

# Kickough



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### **Tips for Better Images!**

Before your child uses the camera independently, we recommend that you first thoroughly read these instructions. Explain to your child how to use the camera and then practice taking pictures with your child.

#### 1. Use Bright Light Indoors

Make sure there is a bright light source when taking indoor pictures. The light source (sun, lamp or window) should be above or facing your picture subject. Do not place your picture subject in front of the light source since the picture subject will look dark in your photo.

#### 2. Hold Still

Make sure the picture taker and the picture subject are not moving. Also be sure your child holds the camera with two hands.

#### 3. Proper Distance

Center the picture subject on the LCD screen. The picture subject should be no closer than 4 feet (1,2 m) from camera.

#### Introduction

- Please keep this instruction booklet for future reference, as it contains important information.
- Requires four "AAA" (LR03) **alkaline** batteries (not included) for operation.
- Adult assembly is required for battery installation. Tool required for battery installation: Phillips or slotted screwdriver (not included).
- Type Equivalent to IEC Standard publication 529 IPX7.
- Keep the camera away from direct sunlight and excessive heat.
- Wipe the camera with a soft, clean cloth.
- This camera has no consumer serviceable parts. Please do not take this toy apart.
- Your camera may appear different than the camera shown in the photographs.

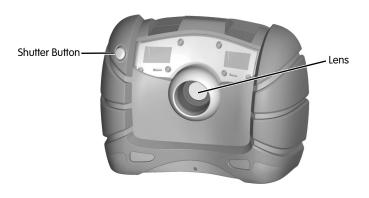
#### **ICES-003**

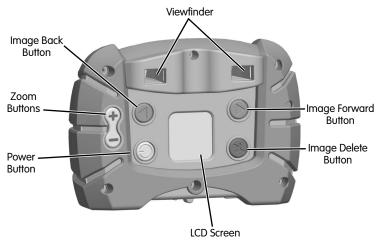
This Class B digital apparatus complies with Canadian ICES-003. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

#### 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.

# **Features**

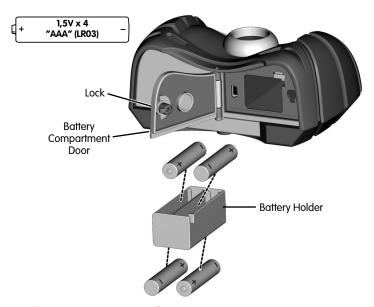




# **Camera Specifications**

Picture Resolution	640 x 480
Internal Memory	128 MB SDRAM (approximately 1080 pictures)
Lens	4,8 mm, f = 2,6
Focus Range	4 ft. (1,2 m) - infinity
LCD Screen	1,44" color TFT LCD preview
Connectivity	USB (version 1,1 or higher) USB cable sold separately.
Batteries	4 "AAA" (LR03) <b>alkaline</b> batteries
Camera Dimensions	W - 5,375" (13,7 cm) x D - 2,75" (7 cm) x H - 4" (10,2 cm
Camera Weight	10.5 oz. (298 a) (without batteries)

# **Battery Installation**



- Make sure camera power is off.
- Locate the battery compartment door on the bottom of the camera.
- Turn the lock on the battery compartment door a 1/4 turn. Open the battery compartment door.
- Remove the battery holder from the battery compartment.
- Insert four "AAA" (LR03) alkaline batteries into the battery holder.

**Hint:** We recommend using **alkaline** batteries for longer battery life. Do not use rechargeable batteries.

- Insert the battery holder into the battery compartment.
- Close the battery compartment door and turn the lock a 1/4 turn.

# **Battery Installation**

 When the low battery indicator appears on the LCD screen , it's time for an adult to change the batteries.



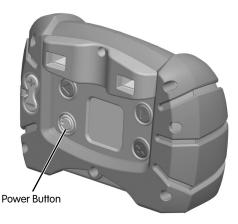
 Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

#### **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.

#### Let's Go!



- Press the power button on the back of the camera to turn power on. You will hear a tone.
- To turn power off, press and hold the power button until you hear a tone. **Hint:** If you have not used the camera for a while, it shuts off automatically. To turn it back on, simply press the power button.

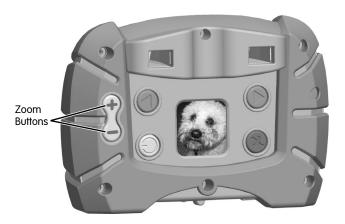
# **Taking a Picture**

- Have your child look through the viewfinder or look at the LCD screen to see the picture subject.
- While holding the camera steady, press the shutter button on the front of the camera. Listen for a "shutter sound" and look for the camera icon on the LCD screen.
- The picture you just took will stay on the LCD screen for a few seconds so you
  can make sure you "got the shot."

**Hint:** The number on the LCD screen indicates the number of pictures taken.

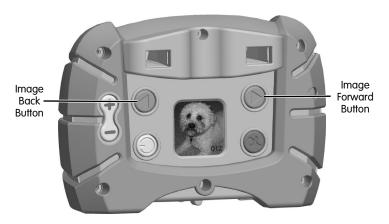


# **Using the Zoom**



- Press the zoom in button to get closer to your picture subject. You will hear
  a tone and the subject will appear closer on the LCD screen. Press the zoom in
  button up to three times to get even closer!
- If you get too close, press the zoom out button . Press the zoom out button
  up to three times until you return to the original setting.

# **Reviewing Pictures**



- Press the image forward or image back buttons to review the pictures you took.
- When you are finished reviewing, the camera switches back to normal picture taking mode in a few seconds.

# **Deleting Pictures**

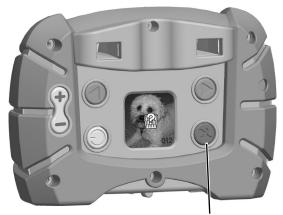


Image Delete Button

- If you decide you do not want a picture, first locate it by using the image forward or back buttons.
- Then press the image delete button . A trash can with a question mark appears on the LCD screen.
- If you want to delete the picture, press the image delete button again.
- If you decide you do not want to delete a picture, simply wait a few seconds and the trash can disappears.

### **Downloadable Software**

- Download PC software to import, organize, view and add special effects to your photos! Go to www.fisher-price.com/kidtough and follow the on-screen instructions to download and install the software.
- This software is PC compatible only. To view photos on a Mac, connect the camera to your computer (see next section). The Kid Tough™ Digital Camera will appear as a removable storage device on your desktop.

Your photos will be located at:

- DSC FATDISK
- DCIM
- 100IMAGE
- To save photos onto your Mac computer, drag and drop the files to the desired location

#### System Requirements (for Downloadable Software)

Operating System	. Microsoft Windows XP, Windows Vista™ or Windows 7
Hard Drive	. 150 MB available
USB Port	.1,1

Internet connection required (to download PC software).

#### **Photo Software**

- Open the battery compartment door and insert the smaller end of a USB cord (not included) into the USB port on the camera.
- Insert the larger end of the USB cord into a USB port on your computer, generally marked with this symbol
- The camera turns on automatically and USB appears on the LCD screen • .

**Note:** Do not disconnect the camera or computer while photos are transferring to your computer.



#### **Photo Software**



Background Color

#### **Getting Started**

- The photo software automatically opens when you connect your camera to your computer. You can also double-click on the price icon on your desktop to open the computer software program.
- Click on the **manual** to select a background color of the computer software.

**Note:** This option is only available if the Force Screen Resolution setting is turned OFF. See **Parental Controls**.

• Click on the \* at any time to exit the computer software.

#### **Parental Controls**



To set parental controls, click on the parental controls icon at the top, right of the screen

**Password** – Click the radio button to turn OFF or ON. Type your password in the New Password and Confirm Password fields.

**Printing** – Click to turn OFF or ON. You can limit the number of prints per session from 1 -20 or click the check box for unlimited prints.

**Sounds** – Click to turn sound ON or OFF. Click and drag the bar to adjust the volume level.

**Use Photo as Desktop Picture** – Click to turn ON or OFF. If this is turned off, it will disable the *set as desktop picture* button in the Gallery.

**Enter child's name to create a personalized stamper** – Enter up to three names! **Automatic Software/Firmware Updates** – Click to turn ON or OFF.

Force Screen Resolution – Click to turn ON or OFF.

### **Parental Controls**



Import Personal Photos

**Import Personal Photos** – Click on this button to import personal photos from your computer.



• Locate the photos you would like to import and click the Open button.

# **Parental Controls**



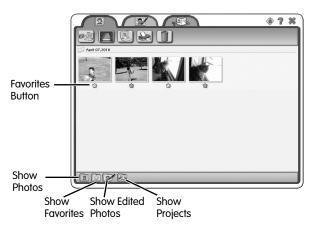
• Click on the **to** import your photos.

# Gallery



- Create a gallery! Click on the *import photos* button.
- Click on the on to copy all the photos on your camera onto your computer. **Hint:** If you would like to copy only select photos, click on only those photos.

# Gallery



- Click on the star below a photo to select your favorites.
- Click on the show photos, show favorites, show edited photos or show projects button in the bottom left of the screen to customize your view in the gallery.

### **Picture Show**

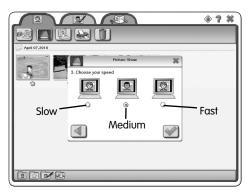


- Click on the picture show button.
- Click on the button below the style of music you would like to listen to or choose no music. Click the button.

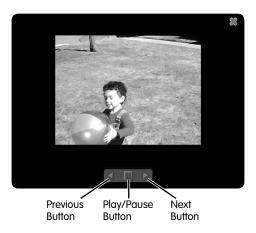
### **Picture Show**



 Click on the button below transition between photos that you would like to see. Click on the button.

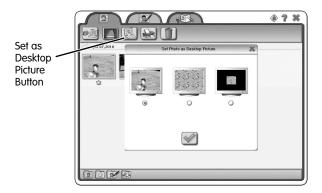


### **Picture Show**



- Click the play/pause button to stop or restart the picture show.
- Click the previous or next buttons to change the photos in the show manually.
- Click the 🗱 button when you are finished watching the picture show.

# **Set as Desktop Picture**



- Click on a photo in the gallery. Then, click on the *set as desktop picture* button to save the photo as your computer background.
- Choose the background style you want for your desktop picture. Click on the radio button to make your selection. Click on the w button.

Note: This option can be turned off. Go to Parental Controls to change this setting.

#### **Print**



- Click on a photo in the gallery. Then, click on the print button.
- Choose a print size. Click on the radio button to make your selection.
- Click on the button to print.

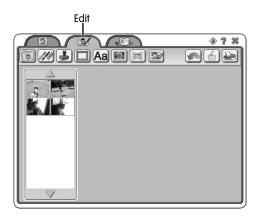
**Note:** The number of available prints will appear in the print window. Go to **Parental Controls** to change this setting.

# Delete



- Click on the photo in the gallery that you would like to delete.
- Click on the lim button.
- Click the of to confirm you would like to delete the photo. If you do not want to delete the photo. click the button to cancel.

### **Edit Photo**



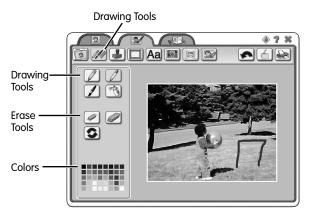
- Click on the **Edit Photo** tab to edit your photos and add special effects. **Tips:**
- Click on the button to undo your last change while using any of the edit tools.
- Click on the 🚮 button to save your photo.
- Click on the button to print your photo.

### **Choose a Photo**



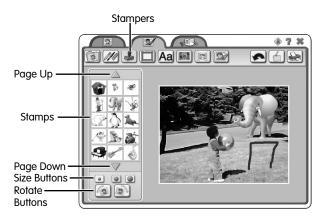
- Choose a photo on the left side of the screen that you would like to edit.
   Double-click on the photo to select it.
- Click on the up or down arrow buttons to view more photos.

# **Drawing Tools**



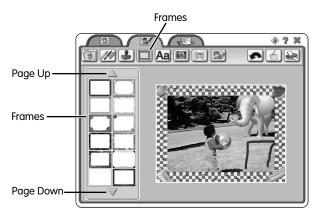
- Choose your drawing tool. Click on the pencil, marker, paint brush or spray can.
- Click on a color for your tool.
- Use the mouse to draw or paint on your photo.
- Click on an eraser style if you want to erase what you've added to your photo.

# **Stampers**



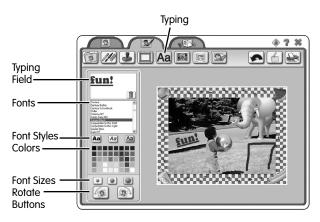
- Click on a stamp to choose it. Click the *page up* or *down* to see more stamps to choose from.
- Click on the *size* buttons to change the size of your stamp.
- Click on the *rotate* buttons to turn your stamp.
- Click on the photo to add your stamp.

### **Frames**



- Choose a frame to add to your photo. Click on the *page up* or *down* buttons to view more frames.
- Double-click on a frame to add it.

# **Typing**

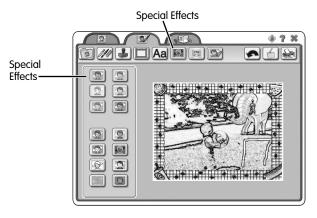


- Type a message in the typing field.
- Choose a font for your text. Scroll through the font list to view more. Click on a font to preview it.
- Click on a font style (bold, italic or underline).

**Hint:** You can click on as many styles as you want. Click on the style again to turn it off.

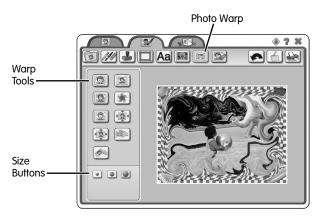
- Click on a color for your text.
- Click on the size buttons to change the size of your text.
- Click on the rotate buttons to turn the text.
- Click on the photo to add your text.
- Click on the button to delete the text in the typing field and type a new message!

# **Special Effects**



• Click on a button to choose a special effect for your photo.

# **Photo Warp**

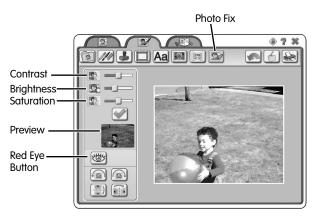


• Click on a button to add a warp effect to your photo.

**Note:** Some effects will automatically warp your photo when you click the button, while others you will need to click on the photo to add.

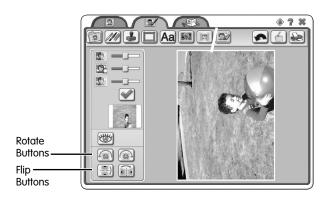
• Click on the size buttons to select the tool size.

#### **Photo Fix**

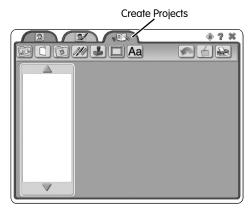


- Click and drag the bar to adjust the contrast, brightness or saturation levels of your photo.
- Review your changes in the preview window and click on the button to confirm your changes.
- Click on the *red eye* button if you need to fix red eyes in your photo. Click on the subject's eyes in the photo to fix them.

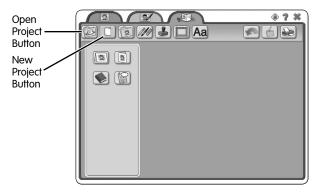
# **Photo Fix**



• Click on the *rotate* or *flip* buttons to turn your photo.



- Click on the **Create Projects** tab to make cards and books with your photos! **Tips:**
- Click on the button to undo your last change while using any of the edit tools.
- Click on the 🚮 button to save your project.
- Click on the button to print your project.



- Click on the new project button.
- Choose horizontal card, vertical card, blank page book or comic page book. Click on the button to make your selection.

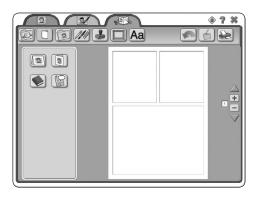
**Note:** You can also click on the *open project* button to edit your saved projects.



Page Numbers

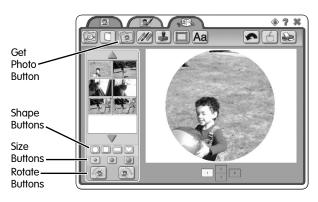
#### Tips for creating cards:

 Click on the page numbers at the bottom of the screen to design the different pages of your card.

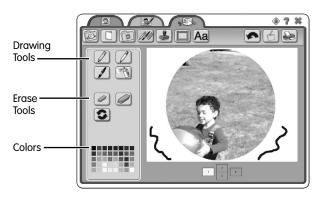


#### Tips for creating pages:

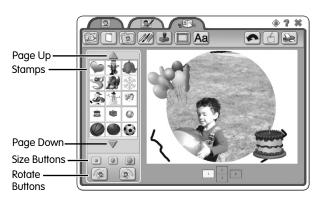
- Click on the + or buttons on the side of the screen to add more pages to your blank page or comic page book.
- Click on the up or down arrows to navigate the pages.



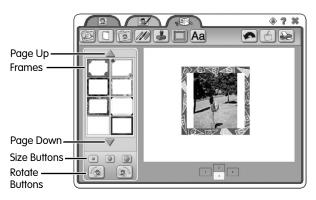
- Click on the *get photo* button to select photos to add to your project.
- Click on a photo to select it.
- Click on a *shape* button to change the shape of your photo.
- Click on a size button to change your photo size.
- Click on the *rotate* buttons to turn your photo.
- Click on the project page to add your photo.
- Repeat to add more photos.



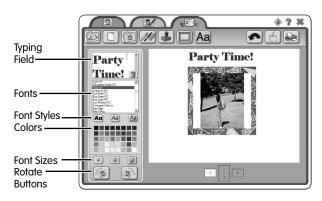
- Choose your drawing tool. Click on the pencil, marker, paint brush or spray can.
- Click on a color for your tool.
- Use the mouse to draw or paint your project.
- Click on an eraser style if you want to erase.



- Click on a stamp to choose it. Click the page up or down button to see more stamps to choose from.
- Click on the *size* buttons to change the size of your stamp.
- Click on the *rotate* buttons to turn your stamp.
- Click on the project page to add your stamp.



- Choose a frame to add to your project page. Click on the *page up* or *down* buttons to view more frames.
- Click on the project page to add the frame.



- Type a message in the typing field.
- Choose a font for your text. Scroll through the font list to view more. Click on a font to preview it.
- Click on a font style (bold, italic or underline).

**Hint:** You can click on as many styles as you want. Click on the style again to turn it off.

- Click on a color for your text.
- Click on the *size* buttons to change the size of your text.
- Click on the rotate buttons to turn the text.
- Click on the project page to add your text.
- Click on the to delete the text in the typing field and type a new message!

## **Disconnecting Your Camera**

- To disconnect your camera, click "eject disk" on your computer's task bar.
- Select the "USB Mass Storage Device" (your camera) and click "stop".
- Click "OK" to confirm.
- A message will appear on your computer screen advising you to remove your device (camera).



• Unplug the USB cord from your computer, then your camera. The camera shuts off automatically.

## **Software Uninstall**

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

# **Troubleshooting**

Problem	Cause	Solution
Camera will not take photos	Batteries are weak or exhausted	Replace the batteries in the camera with four, new "AAA" (LR03) alkaline batteries.
	Camera is turned off	Press the power button on the back of the camera to turn it on.
	Camera memory is full of images (OOD appears on the LCD screen)	Download pictures to your computer or use the image delete button on the camera to remove some of them.
Photos are blurry	Lens may be dirty or smudged	Clean the lens with a soft cloth.
	Camera moved when picture was taken	Try to keep the camera steady when you take pictures.
	You are too close to your subject	The focus range is from about 4 ft. (1,2 m) - infinity
Cannot transfer photos to the computer	USB cord may not be properly connected	Check cord connections on both your camera and your computer.
Product functions erratically or does not function at all	Static electricity may temporarily stop the electronic function of the camera and cause picture loss. For example, walking across the rug and touching the camera may create static electricity.	Reset the electronics by removing the batteries and putting them back in the battery compartment.
	Batteries are weak or exhausted	Replace the worn batteries with four, new "AAA" (LR03) <b>alkaline</b> batteries.

#### 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.



#### **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.

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