

Fisher-Price®

iXL
LEARNING SYSTEM



www.fisher-price.com

Consumer Information

- Please keep this owner's manual for future reference, as it contains important information.
- Adult setup is required to install this software title on your computer and then transfer to your **iXL™** Handheld Device (sold separately).
- The CD ROM is not a toy.
- For proper use of this software, we recommend your computer meet minimum system requirements, including an internet connection.

PC Minimum System Requirements

Operating System	Microsoft® Windows XP, Windows Vista™ or Windows 7
Processor.....	1.2GHz
Memory	256MB RAM
Hard Drive.....	150MB available
CD or DVD drive	
USB Port.....	1.1

Note: Internet connection is required.

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 cause 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.

Software Installation

- **Before installing this software title:**

- **iXL™** Computer Software must be installed before installing this software title. If you have not done this, you will be prompted to install **iXL™** Computer Software (included on this CD-ROM). Once installation is complete, re-insert the software title CD-ROM, or go to your computer's Start Menu, select 'Run,' and type D:\setup.exe.
- Make sure your **iXL™** (sold separately) is **not** connected to your computer.
- Close **iXL™** Computer Software (that came with **iXL™**).
- 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.
- Insert the 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.

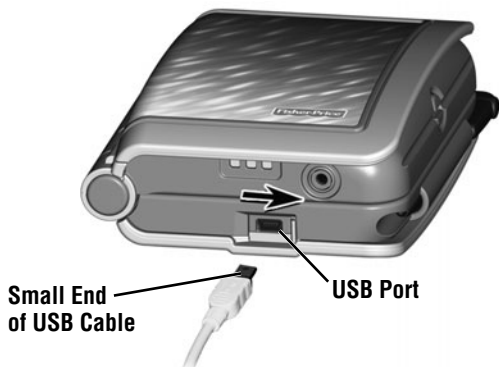
- If installation of the software does not launch automatically, go to the "Start" menu, click on "Run" and type "D:\setup".

Uninstall Software

- Click on the following items (in order):
 - "Start" menu on your computer taskbar
 - "Programs"
 - "iXL™"
 - "Titles"
 - "Disney Princess"
 - "Uninstall"

Connecting iXL™ Handheld Device

- After installing this software title, connect iXL™ (sold separately) to your computer to transfer and manage content.

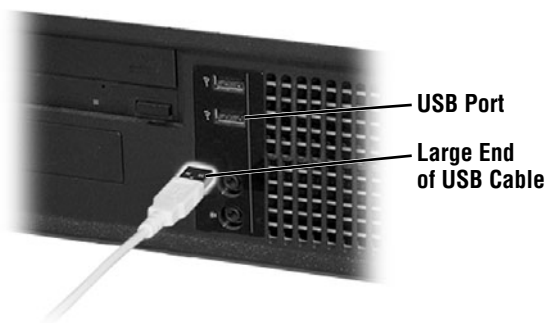



- Slide the USB door open on iXL™ to access the USB port.
- Insert the smaller end of the USB cable into the USB port on iXL™.



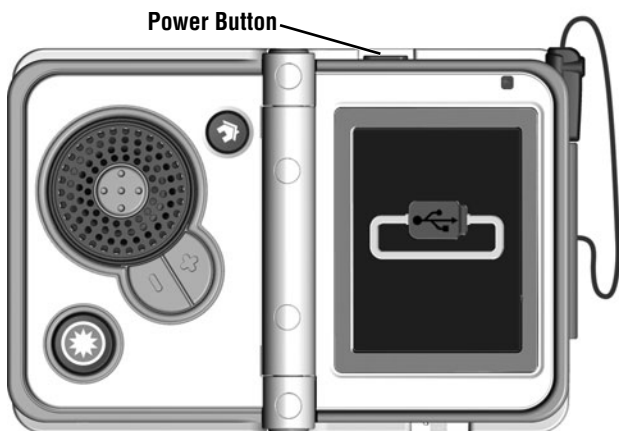
WARNING


To prevent strangulation, keep computer cables away from children.



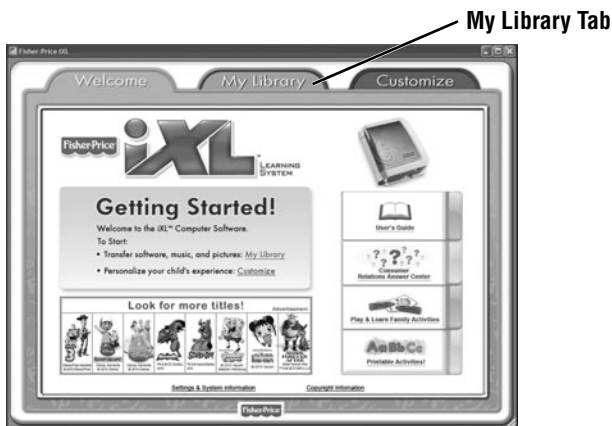
- Insert the larger end of the USB cable into the USB port  on your computer.


Connecting iXL™ Handheld Device



- 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.

iXL™ Computer Software

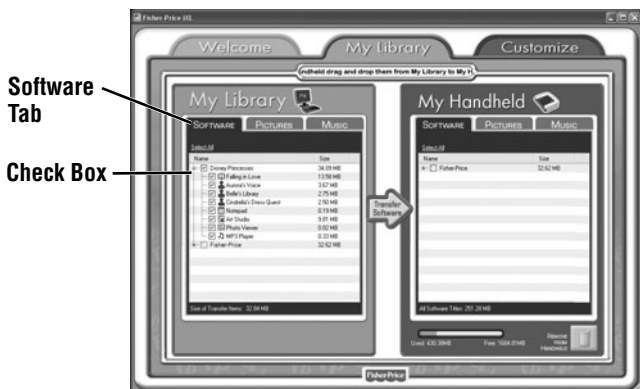


- Double-click on the  on your computer desktop to launch **iXL™** Computer Software that was included with the **iXL™** Handheld Device (sold separately).
- From the Welcome page, click on the **My Library** tab to transfer the software title to **iXL™**.

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

My Library Software Titles

Note: The software titles that appear on the **My Library** and **My Handheld** sides of the screen in **iXL™** Computer Software will vary depending on the software titles you purchased and installed (additional software titles sold separately).



- On the **My Library** side of the screen, click on the **Software** tab to transfer this software title to **iXL™**.
- Click on the check box (on the My Library side of the screen) next to this software title.

Hint: If you use the check box next to the main title, you will transfer everything included in this software title. To customize the content on **iXL™**, click only on selected activities.


My Library Software Titles

Transfer
Software
Button



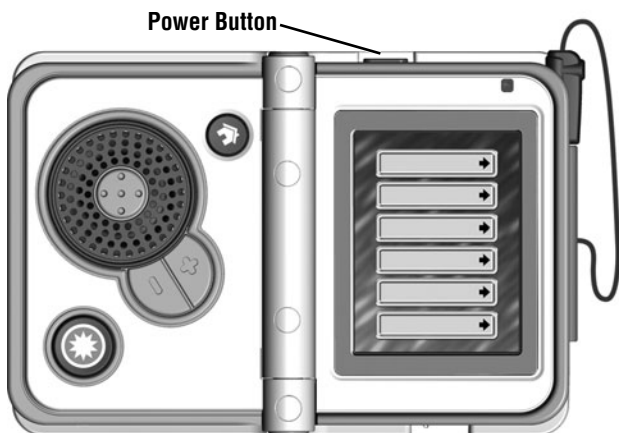
- Click on the **Transfer Software** button to move this software title (or selected activities from this software title) onto the **My Handheld** side of the screen and onto **iXL™**.
- After transferring this software title, disconnect **iXL™** from your computer.



- 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.

Getting Started



- Open **iXL™** (sold separately) and press the power button .

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



Login Screen

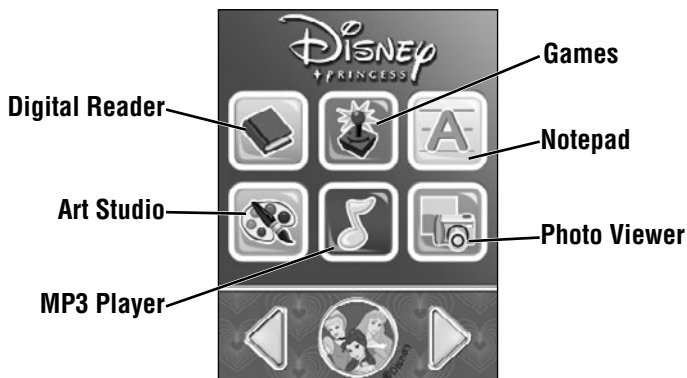
- Use the stylus to touch a gray bar (profile) on the login screen.

Hint: You can also login using a custom profile (created using **iXL™** Computer Software).

Home Screen



- Touch ◀ or ▶ on the Home screen with the stylus to scroll to this software title.

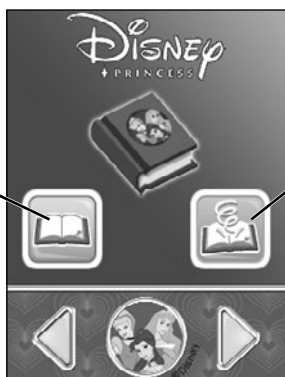


- Choose an activity on the Home screen. Touch an activity with the stylus.




Digital Reader




Home Screen



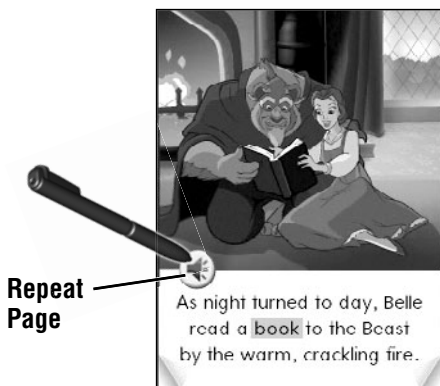
Digital Reader Screen


- 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.



- 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



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

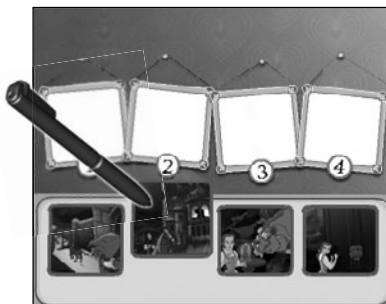
Hint: Press the Action Button  on **iXL™** to pause the story. Press it again to resume the story.



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

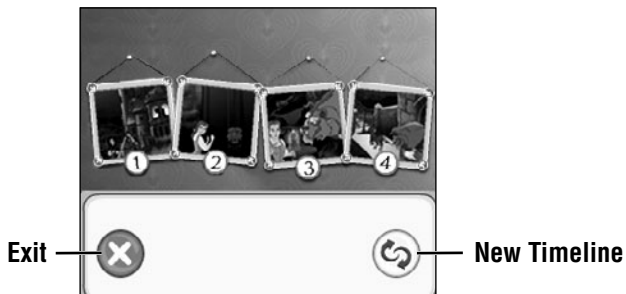
Digital Reader





- 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.

- Put the pictures in the order they appeared in the story. Touch a picture with the stylus and drag it into the correct place on the timeline.



- Touch  with the stylus for a new timeline.
- Touch  with the stylus to exit this activity and return to the Digital Reader 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 Selection menu, choose a game:  Singing in the Forest,  Belle's Library or  Cinderella's Dress Quest. Touch your choice with the stylus to begin the game.

Game Player - Singing in the Forest

Object: Help Prince Phillip find Briar Rose singing with the animals.




- Listen and watch the animals sing. Take note of the order that each sings. Then, touch each animal with the stylus in the same order.



- Complete the entire song and move to the next level with more singing animals. Prince Phillip gets closer to finding Briar Rose in each level!

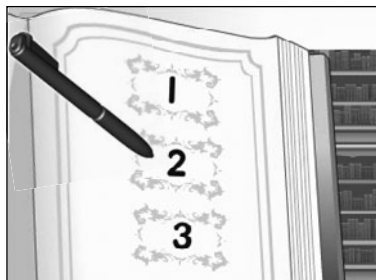
Game Player - Singing in the Forest



- ***Congratulations!*** Prince Phillip has found Briar Rose. Touch the animals on the screen with the stylus to create a new song. Watch Prince Phillip and Briar Rose dance.
- Touch OK on the screen to exit this activity and return to the Game Player screen.
- Press the Home Button  on iXL™ to exit this activity and return to the Home screen.

Game Player - Belle's Library

Object: Help Belle tidy up the library and collect books!

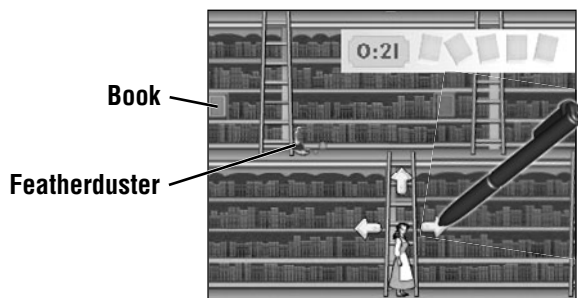


- Choose a level. Touch the screen with the stylus to make your selection.

Level 1 – Collect books with the same color.

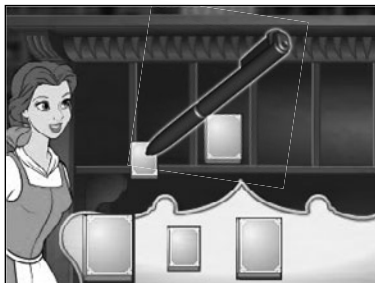
Level 2 – Collect books with the numbers 1-10 on them.

Level 3 – Collect books with uppercase letters on them.



- Listen to what needs to be collected. Touch the arrows on the screen with the stylus to move Belle towards the books to collect them.
- Watch out for Featherduster or Belle will get tickled!

Game Player - Belle's Library




- After you collect all the books, help put them in order. Touch a book with the stylus and drag it into the correct spot on the shelf.

Level 1 – Put the books in order by size.

Level 2 – Put the books in numerical order.

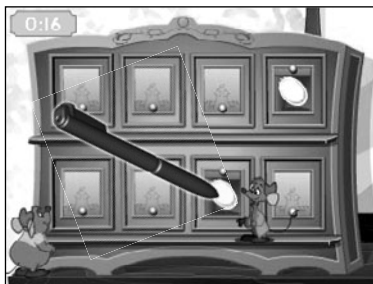
Level 3 – Put the books in alphabetical order.



- Now everything's in order!
- To exit this activity and return to the Game Player screen, touch the screen with the stylus.
- You can also press the Home Button  on iXL™ to exit this activity and return to the Home screen.


Game Player - Cinderella's Dress Quest

Object: Help Gus and Jaq match all of the supplies and help Cinderella finish her dress.



- Touch a door with the stylus to open it and see what's inside.
- Touch another door with the stylus to find its match.
- Keep trying until you match all the supplies. Then, move to the next level in another room.

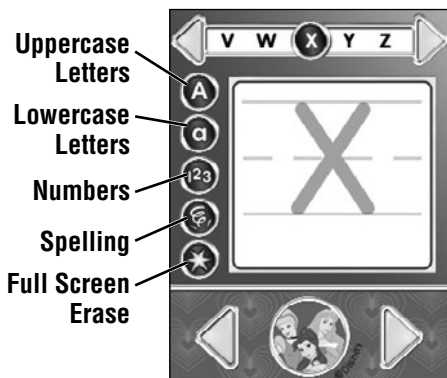


- Find all of the objects in all three levels of game play to finish Cinderella's dress for the ball!
- To exit this activity and return to the Game Player screen, touch the screen with the stylus.
- You can also press the Home Button  on iXL™ to exit this activity and return to the Home screen.

Notepad

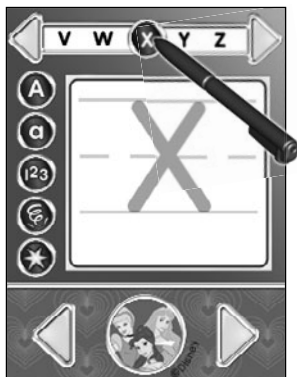


Home Screen



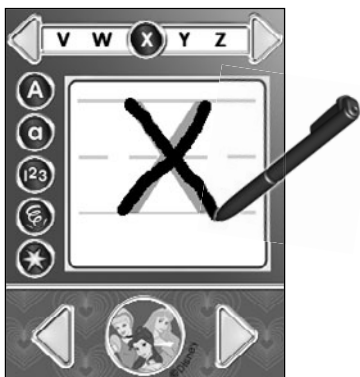
Notepad Screen

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

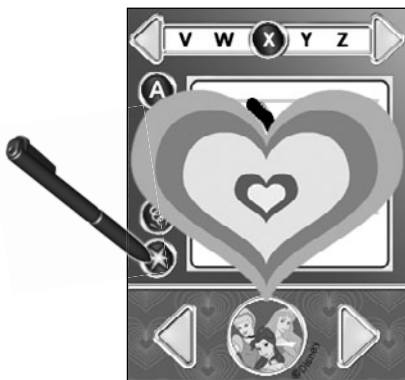



- Touch a letter (or number or word) on the top of the screen with the stylus and watch it drawn on screen.
- Touch ◀ or ▶ on the top of the screen with the stylus to scroll through more choices (letters, numbers or words).


Notepad



- Use the stylus to trace the letter on screen.

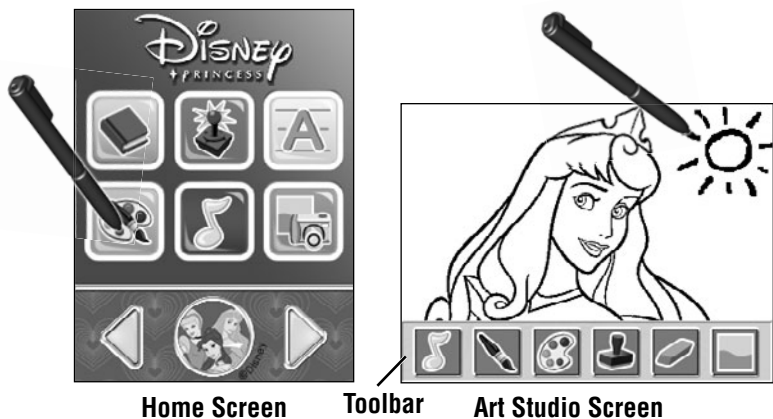



- Touch  on the screen with the stylus to clear the screen.

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



- Touch  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






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



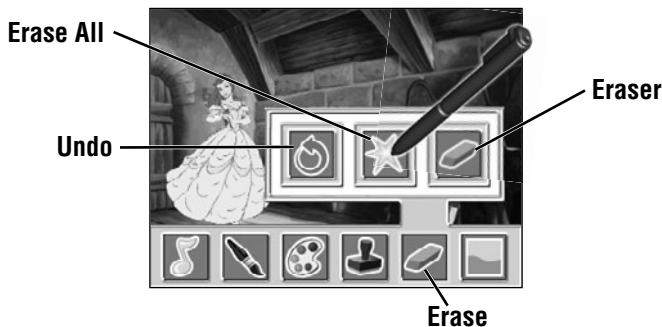
Stampers


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









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

Art Studio



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



- 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.

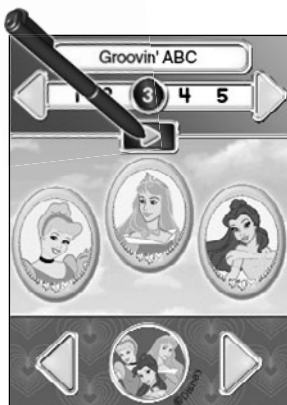


- Touch the numbers at the top of the screen with the stylus to choose a song.
- Touch  or  at the **top** of the screen with the stylus to view more songs (if you loaded your own music using the iXL™ Computer Software); touch  or  at the **bottom** of the screen to change to a different software title (software titles sold separately).

MP3 Player



- Touch  with the stylus to stop the music.





- Touch  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



Picture Slideshow Screen

- Touch  on the Home screen with the stylus to watch a picture slideshow.

Hint: You can also add your own pictures using the **ixl™** Computer Software.



- 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 **ixl™** to use the toolbar.


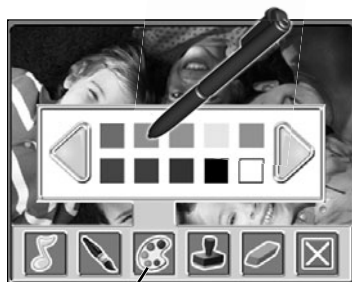
- Touch  or  to scroll through pictures. To choose a picture, touch the screen with the stylus.

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







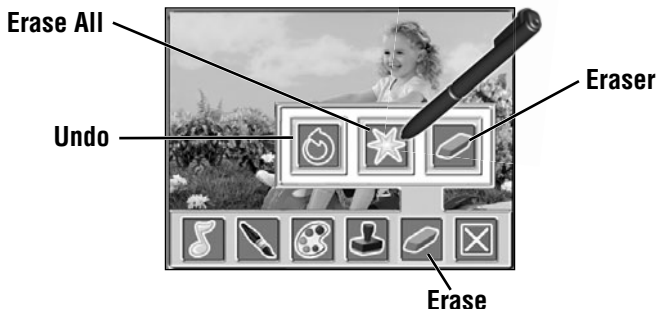
- Touch  on the toolbar with the stylus to choose a color from the color palette. Touch  or  on the screen with the stylus for more colors. When you find a color that you'd like to use, touch it with the stylus.


Photo Viewer



Stamper

- Touch  on the toolbar with the stylus to choose a stamper for the picture. Touch  or  for more stamper. 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  to scroll through song choices. Touch  or  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.

Photo Viewer



- 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.

Consumer Information

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.

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

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

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

Windows is a registered trademark of Microsoft Corporation in the United States and other countries.

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

Consumer Information



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.

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

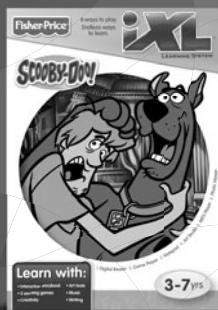
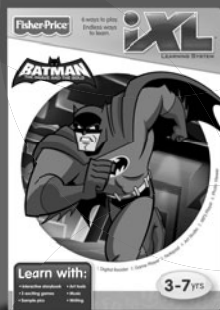
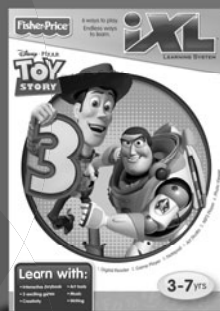
Mattel Europa, B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

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.

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™ & © 2010 DreamWorks Animation L.L.C.

© 2010 Viacom International Inc. All Rights Reserved. Nickelodeon, Ni Hao, Kai-lan! and all related titles, logos and characters are trademarks of Viacom International Inc.

SCOOBY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera.
(s10)

© 2010 Viacom International Inc. All Rights Reserved. Nickelodeon, 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

R9706pr-0920