

PixterTM
Software

COOLWHEELS
CAR CREATIONSTM



Fisher-Price

Owner's Manual

Model Number: 73803

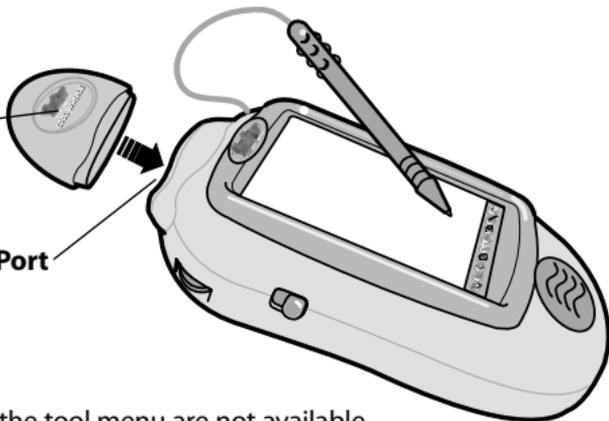


Let's Go!

Before inserting a software cartridge, turn power off! Insert the software cartridge into the software port. Turn power back on.

**Cool Wheels –
Car Creations™
Software Cartridge**

Software Port



- Some of the tools on the tool menu are not available for use during some activities or games. If a tool is not available for use, you will hear a tone. The Home 🏠 and the Save It (and Volume Control) 💾 tools are always available for use.
- Please keep this manual for future reference, as it contains important information.

IMPORTANT! If the tip of the stylus and the image on screen do not align, it's time to calibrate them! Please refer to page 28, Calibrating the Stylus.



Cool Wheels – Car Creations™

Choose an activity or game from the Home Screen: **Scene Starters**, **Custom Car Shop** or **Design the Car and Course to Race!** Touch the activity or game on the screen with the stylus.



Scene Starters



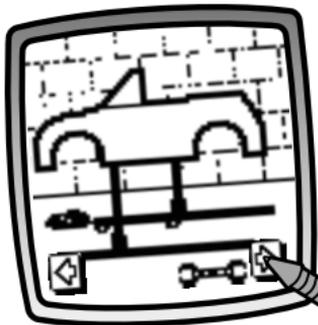
Custom Car Shop



Design the Car and Course to Race



Scene Starters



- Touch the arrows on the bottom of the screen with the stylus to view different racing backgrounds.
- When you find one that you like, touch the screen with the stylus.



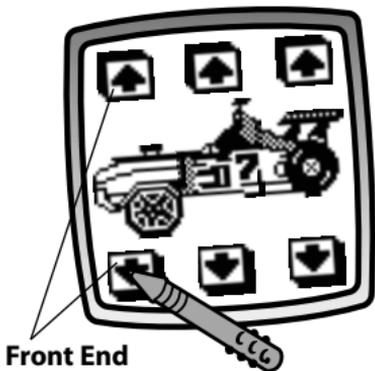
- Use any of the tools on the tool menu to complete your picture: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It  or Special Effects Selector .

Hint: Touch Home  on the tool menu with the stylus to return to the Home Screen at any time or Save It (and Adjust the Volume)  to save/retrieve a drawing or adjust the volume.





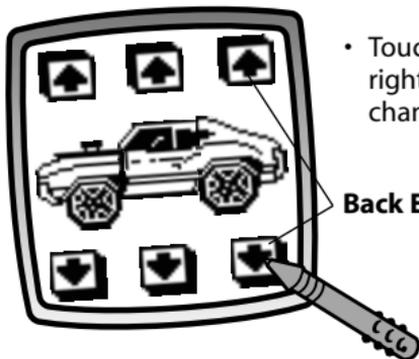
Custom Car Shop



- Touch the arrows in the upper and lower left side of the screen with the stylus to change the *front end* of the vehicle.



- Touch the arrows in the upper and lower mid-section of the screen with the stylus to change the *body* of the vehicle.



- Touch the arrows in the lower and lower right sides of the screen with the stylus to change the *back end* of the vehicle.

Back End

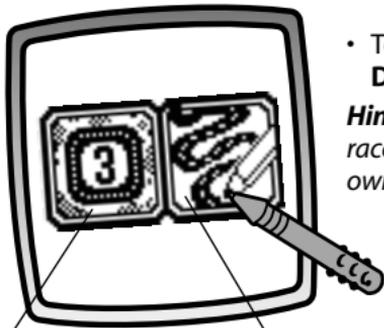


- After you have created your one-of-a-kind vehicle, touch the screen with the stylus. Now you can add to your drawing using any of the tools on the tool menu. “Pencil” Tool ; Straight Line ; Shape Maker ; Stamp It  or Special Effects Selector .

Hint: Touch Home  on the tool menu with the stylus to return to the Home Screen at any time or Save It (and Adjust the Volume)  to save/retrieve a drawing or adjust the volume.



Design the Car and Course to Race!



Design the Car

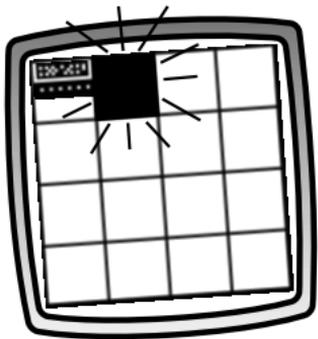
Design the Course

- Touch the screen with the stylus to select: **Design the Car** or **Design the Course**.

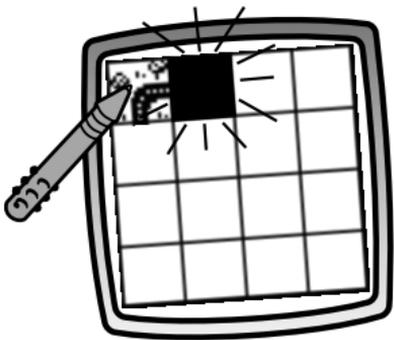
Hint: If you first select Design the Car, you will race on a three lap track course. To race on your own course, select Design the Course first.



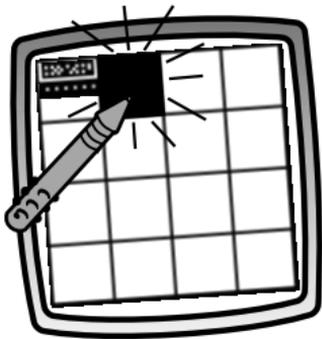
Design the Course



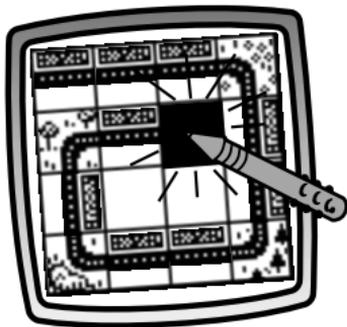
- A grid appears on the screen. Look at the flashing square on the screen near the upper left corner. You will begin your course design with the square next to the flashing square on the screen. Look at the piece of the course.



- Touch the same piece of the course on the screen again (and sometimes again!) with the stylus to see a different piece of the course.



- When you decide which piece of the course you'd like, touch the flashing square with the stylus to select it.



- Continue to view course pieces and make selections with the stylus until you finish your course.

Hint: You can make a short course, long course or a track (complete loop)!



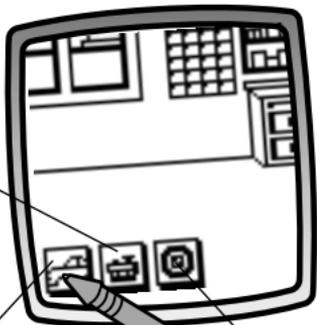
- Touch the thumbs up button  to go to *Design the Car*, or touch the racing flags button  to continue to *Design the Course*.

Racing Flags Button

Thumbs Up Button



Design the Car

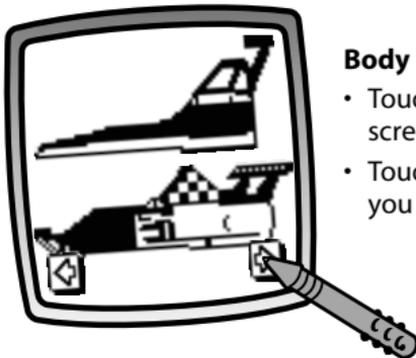


Engine

Body Style

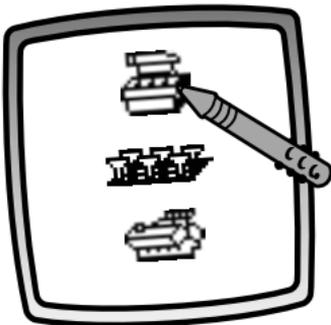
Wheels

- You're in the garage. Let's design the car!
- You can choose the body style ; an engine ; and wheels . Touch a button on the screen with the stylus.



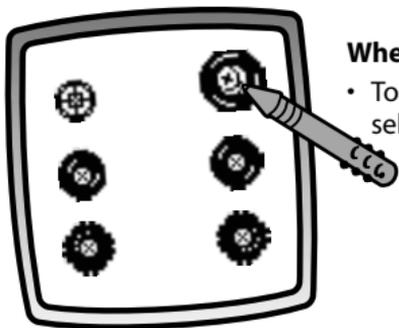
Body Style

- Touch the arrows on the bottom of the screen to scroll through choices.
- Touch the screen with the stylus when you find a body style that you like.



Engine

- Touch the screen with the stylus to select an engine.



Wheels

- Touch the screen with the stylus to select wheels.



Select a Race Opponent

- Touch the opponent button  on the screen with the stylus.

Opponent Button



- Scroll through challengers. Touch the arrows on the bottom of the screen with the stylus.
- When you find a challenger you'd like to race, touch the screen with the stylus. You're ready to race!



- Touch the key on the screen with the stylus to start your engine and begin the race.



- Watch the screen as you “drive” the course.



- The race is finished when you see the checkered flag.



- If you win, **hooray!** Look at the 1st place trophy!



- Look at your finishing time and your opponent's time.



- To race again, touch the racing button  on the screen with the stylus. You're back to *Design the Car*.

Hint: To go to a different activity, touch Home  on the tool menu with the stylus to return to the Home Screen.



Tool Menu



“Pencil” Tool



Touch for freestyle drawing or writing.



Create your own drawing or write a message with the stylus.



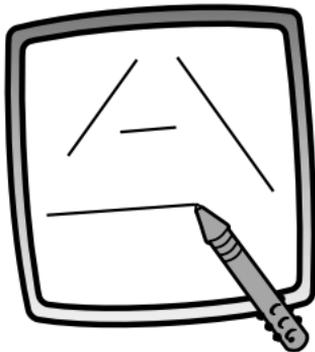
Straight Line



Touch to make a straight line.



Now, choose the line thickness for your “pencil” tool.



Touch the screen with the stylus. Now, drag the stylus on the screen and stop. Look – a straight line!

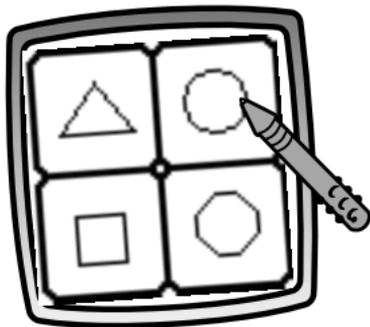
Hint: Make your own shapes or create your own connect-the-dots.



Shape Maker

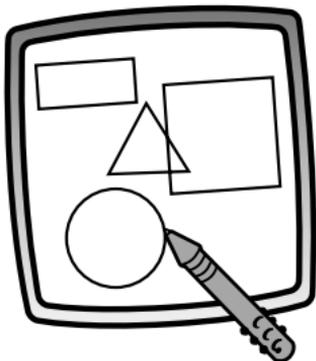


Touch to make shapes.



Now, choose the shape:

- Triangle
- Circle
- Square/rectangle
- Make your own shape!



Touch the screen and drag the stylus to make small or large shapes.

Hint: To make a triangle, touch the screen and drag the stylus to make the base of the triangle. Then, touch the base line with the stylus and drag it to complete the triangle.



Stamp It!



Touch for stamper art.



Touch the arrows on the bottom of the screen with the stylus to see each of the stamper designs.



Touch the screen with the stylus to choose a stamper.



Touch the screen as many times as you like with the stylus for lots of stamper fun!

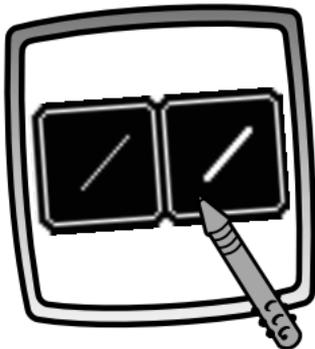
Hint: To choose more than one stamper, simply touch the Stamp It  tool; touch the arrows to scroll through the different stampers; and touch the screen with the stylus to choose a stamper and look – you're back to your activity.



Eraser



Touch to make your stylus an eraser.



Now, choose the line thickness for your eraser.



Use your stylus to erase any part of what's on the screen.



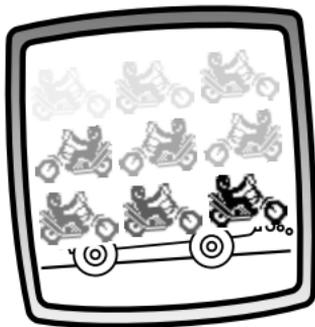
Full Screen Erase



Touch to choose an animated full screen erase with cool sound effects.



Touch to choose an animated full screen erase with cool sound effects.



Choose one of the options and watch and listen as your drawing disappears.

Hint: After using the full screen erase, you're still in the same activity using the same tool.



Special Effects Selector



Touch to choose a special effect.



Rotate it, mirror it or switch from white to black or black to white.



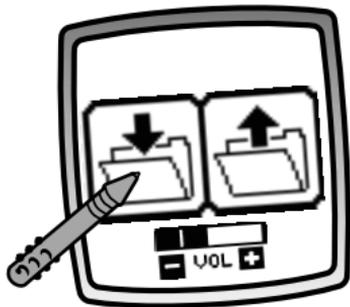
Touch the screen with the stylus and watch your drawing change.



Save It! (and Adjust the Volume)



Touch to save or retrieve your drawing; or adjust the volume (at any time).



Touch **IN** file  to save; touch **OUT** file  to retrieve; touch Volume Control  to increase or decrease volume to a comfortable level.

Hints:

- You can save one picture at a time! Each time you save a picture, it replaces the one already there.
- After you save a picture, it will appear on your screen again. To make a new drawing, choose another activity/tool.



Home



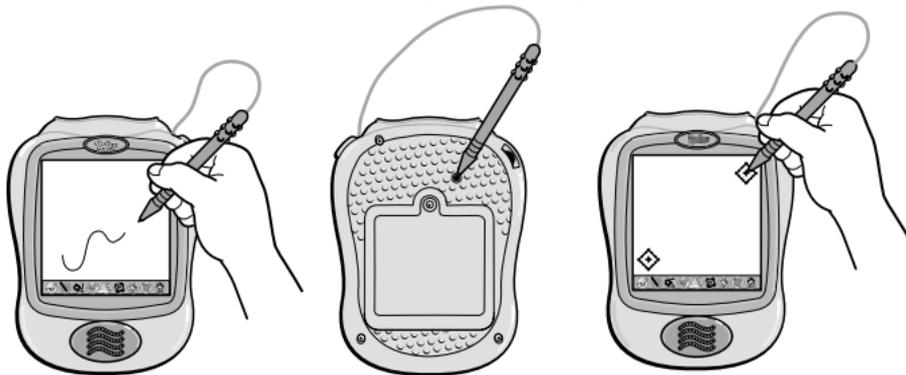
Touch to go back to the Home Screen.



Choose an activity: Scene Starters, Custom Car Shop
or Design the Car and Course to Race!



Calibrating the Stylus



IMPORTANT! The mark made on your screen from the stylus and the location of the tip of the stylus may not align. When this happens, you need to calibrate the stylus.

- Turn Pixter™ power on. Wait until you see the Home Screen.
- Turn Pixter over and locate the calibration hole.
- Insert, push and hold the stylus in the calibration hole. Turn Pixter over so that you can see the screen.
- When you see two , remove the stylus from the calibration hole.
- First touch the  in the upper right corner with the tip of the stylus.
- Then, touch the  in the lower left corner with the tip of the stylus.



Care

- Keep water, sand and dirt off of this cartridge.
- Keep this cartridge away from direct sunlight and excessive heat.
- Do not immerse the cartridge. Simply wipe the outside of the cartridge with a cloth to clean.
- This cartridge has no consumer serviceable parts. Please do not take this cartridge apart.



One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pixter™ Cool Wheels – Car Creations™ is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Consumer Relations at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.



Consumer Information

Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to:

Fisher-Price®
Consumer Relations
636 Girard Avenue
East Aurora, New York 14052

For other countries outside the United States:

Canada: call 1-800-567-7724, or write to: Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

Great Britain: [telephone 01628 500302](tel:01628500302).

Australia: Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

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



www.fisher-price.com

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