

Fisher-Price®

Creative Effects™

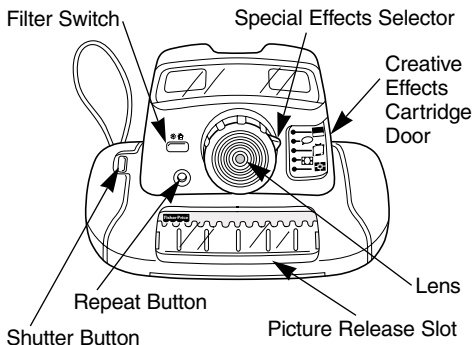
Fun PhotoMaker



Product may vary from picture above.

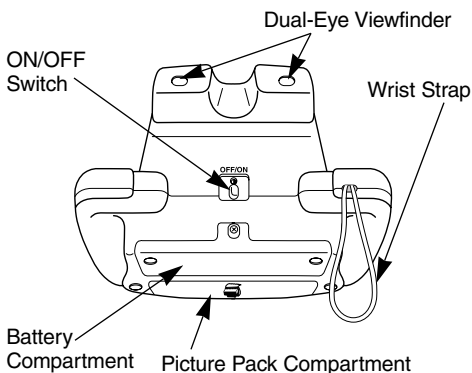
- The Creative Effects Fun PhotoMaker is designed to be used in very bright lighting conditions.
- Please save these instructions for future reference.
- Adult assembly is required.
- Requires six fresh "AA" (LR6) alkaline batteries (not included).
- Requires a Fisher-Price Picture Pack (one included). Replacement Picture Packs are available where you purchased your Creative Effects Fun PhotoMaker and at many other toy and department stores, or call 1-800-432-KIDS.
- Tool needed for battery installation and Picture Pack replacement: Phillips Screwdriver.
- Ages: 5 years and up.

Features



Front

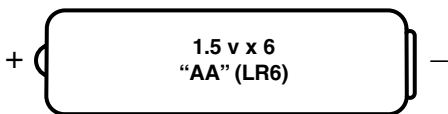
- The Creative Effects Cartridge door is only used with Creative Effects Cartridges, which are not included. Creative Effects Cartridges are available where you purchased the Fun PhotoMaker and at many other toy and department stores, or call 1-800-432-KIDS.



Back

- The Fun PhotoMaker has a power-saving auto ON/OFF feature. The Fun PhotoMaker automatically shuts OFF if a picture has not been printed within approximately two minutes. To turn the Fun PhotoMaker back on, slide the ON/OFF switch to the ON position.

Getting Started: Battery Installation

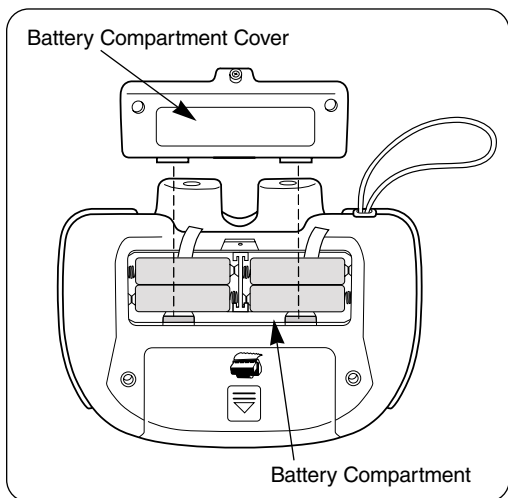


Shown Actual Size

Battery Tips

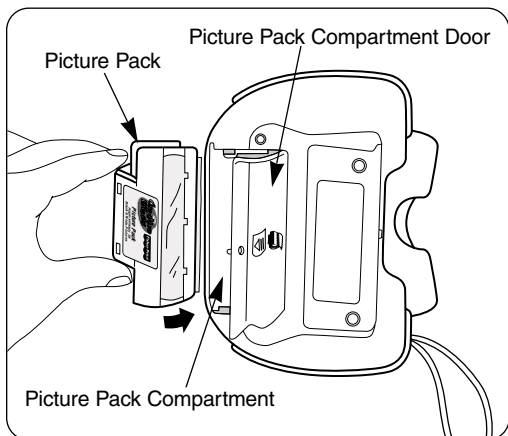
- Do not use carbon-zinc batteries.
- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from this product. Battery leakage and corrosion can damage this product.
- Never short-circuit the battery terminals.
- Non-rechargeable batteries are not to be recharged.
- Only batteries of the same or equivalent type as recommended in the Battery Installation instructions are to be used.
- If removeable rechargeable batteries are used, they are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from this product before they are charged.

- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.





- Locate the battery compartment on the bottom of the Fun PhotoMaker.
- Loosen the screw in the battery compartment cover with a Phillips screwdriver. The screw will remain in the cover.
- Remove the battery compartment cover.
- Insert six “AA” (LR6) alkaline batteries into the battery compartment as indicated inside the battery compartment. Make sure you place the batteries on top of the battery release ribbon.
- Replace the battery compartment cover and tighten the screw with a Phillips screwdriver. Do not over-tighten.

Loading the Picture Pack

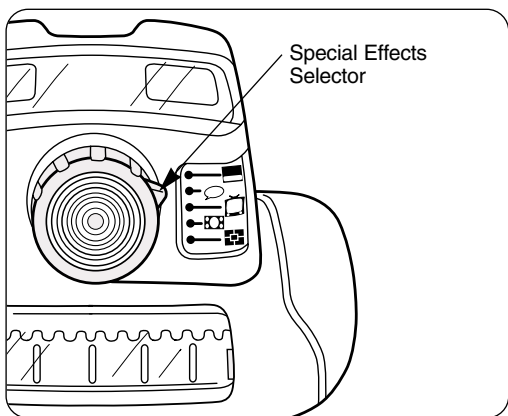


Please Note: Your Fun PhotoMaker comes with one Picture Pack. Replacement Picture Packs are available where you purchased your Fun PhotoMaker and at many other toy and department stores, or call 1-800-432-KIDS.

- Locate the Picture Pack compartment () on the bottom of the Fun PhotoMaker.
- Loosen the screw in the Picture Pack compartment door () with a Phillips screwdriver. The screw will remain in the door.
- Slide the Picture Pack compartment door in the direction of the arrow and lift to open it.
- Insert the Picture Pack into the Picture Pack compartment, with the Fisher-Price logo facing up and the paper strip facing toward the inside of the Picture Pack compartment.
- Lower and close the Picture Pack compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

Let's Take Some Pictures


Taking a picture is as easy as 123.





1 Select


- Slide the ON/OFF switch to the ON position.
- Select a special effect for your picture.
- Turn the special effects selector so that it points to one of the special effect symbols.

You can....

Add a caption frame to your picture ;

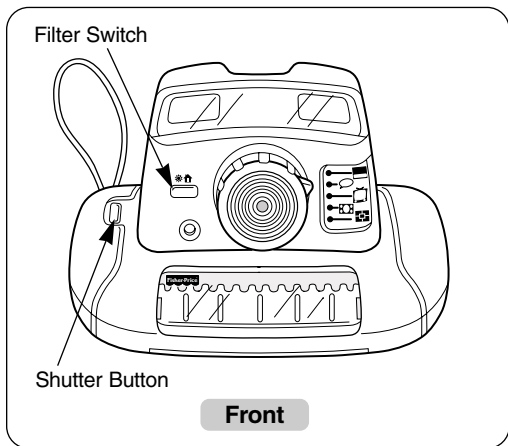
Or a word bubble .

Put your picture subject on TV ;

Or on play money .

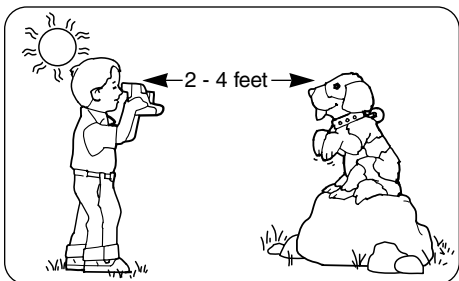
Create a cool kaleidoscope picture .

2 Adjust



- If you are taking a picture outdoors, you'll need to use the filter to reduce the amount of light entering the lens. Slide the filter switch on the front of the Fun PhotoMaker to the closed position (☀).
- For indoor use, the filter should be in the open position (🏠).

3 Smile!



- The Fun PhotoMaker is designed to take portrait pictures. Position yourself approximately two to four feet away from your picture subject.

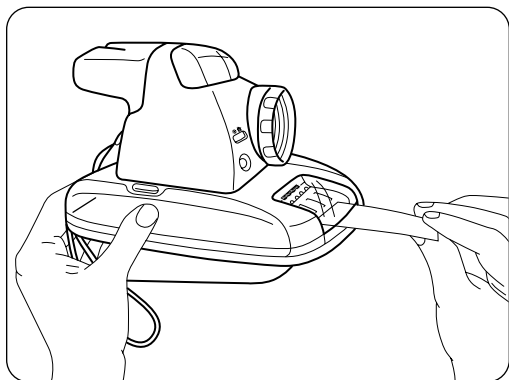
IMPORTANT! Make sure the light source, such as the sun (outdoors), a lamp or a sunny window (indoors), is above or behind the picture taker.

- Hold the Fun PhotoMaker with both hands and look through the dual-eye viewfinder to see your picture subject. Make sure your fingers are not covering the viewfinder or lens!
- Center your picture subject in the viewfinder.
- Press and hold the shutter button **while holding the Fun PhotoMaker steady**. You will hear a beep-tone.

IMPORTANT! Everybody steady! For a good quality picture, the picture taker should hold the Fun PhotoMaker very still and the picture subject should not move until the beep-tone ends.

- When the beep-tone ends, release the shutter button and lower the Fun PhotoMaker. The Fun PhotoMaker will play a little tune while your picture is processed. Hum along while you wait for your picture to print right before your eyes!

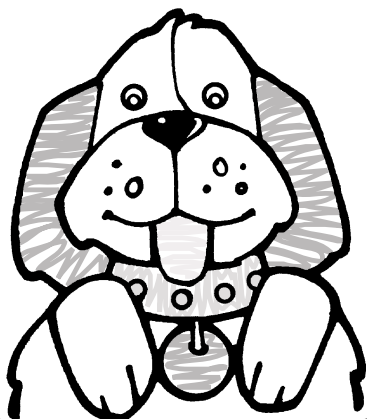
Please Note: In cold weather, you may notice that your Fun PhotoMaker plays its tune faster than usual. This is a normal reaction to the temperature and does not indicate a problem.



IMPORTANT! Do not press the shutter button while a picture is printing. If the shutter button is pressed during printing, only part of the picture will print.

- When the Fun PhotoMaker has finished printing, it's time to tear-away your picture.
- Turn the Fun PhotoMaker sideways.
- Grasp the picture and pull firmly to tear it away.

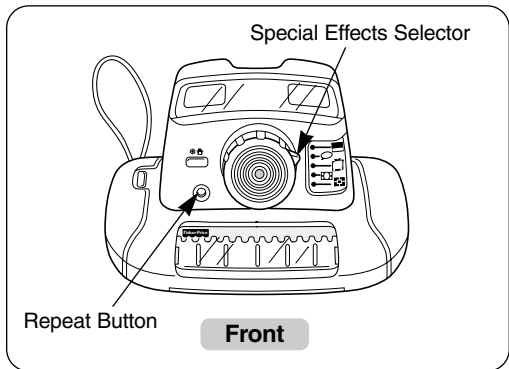
IMPORTANT! Do not pull on the picture until the Fun PhotoMaker has finished printing. The Picture Pack might jam, damaging the picture or the Fun PhotoMaker may stop printing.



My Dog

- Add some pizzazz and personalize your picture! Color it, and add your own funny captions!
- We recommend using crayons, pencils and pastels to color your creations. Markers and paints may damage your pictures.

Repeat: Let's See That Again!



The Fun PhotoMaker has a repeat feature that allows you to print another copy of the last picture taken, up to approximately two minutes after the picture was last printed. You can reprint any picture as many times as you want!

Please Note: If you do not press the repeat button within approximately two minutes of printing your last picture, the Fun PhotoMaker will erase the picture in its memory.

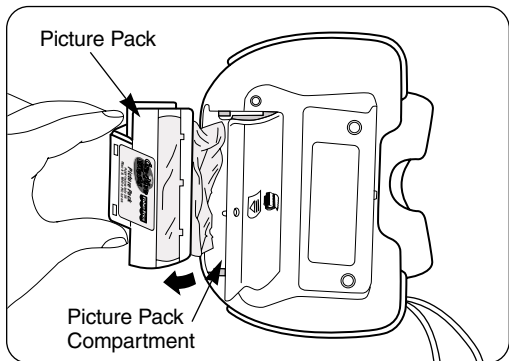
To print another copy of the same picture...


- Press the repeat button.
- Remember to wait until the Fun PhotoMaker has finished printing before tearing-away your picture!


To re-print the same picture with a different special effect...

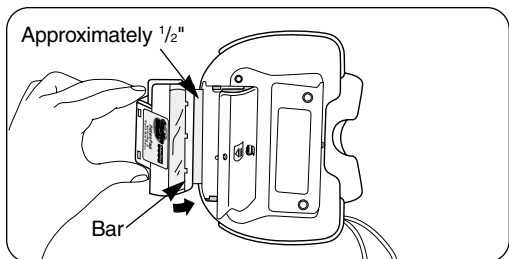
- Turn the special effects selector to the desired special effect symbol.
- Press the repeat button.
- Remember to wait until the Fun PhotoMaker has finished printing before tearing-away your picture!

In a Jam?



If the Picture Pack paper jams while your picture is printing, you will hear a series of beeps. Remove the Picture Pack from the Picture Pack compartment () to clear the jam.

- Locate the Picture Pack compartment () on the bottom of the Fun PhotoMaker.
- Loosen the screw in the Picture Pack compartment door with a Phillips screwdriver. The screw will remain in the door.
- Slide the Picture Pack compartment door in the direction of the arrow and lift to open it.
- Remove the Picture Pack.




- Gently pull the end of the Picture Pack paper out of the Picture Pack to clear the jam.
- Please Note:** If, while removing the Picture Pack, the paper slips out from under the bar, re-insert the paper into the slot in front of the bar.
- Tear away any crumpled paper using the serrated edge on the bottom of the Picture Pack.
 - Leave approximately $\frac{1}{2}$ " of paper leading from the Picture Pack.
 - Insert the Picture Pack into the Picture Pack compartment, with the Fisher-Price logo facing up and the paper strip facing toward the inside of the Picture Pack compartment.
 - Lower and close the Picture Pack compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

Empty Picture Pack?

- Depending on the special effects chosen, each Picture Pack contains enough paper to produce approximately 36 pictures.
- When your Picture Pack runs out of paper, it's time to replace it! Replacement Picture Packs are sold where you purchased your Fun PhotoMaker and at many other toy and department stores, or call 1-800-432-KIDS.

Time To Change the Batteries

- When it's time to replace the batteries, a low battery symbol () will print in the upper-left corner of your picture.
- Replace the batteries with six fresh "AA" (LR6) alkaline batteries as soon as possible.

Picture Taking Tips

- The Fun PhotoMaker is designed to be used in very bright lighting conditions.
- When taking pictures indoors, make sure there is a bright light source. The light source should be above or behind the picture taker.
- The Fun PhotoMaker is designed to take portrait pictures. Position yourself approximately two to four feet away from your picture subject.
- Remember to keep light directed on the front of your picture subject.
- When taking pictures outdoors, use the filter (☀). The filter cuts down on the amount of light that enters the lens. On cloudy days, or in the shade, you may find that you do not need to use the filter outdoors. If pictures taken outdoors print too dark, re-take the picture with the filter in the open position (🏠).
- When taking pictures indoors, you will not need the filter (🏠).
- Keep your fingers away from the lens area.
- Remember to hold still! When you're taking a picture, both the Fun PhotoMaker and the picture subject must stay as steady as possible until the beep-tone ends. The length of the beep-tone may vary due to lighting conditions on your picture subject.

Care

- Keep the Fun PhotoMaker free of dirt and away from sand and water.
- Never attempt to clean the lens area or the filter. It is unnecessary and will only cause damage to your Fun PhotoMaker.
- Clean the dual-eye viewfinder by first blowing away any dust or dirt. Breathe on the viewfinder eyepiece lenses to form a mist. Wipe the lenses with a cotton swab or soft cotton cloth.
- Wipe the outer surface of the Fun PhotoMaker with a clean, dry cloth if cleaning is necessary.
- Never leave the Fun PhotoMaker or a Picture Pack in a hot place, like a car trunk or rear-window shelf. Excessive heat may damage the Fun PhotoMaker and the Picture Pack, resulting in poor pictures.
- To keep your pictures looking their best, we suggest that you carefully tape the edges of your pictures into a scrapbook, or display your pictures in a frame. Avoid displaying your pictures where they will receive direct sunlight for prolonged periods of time, and keep adhesives such as tape and glue away from the front and back surface of the printed area. Also, contact with certain types of vinyl may cause your pictures to fade.
- Do not insert anything other than a Creative Effects Cartridge (not included) into the Creative Effects Cartridge door. Creative Effects Cartridges are available where you purchased your Fun PhotoMaker and at many other toy and department stores, or call 1-800-432-KIDS.

FCC Note (United States Only)

Creative Effects Fun PhotoMaker
Model Number: 73860

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.

Fisher-Price, Inc.
Consumer Affairs Department
636 Girard Avenue
East Aurora, New York 14052










One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052, warrants that the Creative Effects Fun PhotoMaker 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 it at our option, free of charge. Purchaser is responsible for shipping the product to Fisher-Price Consumer Affairs 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.

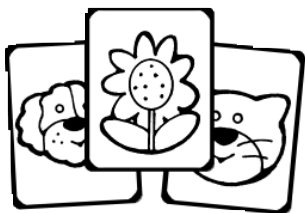
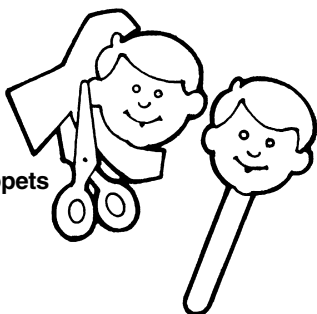
Problems and Solutions

Problem	Probable Cause	Solution
Picture subject too dark 	Background too bright/too much backlighting	Reposition picture subject so that light is evenly directed on picture subject, or take picture from a different angle.
Pictures too dark 	Not enough light	Adjust filter to open position (). Reposition picture subject closer to and facing a bright light source such as a lamp or sunny window.
Pictures too light 	Too much light	Adjust filter to closed position ().
	Low batteries	Replace batteries with six fresh "AA" alkaline batteries.
Picture subject is washed out, or shadowy 	Light is improperly directed on picture subject	Reposition picture subject so that light is evenly directed on front of picture subject.
	Picture subject is too far away	Move closer to picture subject.
Blurry picture 	Too much movement	Both picture subject and Fun PhotoMaker must remain steady until beep-tone ends when taking a picture.
	Not enough light	Make sure filter is in open () position. Picture subject should face very bright light.
No picture or partial picture	Hands, fingers or some other object in front of the lens Low batteries	Keep hands, fingers and other objects away from lens area! Replace batteries with six fresh "AA" alkaline batteries.
Battery symbol printing on picture 	Low batteries	Replace batteries with six fresh "AA" alkaline batteries.

Let's Get Creative!

There are a lot of things you can do with your pictures. Here are a few ideas to get you started.

Popsicle Puppets



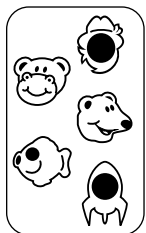
Trading Cards

Greeting Card



Look For Other Fisher-Price Creative Effects Cartridges!

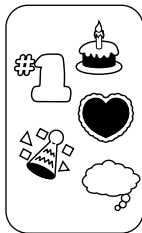
Creative Effects Cartridges are available where you purchased your Fun PhotoMaker and at many other toy and department stores, or call 1-800-432-KIDS.



Adventure Cartridge



Comic Strip Cartridge



Greeting Cards Cartridge

Questions?



We'd like to hear from you!

Call Fisher-Price Consumer Affairs, 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 Affairs, 636 Girard Avenue, East Aurora, New York 14052.

If you have any questions about this product:

In Canada, call **1-800-567-7724**, or write to: Mattel/Fisher-Price, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

In Great Britain, telephone 01734 770488.

In Australia, call the Fisher-Price Australian Consumer Advisory Service toll-free at 1-800-800-812, or write to: Fisher-Price, Mattel Pty. Limited, 461 Plummer Street, Port Melbourne, Victoria 3207.