to iXL.
- First, you must purchase and install iXL software title(s) onto your computer.



Check Box

- Click on the check box next (on the My Library side of the screen) to the iXL software title (or only the desired activities) you would like to transfer to iXL.
- Hint: If you use the check box next to the main title, you will transfer everything included with the selected title. To customize the content on iXL, click only on selected activities.*



# My Library Software Titles




Transfer Software

- Click on the **Transfer Software** button  to move the iXL™ software title or selected activities onto the **My Handheld** side of the screen and onto iXL.



Memory Gauge

Remove Button


- To remove an iXL software title (or activity) from iXL, first click on the check box next to the software title (or activity) on the **My Handheld** side of the screen. Then, click on .

**Hint:** If you'd like to check how much memory is available on iXL, look at the memory gauge on the **My Handheld** side of the screen.

# My Library Customize

Blank Profile





- Create a custom profile so that your child will see his or her picture and name in the Digital Reader activity story and the login screen.
- Note:** iXL™ must be connected to your computer, open and with power ON to use this feature.
- To create a new profile, click on a blank profile .

Name Field

Import Picture Link

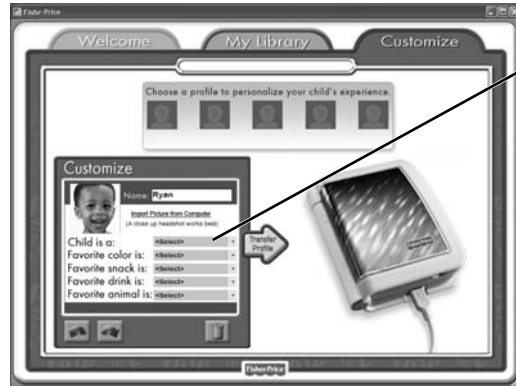
Rotate Buttons



- Type your child's name in the **Name** field.
- To add a picture to the profile, click on the **Import Picture from Computer** link.
- Click on the rotate picture buttons  or  to rotate the picture.



# My Library Customize



Drop-down Menus

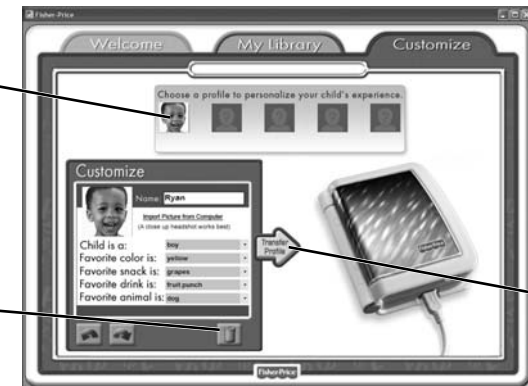
- Click on the drop-down menus to choose answers to questions about your child.



Transfer Profile

- Click on the **Transfer Profile** button to move the custom profile to iXL™.
- Repeat these steps to create more profiles. You can create up to five!


# My Library Customize



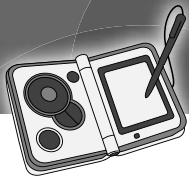
Existing Profile

Remove Button

Transfer Profile

- Click on an existing profile to edit any details. After making changes, click on the **Transfer Profile** button to save the changes and move it to iXL™.
- To remove a profile from iXL, first click on the profile. Then, click on .





## SD Card Installation

(Optional—SD Card Sold Separately)

- To increase memory, you can install a secure digital (SD or SDHC) memory card (sold separately) in **iXL™**.

SD Card Door



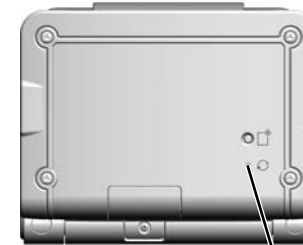
- Locate the SD card door labeled **SD™** on the back of **iXL**.
- Loosen the screw in the door with a Phillips screwdriver. Lift the SD card door.
- Slide an unlocked SD card into the slot in **iXL**.
- Replace the SD card door and tighten the screw. Do not over-tighten the screw.

### Notes:


- Maximum SD card size is 16GB.
- Once you install an SD card in **iXL**, we do not recommend removing it to use in other products.
- Any files previously saved on your SD card will be erased when you insert it in **iXL**. Save the files on the SD card to your computer (or other device) before using it in **iXL**, or use a new SD card.
- You cannot save your own photos, music files or additional software titles directly to the SD card and use in **iXL**. Use the included computer software to load your own music, photos or additional software titles (sold separately) to **iXL**. For more information, please go to page 30.

## Reset

**Note:** If this product begins to operate erratically, you may need to reset the electronics.

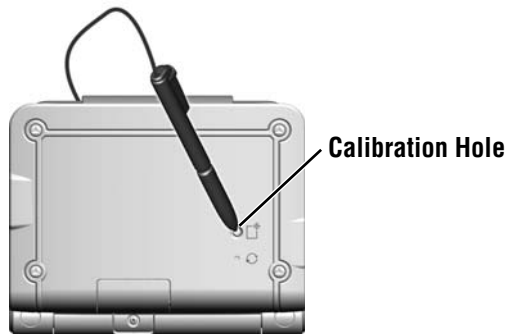



Reset Hole

- Insert a pointed object into the **Reset Hole**  on the back of **iXL™**.
- Press the **iXL** power button OFF; press again to turn ON.



- IMPORTANT!** Before first time use, calibrate the touch screen to the stylus.
- During normal use, you may notice that the stylus on objects on the screen do not align. When this happens, you must calibrate the stylus.



- To calibrate the stylus to the touch screen, insert the tip of the stylus into the **Calibration Hole**  on the back of **iXL™**.



- Follow the instructions on the screen and touch each mark with the stylus. Press any button when you are finished to exit the calibration screen.



## PC Users

- Click on the following items (in order):
  - "Start" menu on your computer taskbar
  - "Programs"
  - "Fisher-Price"
  - "iXL"
  - "Uninstall iXL"

## Mac Users

- Complete the following steps (in order):
  - Double-click on "Macintosh HD"
  - Open the "Applications" folder
  - Click on the "iXL" icon
  - Drag the "iXL" icon to the trash
  - Empty the trash

# Battery Safety Information

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

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

# Troubleshooting

## iXL™ Handheld Device

Problem	Solution
Touch screen does not respond to the stylus	Battery power may be low. Replace the batteries in iXL with four, new “AA” (LR6) <b>alkaline</b> batteries.
	Calibrate the touch screen and the stylus. See page 50.
A red line appears on the touch screen in the Art Studio and/or Photo Viewer	This red line indicates iXL has run out of memory. Install a memory card (SD or SDHD card sold separately) and remove content from iXL (using iXL™ Computer Software).
The colors on the touch screen changed	Exposure to prolonged periods of cold temperatures may affect images on the touch screen. This is a temporary condition and will change once iXL returns to normal room temperature.
iXL power will not turn ON	Battery power may be low. Replace the batteries in iXL with four, new “AA” (LR6) <b>alkaline</b> batteries.
	If you are using an SD card (sold separately), make sure it is unlocked and properly installed in iXL .
	Power will not turn ON if iXL is partially open. Make sure iXL is completely open.
Loaded pictures do not appear in picture slideshow	Load only JPEG (JPG) picture files to iXL.
Loaded music does not play	<b>iXL</b> only plays MP3 or WMA formatted files.
iXL has intermittent sound and/or video	Battery power may be low. Replace the batteries in iXL with four, new “AA” (LR6) <b>alkaline</b> batteries.
iXL does not recognize the installed SD card (sold separately)	Check to make sure the SD card is unlocked and properly installed in iXL.
	You may need to reformat the SD card. Connect iXL to your computer and turn the power on. On your computer, go to the Start Menu, and select My Computer. Right-click on the SD card icon, select Format and click the Start button.
Touch screen is dim	Touch screen dims after approximately 1½ minutes of non-use. Simply touch the screen with the stylus.
Touch screen turns off	Touch screen automatically turns off after 3 minutes of non-use. Press the power button on iXL to turn back ON.

# Troubleshooting

## iXL™ Computer Software

Problem	Solution
There is not enough memory on iXL™ to transfer content (software titles, pictures or music)	Turn <b>iXL</b> power OFF and disconnect it from your computer. Install a memory card (SD or SDHD card sold separately).
	Connect <b>iXL</b> to your computer and use <b>iXL</b> Computer Software to remove items from <b>iXL</b> .
My computer does not recognize iXL	Make sure the <b>iXL™</b> Computer Software is installed on your computer.
	Make sure <b>iXL</b> is connected to your computer, opened and power is ON.
	<b>iXL</b> battery power may be low. Replace the batteries with four, new “AA” (LR6) <b>alkaline</b> batteries.
	Unplug the USB cable from the USB port on your computer and re-insert it in another USB port.
Custom profile does not appear on login screen	Connect <b>iXL</b> to your computer and launch <b>iXL</b> computer software. Check to be sure the custom profile exists. If not, try transferring it again.
	Custom profile was over-written (deleted). Recreate the custom profile in <b>iXL</b> computer software and transfer it to <b>iXL</b> (see pages 45-47).
	Make sure the Name field is filled in on the custom profile screen in computer software. Transfer the profile again to <b>iXL</b> .

# Troubleshooting

## iXL™ Computer Software

Problem	Solution
Content (software titles, music and/or pictures) will not transfer to iXL	<b>iXL</b> power is off/not connected to your computer. Make sure <b>iXL</b> is connected to your computer, opened, and with the power ON.
	<b>iXL</b> may have run out of memory. Install a secure digital (SD or SDHC) memory card (sold separately) and transfer desired content to <b>iXL</b> . You can also manage the amount of content on <b>iXL</b> . Use <b>iXL</b> software to remove content (see page 39, 42, 44 and 47).
	<b>iXL</b> was disconnected from your computer before content finished transferring. Re-connect <b>iXL</b> to your computer and transfer the files again. Make sure the transfer process is complete before disconnecting <b>iXL</b> .
	Use <b>ONLY iXL</b> computer software to transfer content to <b>iXL</b> .
	<b>iXL</b> battery power may be low. Replace the batteries with four, new “AA” (LR6) <b>alkaline</b> batteries.
	Unplug the USB cable from the USB port on your computer and reinsert it in another USB port. Transfer content.
	You cannot save photos, music files or additional software titles directly to an SD card and use in <b>iXL</b> . Only use the included <b>iXL™</b> Computer Software to transfer content to <b>iXL</b> .

## NOTICE ABOUT EPILEPSY AND SEIZURES

### PLEASE READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE ANY VIDEO/ COMPUTER GAME.

A very small portion of the population has a condition, which causes a momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment.

This condition may cause seizures while watching some kinds of television pictures or playing certain video/ computer games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), consult your physician before playing video/computer games.

We recommend that parents observe their children while they play video/ computer games. If you or your child experience any of the following symptoms such as dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions,

**DISCONTINUE USE IMMEDIATELY** and consult your physician. Additionally, please follow these precautions whenever playing a video/ computer game:

- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10-15 minute break every hour while playing.

### Care

- Keep water, sand and dirt off of this toy.
- Keep this toy away from direct sunlight and excessive heat.
- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable part. Please do not take this toy apart.
- Do not drop this toy on a hard surface.



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

## FCC Statement (United States Only)

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.
- 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 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.

## ICES-003

- This Class B digital apparatus complies with Canadian ICES-003.
- 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.

## NMB-003

- Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.
- L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) l'utilisateur du dispositif doit être prêt à accepter tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.

# Consumer Information

Adobe, the Adobe logo, and Flash are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.

Portions utilize Microsoft Windows Media Technologies. Copyright ©1999-2010 Microsoft Corporation.

Windows, Windows Vista, Windows Media Player are either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries.

Mac, Mac OS and iTunes are trademarks of Apple Inc., registered in the U.S. and other countries.

Device Credit Information:

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A. ©2009 Mattel, Inc. All Rights Reserved. ® and ™ designate U.S. trademarks of Mattel, Inc., unless otherwise indicated.

Adobe, the Adobe logo, and Flash are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.

This product includes technology owned by Microsoft which cannot be distributed without a license from Microsoft.

MPEG Layer-3 audio decoding technology licensed from Fraunhofer IIS and Thomson.

Open Source Components: The software included in this product may contain certain “open source” components which are distributed to you under the terms of the applicable open source license agreements (including, without limitation, all provisions disclaiming warranties and limiting liability) (“Open Source Component”). The Open Source Components are distributed “AS IS,” WITH ANY AND ALL FAULTS AND WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, ACCURACY, AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS. FISHER-PRICE DOES NOT WARRANT THAT THE OPEN SOURCE COMPONENTS (OR ANY ELEMENTS THEREOF) WILL BE UNINTERRUPTED OR ERROR-FREE, FREE FROM SPYWARE, MALWARE, ADWARE, VIRUSES, OR WORMS, OR WILL FUNCTION TO MEET YOUR REQUIREMENT.

Information about Open Source Components can be found in the materials provided on the applicable product page on Mattel, Inc.’s Consumer Relations website, located at <http://service.mattel.com> <<http://service.mattel.com/>> (the “Service Site”). To locate the product page, go to the Service Site, search the product name in the “Guided Search” box, and then select the applicable product. The applicable open source license agreements are incorporated herein by reference.

Except for any Open Source Components, the remainder of the software in this product is not open source and is copyrighted to Mattel, Inc. (“Mattel”) or its licensors with all rights reserved. All title, ownership, and intellectual property rights in and to the remainder of the software in this product remain in Mattel or its licensors.

iTunes® is a trademark of Apple, Inc., registered in the U.S. and other countries.

SD Logo is a trademark



## CONSUMER ASSISTANCE

1-888-892-6123 (US & Canada)  
1300 135 312 (Australia)

### service.fisher-price.com

---

**Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.  
Hearing-impaired consumers: 1-800-382-7470.**

Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,  
Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

Great Britain: Mattel UK Ltd, Vanwall Business Park,  
Maidenhead SL6 4UB. Helpline: 01628 500303.  
[www.service.mattel.com/uk](http://www.service.mattel.com/uk)

Mattel Europa, B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

Australia: Mattel Australia Pty. Ltd., 658 Church Street,  
Locked Bag #870, Richmond, Victoria 3121 Australia.

New Zealand: 16-18 William Pickering Drive,  
Albany 1331, Auckland.