

Fisher-Price®

iXL
LEARNING SYSTEM



www.fisher-price.com

Quick Start

1. Install batteries in the handheld (see page 6).
2. Open the handheld and press the power button.
3. Touch a gray bar (profile) on the login screen. To create a custom profile, see page 47.
4. Calibrate the touch screen with the stylus. See page 54.
5. From the Home screen, choose an activity from the **Main Apps**.

 **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 18.

 **Art Studio** - Create artwork with backgrounds and drawing tools. See page 20.

 **MP3 Player** - Listen to a song sampler. See page 25.

 **Photo Viewer** - Watch a pre-loaded picture slideshow that you can draw on! See page 28.

6. Install iXL™ Computer Software to load/manage your own music, audio books and photos, additional software titles (sold separately) and update the handheld firmware. Connect the handheld to your computer, follow the instructions on your computer and be sure to click “yes” when asked to update. See page 32.

7. From the Game Player screen, touch  to access the **Mini Apps**. See page 17.

Main Apps



Digital Reader



Game Player



Notepad



Art Studio



MP3 Player
headphones not included



Photo Viewer

+ Mini Apps



Calculator



Typing



Virtual Pet



Timer



Puzzle



Piano



Flash Cards



Monkey Play



Tic Tac Toe



iXL™ Learning System



iXL™ Handheld Device



iXL™ Computer Software CD-ROM

(CD-ROM is not a toy)

*Hint: To activate Mini Apps, first install iXL™ Computer Software to update your iXL™ Handheld Device firmware. Then, connect the handheld device to your computer, follow the instructions and be sure to click **“yes”** when asked to update.*



USB Cable

(USB cable is not a toy)

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

Consumer Information

- 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

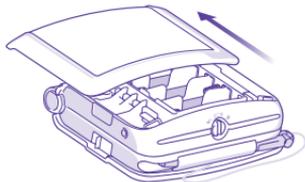
Note: Internet connection is required.



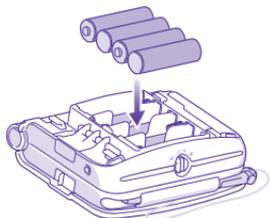
Battery Installation



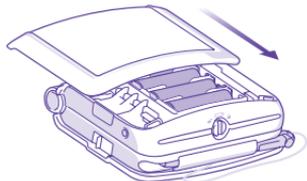
- Using a coin, turn the battery compartment fastener on the side of the handheld to unlock .



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



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



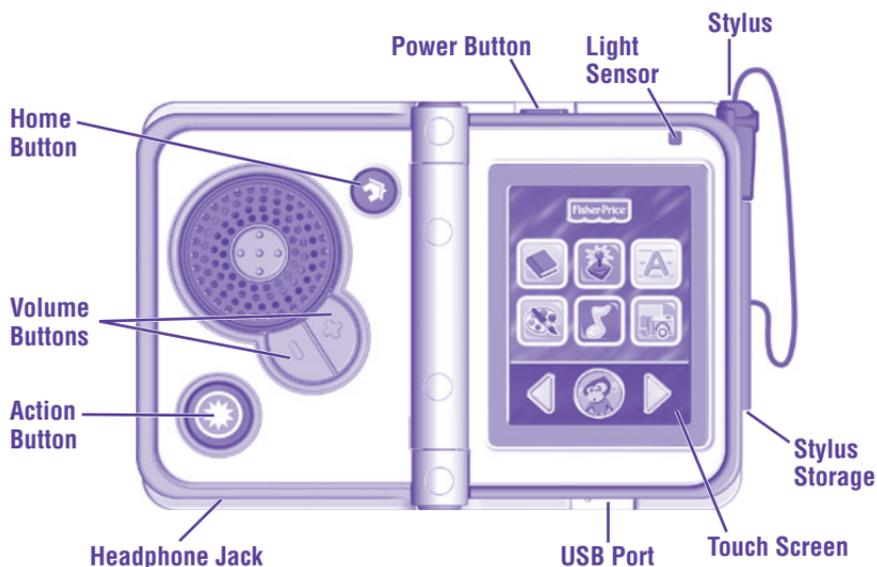
- Fit the tabs on the underside of the battery compartment door into the grooved tabs on the handheld.
- **Slide** the battery compartment door to close.



- 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!

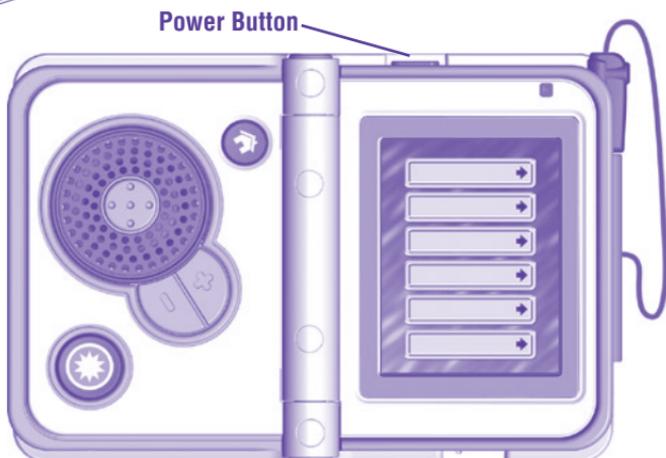
Handheld Features



- Press the **Power Button** (with the handheld 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 37).
- Use only the **Stylus** on the **Touch Screen** to make selections. Store the stylus on the side of the handheld when not in use.
- To load your own photos, music, audio books, or additional software titles (sold separately) manage content on or customize the handheld, slide the door open to access the **USB Port** . Insert the USB cable (included) to connect the handheld 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 handheld touch screen dims 1½ minutes after the last input and completely turns OFF after 3 minutes.

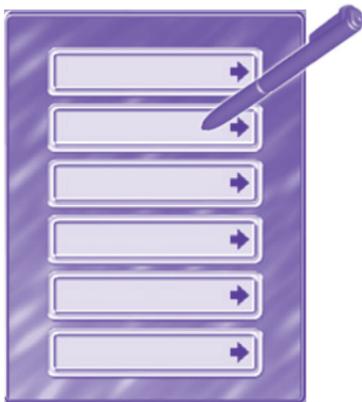


Getting Started



- Open the handheld and press the power button .

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

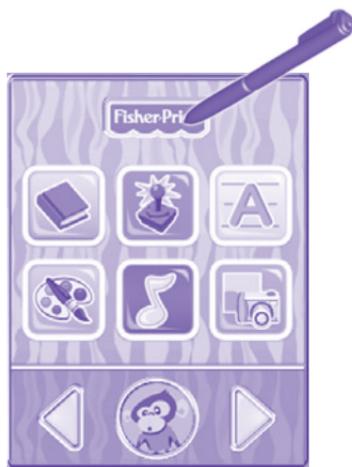


Login Screen

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

Hint: You can create up to five custom profiles on the handheld using the enclosed computer software. For more information, go to page 47.

Getting Started



Home Screen

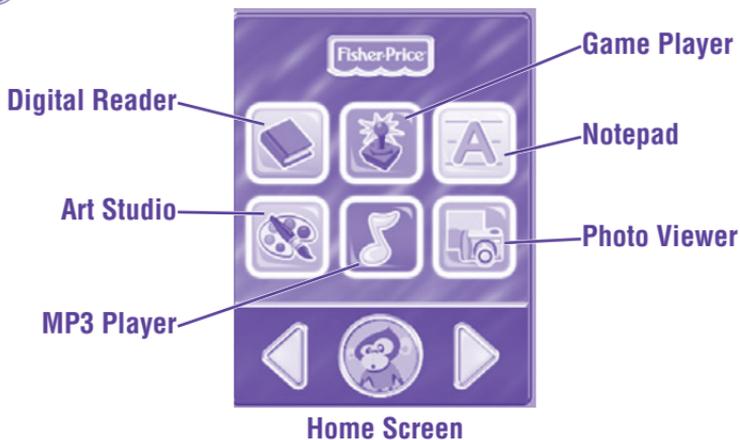
- From the Home screen, touch **Fisher-Price** with the stylus to change the screen background design.



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



Home Screen



- Choose an activity from the Main Apps. Touch an activity on the screen with the stylus.

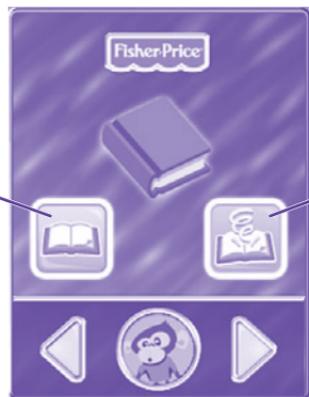


- Touch ◀ or ▶ at the bottom of the Home screen (or any opening activity screen) with the stylus to select a different software title.
- *To use this feature, you must purchase, install and load additional software titles (sold separately) to the handheld. For more information, go to page 32.

Digital Reader



Home Screen



Digital Reader Screen

- 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.



There once was a little monkey who loved to run and jump.

- In **Read-to-Me** mode, listen to the narrator read the entire story.
Hint: Press the Action Button  on the handheld 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.

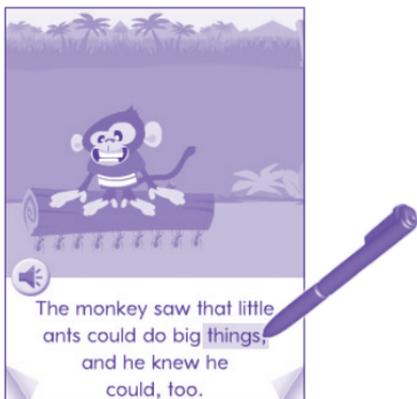
Hint: Press the Action Button  on the handheld to pause the story. Press it again to resume the story.



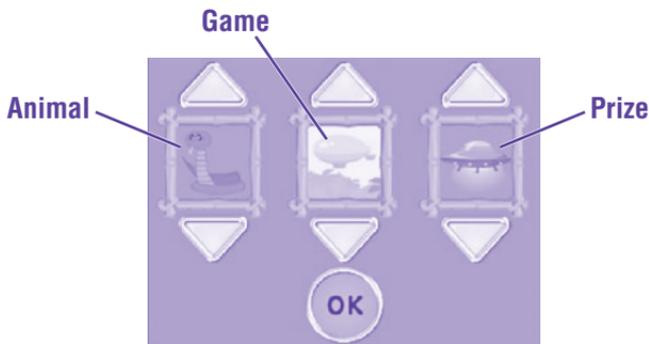
Turn Page

- 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

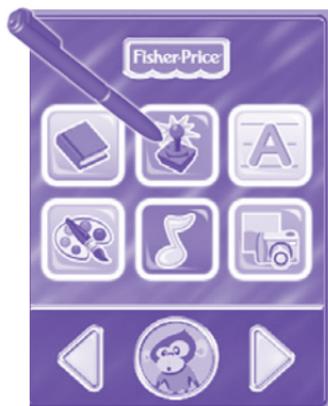
Repeat

Create

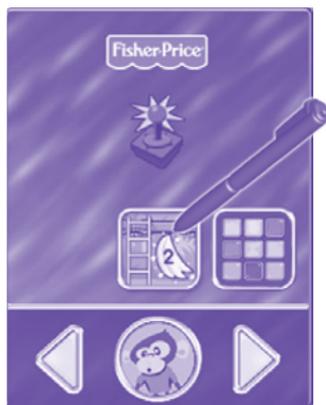
- Listen to the newspaper story!
- Touch  with the stylus to **Repeat** the headline story.
- Touch  with the stylus to **Create** a new headline story, or touch  to **Exit** this activity and return to the Home screen.

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

Game Player



Home Screen



Game Player Screen

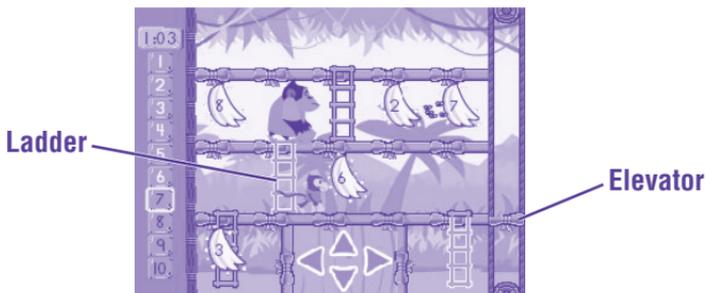
- Touch  on the Home screen with the stylus to play a game.
- From the Game Player screen, touch  with the stylus to begin the game.



- 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



- 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 the handheld to exit this activity and return to the Home screen.

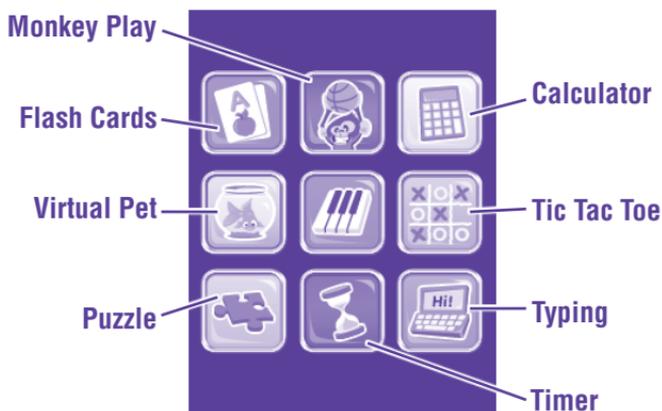
Mini Apps

IMPORTANT! To activate Mini Apps, first install **iXL™** Computer Software to update the handheld firmware. Connect the handheld to your computer, follow the instructions and be sure to click **“yes”** when asked to update.



Game Player Screen

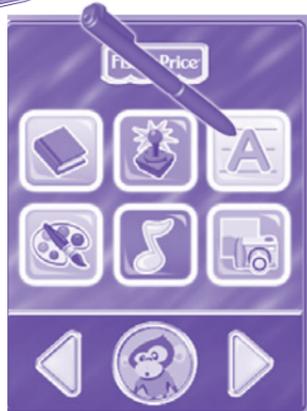
- From the Game Player screen, touch  with the stylus to access the Mini Apps.



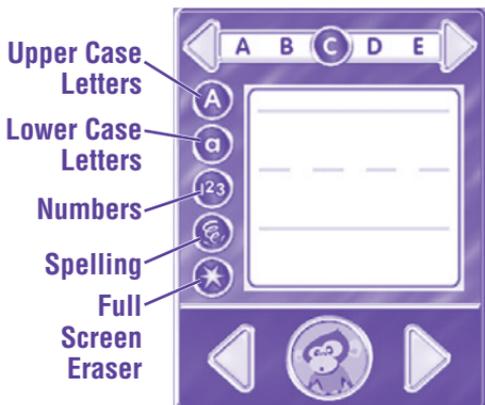
- Choose any of the nine Mini Apps. Touch your choice on the screen with the stylus.
- Press the Home Button  on the handheld to exit and return to the Home Screen.



Notepad

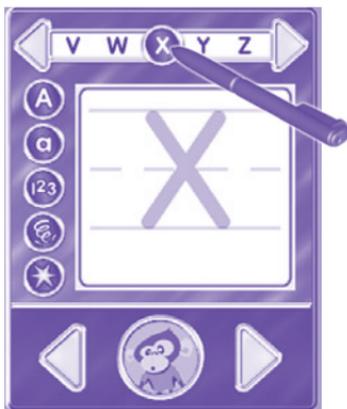


Home Screen



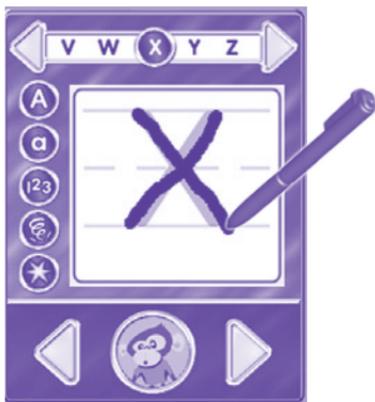
Notepad Screen

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

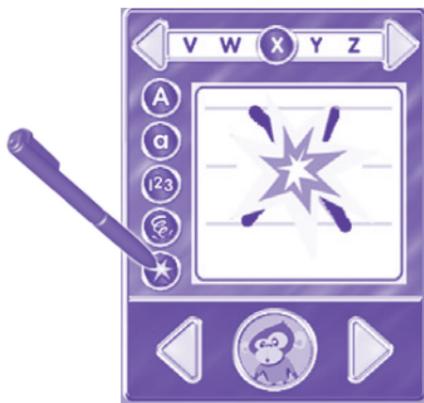


- Touch a letter (or number or word) on the top of the screen with the stylus and watch it drawn on screen.
- Touch ◀ or ▶ at the top of the screen with the stylus to scroll through more choices (letters, numbers or words).

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 the handheld to clear the screen.

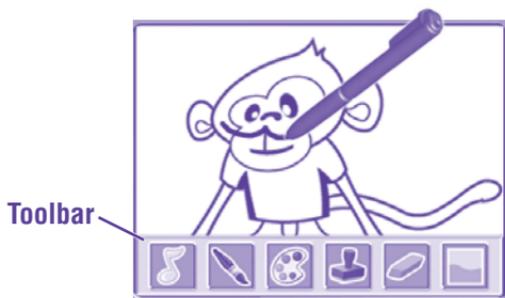
- Press the Home Button  on the handheld to exit this activity and return to the Home screen.



Art Studio

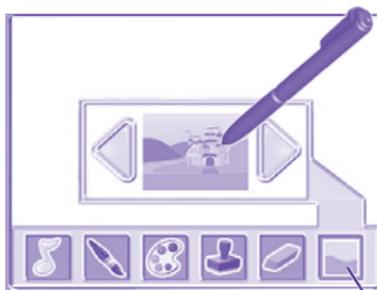


Home Screen



Art Studio Screen

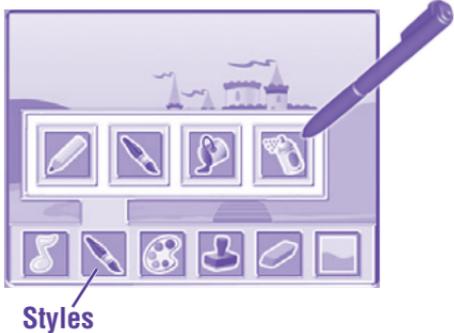
- Touch the  on the Home Screen with the stylus to create artwork.
- Use the stylus to draw on the picture or touch any tool on the toolbar.



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



- 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.



- 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



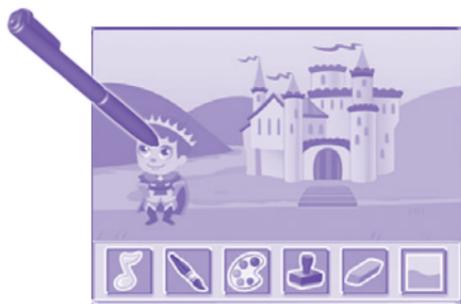
- Using the stylus on the screen, draw or paint on the background.



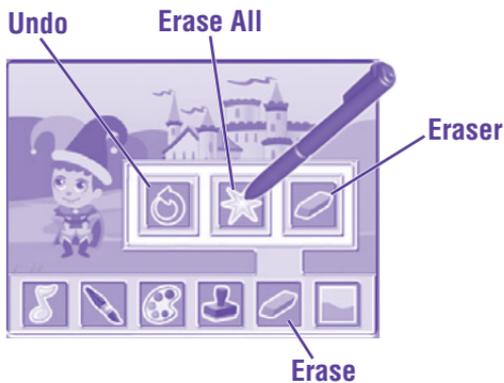
Stamper

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

Art Studio



- Touch the screen with the stylus to place the 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 the handheld 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 the handheld 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 (or an audio book if purchased separately).

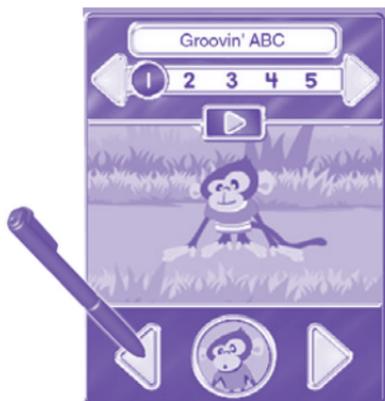


- Touch the numbers at the top of the screen with the stylus to choose any of five, preloaded songs.
- Touch  or  at the **top** of the screen with the stylus to view more songs.

Note: You will need to load more songs to use the scrolling feature. For more information, go to page 32.



MP3 Player



- Touch ◀ or ▶ at the **bottom** of the screen to change backgrounds.

Note: To change backgrounds, you need to load additional software titles (sold separately). For more information, go to page 32.



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

MP3 Player



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



Photo Viewer



Home Screen



Picture Slideshow

- 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 32 for more information.



- If you'd like to draw on a picture, touch the screen with the stylus to use the toolbar.

Hint: You can also press the Action Button  on the handheld to use the toolbar.

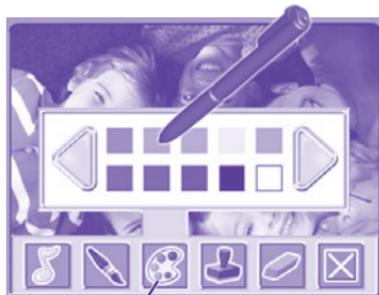
- Touch  or  to scroll through pictures. To choose a picture, touch the screen with the stylus.

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

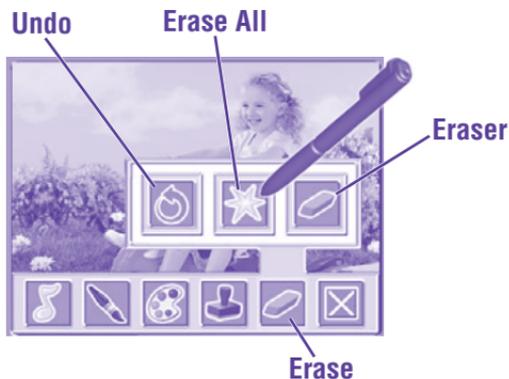
- Touch  on the toolbar with the stylus to choose a color from the color palette.
- Touch  or  on the screen with the stylus for more colors. When you find a color that you'd like to use, touch it with the stylus.



Photo Viewer



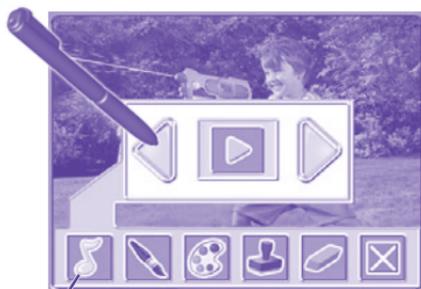
- Touch  on the toolbar with the stylus to choose a stamper for the picture.
- Touch  or  for more stampers. When you find a stamper you'd like to use, touch it with the stylus.



- 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 the handheld to exit the toolbar.

- All of the art you've added to your picture is automatically saved.
- Press the Home Button  on the handheld to exit this activity and return to the Home screen.



Computer Software Installation

- If you would like to load your own music, audio books or photos, additional software titles (sold separately), manage content on or customize the handheld or activate Mini Apps, 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.

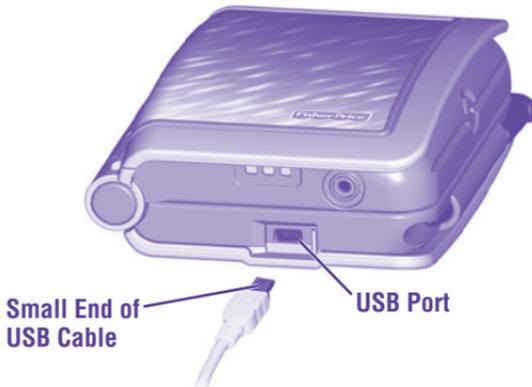


WARNING

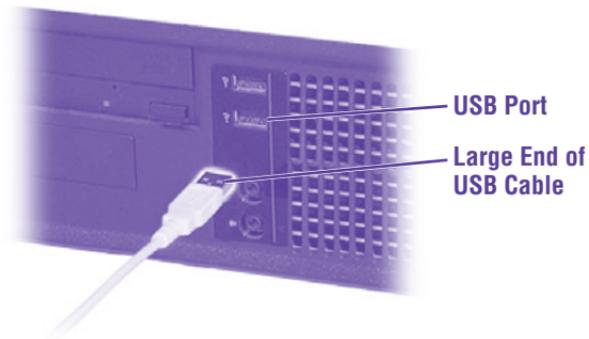
To prevent strangulation,
keep computer cables away from children.

Connecting The Handheld

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



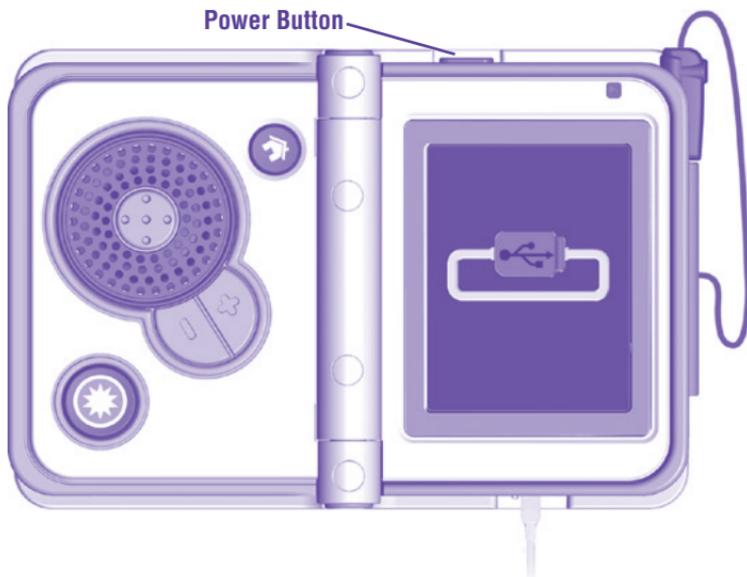
- Slide the USB door open on the handheld to access the USB port.
- Insert the smaller end of the USB cable into the USB port on the handheld.



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



Connecting The Handheld

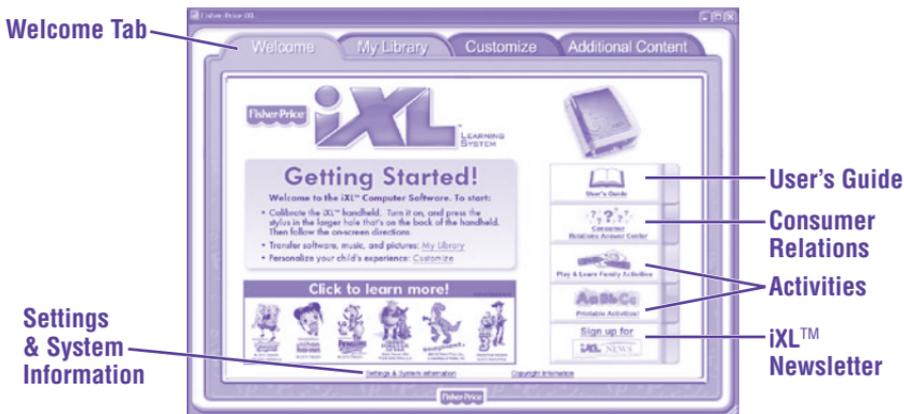


- Open the handheld and press the power button .
- If the handheld is properly connected to your computer, you will see the USB connect symbol on the handheld screen.



- When prompted on your computer to update the handheld device software (firmware), be sure to click **“yes”** (to activate Mini Apps).

Computer Software



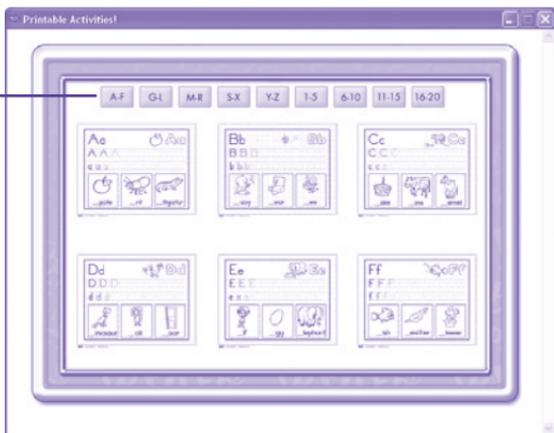
- To launch iXL™ Computer Software, double-click on the  on your computer desktop.
- Click on the **Welcome** tab to get started.
 - Click on the **User's Guide** link for interactive use instructions and frequently asked questions about iXL™ Learning System.
 - Click on the **Consumer Relations Answer 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 **iXL™ Newsletter** link to sign-up for an email newsletter with special offers and news.
 - 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.
- Click on the **My Library** tab to transfer your own pictures, music, audio books or other software titles (sold separately) to the handheld.
- Click on the **Customize** tab to create custom profile(s).
- Click on the **Additional Content** tab to browse, select and purchase audio books and children's music.



Printable Activities

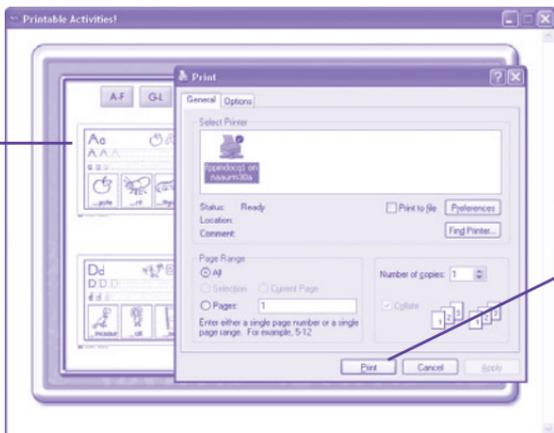
Note: Printable activity sheets are available only on iXL™ Computer Software and cannot be transferred (loaded) to the handheld.

Activity Sheet Buttons



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

Activity Sheet

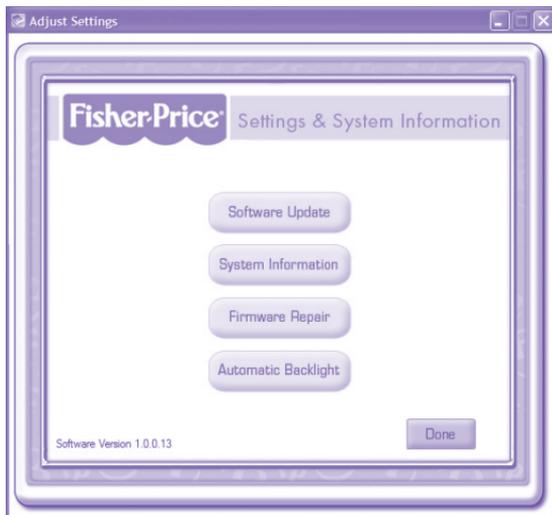


Exit Button

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.

Settings and System Information

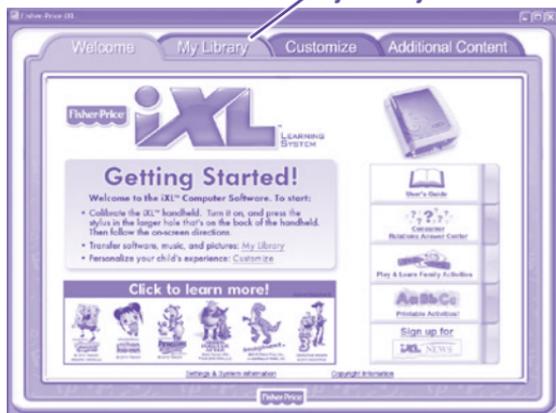


- **Software Update** – Click on to turn automatic software updates ON or OFF. To receive updated software, we recommend selecting ON.
- **System Information** – Click on the button to view information about your computer system and the software titles (each sold separately) you have installed.
- **Firmware Repair** – Click on the button if you need to repair the handheld firmware. If you 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 handheld automatic backlight (light sensor) ON (recommended) or OFF.
- Click on  to exit Settings & System Information.



My Library

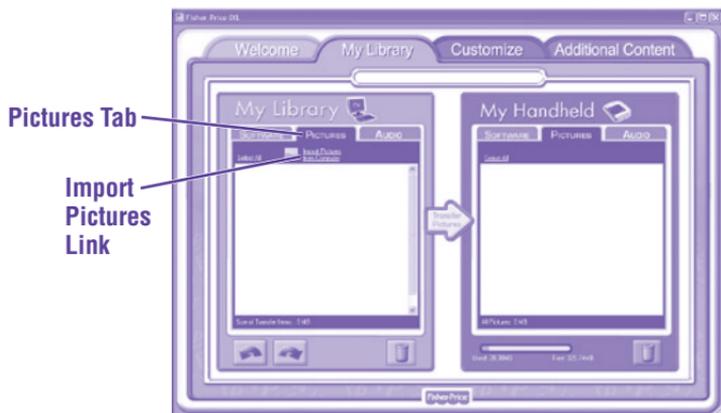
My Library Tab



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

Note: The handheld 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 the handheld.
- 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

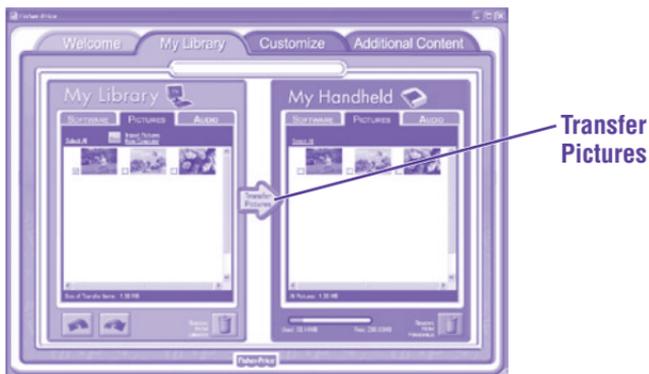


- To rotate pictures before transferring them to the handheld, first click on the check box next to the picture.
- Then, click on the rotate buttons  or  on the bottom left of the screen.



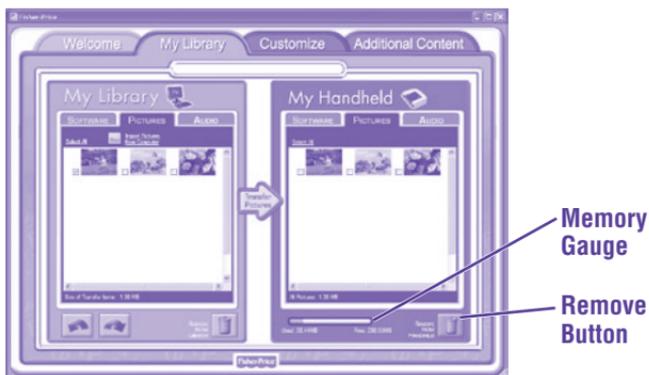
- Once loaded to the **My Library** side of the screen, click on the check box next to each picture you would like to transfer to the handheld.
- Hint:** You can also click on the **Select All** link to transfer all the pictures from the **My Library** side to the **My Handheld** side of the screen.

My Library Pictures



- Click on the **Transfer Pictures** button  to move the pictures onto the **My Handheld** side of the screen and the handheld.

Hint: If you'd like the pictures in your slideshow in a particular order, be sure to transfer pictures in that order.



- To remove pictures from the handheld, 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 the handheld, look at the memory gauge on the **My Handheld** side of the screen.*

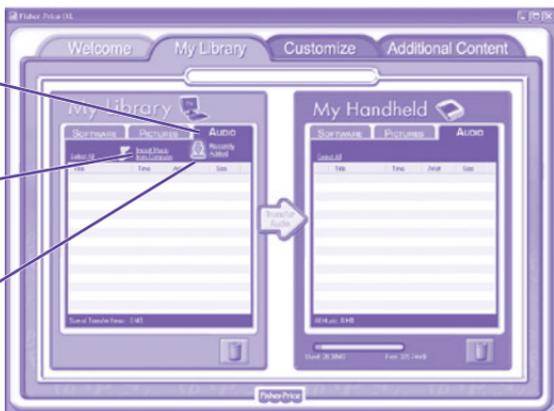


My Library Audio

Audio Tab

Import Audio Link

Recently Added Link



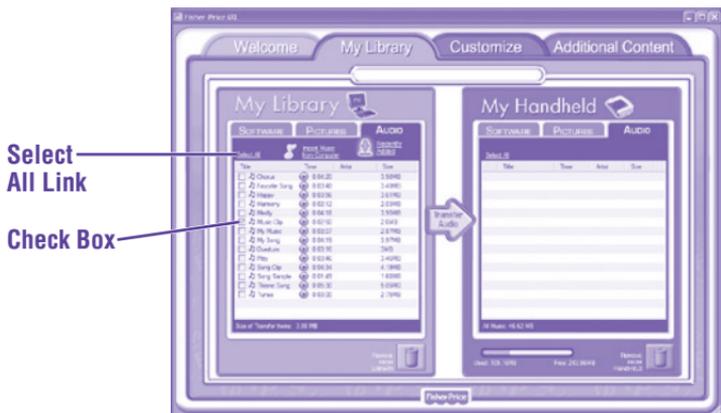
- On the **My Library** side of the screen, click on the **Audio** tab to transfer your own music or audio books from your computer to the handheld.
- Click on the **Import Audio from Computer** link or **Recently Added** link (to automatically go to these files).



Open Button

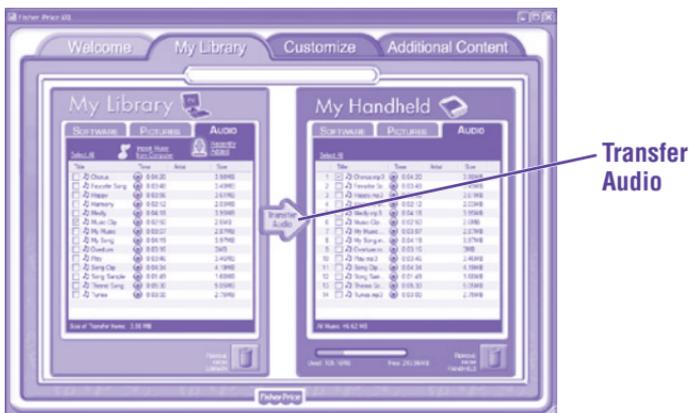
- Locate the audio files you would like to transfer from your computer. First, click on the audio file. Make sure the file format of the audio file is MP3 or WMA.
- Hint: To select multiple files at the same time, press and hold the **Ctrl** button on your computer keyboard while clicking on the files.*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

My Library Audio



- Once loaded to the **My Library** side of the screen, click on the check box next to each file you would like to transfer to the handheld.

Hint: You can also click on the **Select All** link to transfer all the audio files from the **My Library** side to the **My Handheld** side of the screen.



- Click on the **Transfer Audio** button to move the audio files onto the **My Handheld** side of the screen and onto the handheld.



My Library Audio



Memory Gauge

Remove Button

- To remove audio files from the handheld, first click on the audio file on the **My Handheld** side of the screen. Then, click on . You can also use this process to remove audio files from the **My Library** side of the screen.

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

My Library Software Titles



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



- 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 the handheld.

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 the handheld, 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 the handheld.



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

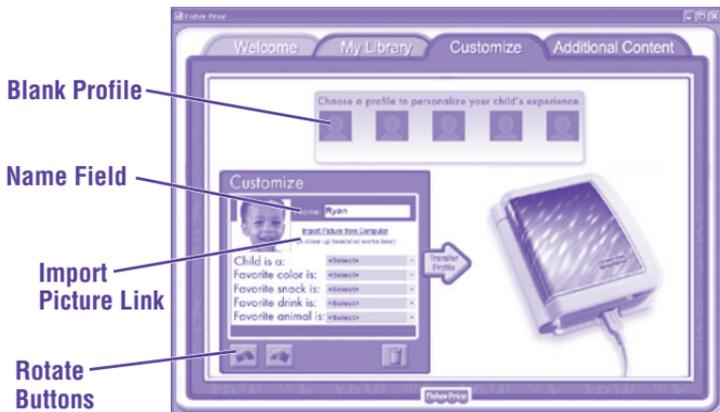
Hint: If you'd like to check how much memory is available on the handheld, look at the memory gauge on the **My Handheld** side of the screen.

Customize



- Click on the **Customize** tab to 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: The handheld 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 .
- 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.



Customize



Drop-down
Menu

- 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 the handheld.
- Repeat these steps to create more profiles. You can create up to five!

Customize

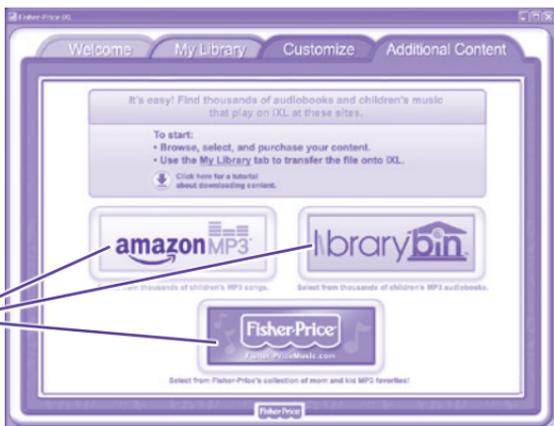


- Click on an existing profile to edit any details. After making changes, click on the **Transfer Profile** button  to save the changes and move it to the handheld.
- To remove a profile from the handheld, first click on the profile. Then, click on .

Additional Content



- Click on the **Additional Content** tab to browse, select and purchase audio books and children's music.



- Click on a site.
- Hint: We recommend downloading the site's free downloading software to make it easier to locate purchased files.*
- Follow the site instructions to purchase audio books and children's music. Keep in mind that the file format must be MP3 or WMA.



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 the handheld.

SD Card Door



- Locate the SD card door labeled  on the back of the handheld.
- Loosen the screw in the door with a Phillips screwdriver. Lift the SD card door.
- Slide an unlocked SD card into the slot in the handheld.
- 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 the handheld, 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 the handheld. Save the files on the SD card to your computer (or other device) before using it in the handheld, 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 the handheld. Use the included computer software to load your own music, photos or additional software titles (sold separately) to the handheld. 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 the handheld.
- Press the handheld power button OFF; press again to turn ON.



Calibration

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 the handheld.



- 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.



Software Uninstall

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 the handheld with four, new "AA" (LR6) alkaline batteries.
	Calibrate the touch screen and the stylus. See page 54.
A red line appears on the touch screen in the Art Studio and/or Photo Viewer	This red line indicates the handheld has run out of memory. Install a memory card (SD or SDHD card sold separately) and remove content from the handheld (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 the handheld returns to normal room temperature.
The handheld power will not turn ON	Battery power may be low. Replace the batteries in the handheld with four, new "AA" (LR6) alkaline batteries.
	If you are using an SD card (sold separately), make sure it is unlocked and properly installed in the handheld .
	Power will not turn ON if the handheld is partially open. Make sure the handheld is completely open.
Loaded pictures do not appear in picture slideshow	Load only JPEG (JPG) picture files to the handheld.
Loaded music or audio books do not play	The handheld only plays MP3 or WMA formatted files.
The handheld has intermittent sound and/or video	Battery power may be low. Replace the batteries in the handheld with four, new "AA" (LR6) alkaline batteries.
The handheld does not recognize the installed SD card (sold separately)	Check to make sure the SD card is unlocked and properly installed in the handheld.
	You may need to reformat the SD card. Connect the handheld 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 the handheld to turn back ON.
The handheld does not include Mini Apps	To activate Mini Apps, first install iXL™ Computer Software to update your iXL™ Handheld Device firmware. Then, connect the handheld device to your computer, follow the instructions and be sure to click " yes " when asked to update.

Troubleshooting

iXL™ Computer Software

Problem	Solution
There is not enough memory on the handheld to transfer content (software titles, pictures or music)	Turn handheld power OFF and disconnect it from your computer. Install a memory card (SD or SDHD card sold separately).
	Connect the handheld to your computer and use iXL™ Computer Software to remove items from the handheld.
My computer does not recognize the handheld	Make sure the iXL™ Computer Software is installed on your computer.
	Make sure the handheld is connected to your computer, opened and power is ON.
	The handheld battery power may be low. Replace the batteries with four, new "AA" (LR6) alkaline 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 the handheld to your computer and launch iXL™ 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 iXL™ Computer Software and transfer it to the handheld (see pages 47-49).
	Make sure the Name field is filled in on the custom profile screen in computer software. Transfer the profile again to the handheld.

Troubleshooting

iXL™ Computer Software

Problem	Solution
Content (software titles, music, audio books and/or pictures) will not transfer to the handheld	The handheld power is off/not connected to your computer. Make sure the handheld is connected to your computer, opened, and with the power ON.
	The handheld may have run out of memory. Install a secure digital (SD or SDHC) memory card (sold separately) and transfer desired content to the handheld. You can also manage the amount of content on the handheld. Use iXL™ Computer Software to remove content (see page 41, 44, 46 and 49).
	The handheld was disconnected from your computer before content finished transferring. Re-connect the handheld to your computer and transfer the files again. Make sure the transfer process is complete before disconnecting the handheld.
	Use ONLY iXL™ Computer Software to transfer content to the handheld.
	The handheld battery power may be low. Replace the batteries with four, new "AA" (LR6) alkaline 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, audio book files or additional software titles directly to an SD card and use in the handheld. Only use the included iXL™ Computer Software to transfer content to the handheld.

Consumer Information

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).

Consumer Information

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.

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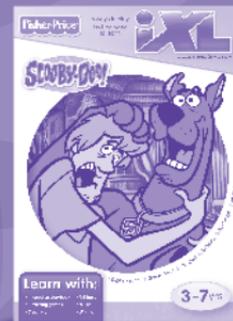
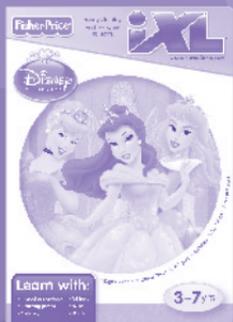
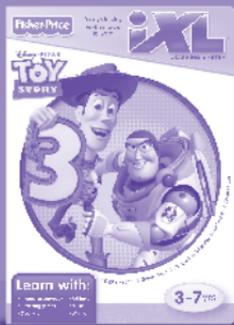
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