

Pixter[®]
Software



Fisher-Price

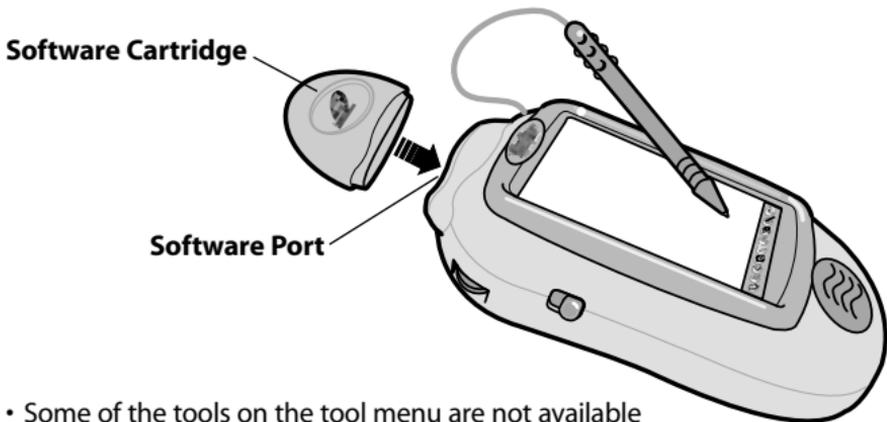
Owner's Manual

Model Number: B7999



Let's Go!

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



- 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 44, Calibrating the Stylus.



Rocket Power

Choose an activity or game from the Home Screen: **Shreddin' Scene Starters**, **Skateboard Shop**, **Connect-the-Dots**, **Video-cam Creator**, **'Zine Shop**, **Shore Shack Snack Seller**. Touch the activity or game on the screen with the stylus.



Shreddin' Scene Starters



Skateboard Shop



Connect-the-Dots



Video-cam Creator



'Zine Shop



Shore Shack Snack Seller

Hint: If you have Pixter® 2.0, you can link to another Pixter® 2.0 to send a picture you've created or your best time or score to a friend!



Shreddin' Scene Starters



- Touch the arrows on the bottom of the screen with the stylus to scroll through different backgrounds.



- When you find one that you like, touch the screen with the stylus.



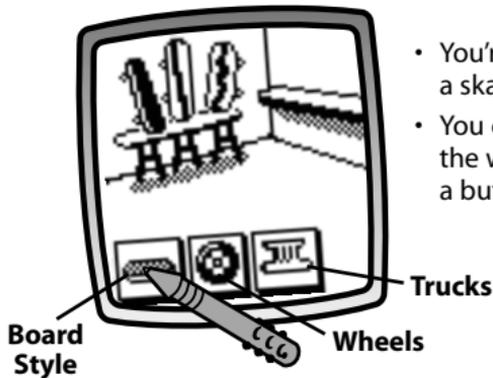
- Use the tools on the tool menu to finish your creation: "Pencil" Tool  ; Straight Line  ; Shape Maker  ; Stamp It  ; Erase It  ; or Special Effects Selector .

Hint: If you'd like to save your creation, touch **Save It**  on the tool menu with the stylus. If you'd like to go to a different activity, touch **Home**  on the tool menu with the stylus to return to the Home Screen.

- If you have a Pixter® 2.0 unit and you'd like to send your picture to another Pixter® 2.0, touch the **Save It** or **Send It**  tool on the tool menu with the stylus.



Skateboard Shop



- You're in the shop. Let's design a skateboard.
- You can choose the board style ; the wheels ; and trucks . 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 your choice on the screen with the stylus when you find a body style that you like.

Wheels



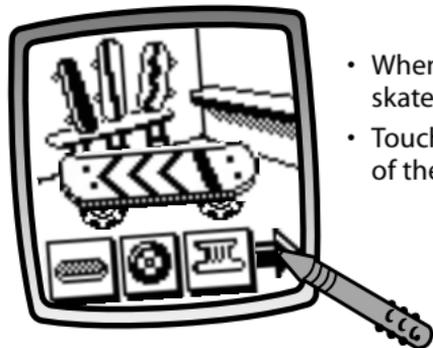
- Touch the screen with the stylus to select wheels.
- Touch your choice on the screen with the stylus when you find wheels that you like.



Trucks



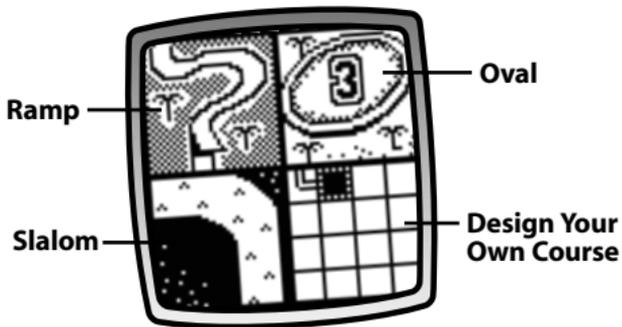
- Touch the screen with the stylus to select trucks.
- Touch your choice on the screen with the stylus when you find trucks that you like.



- When you've finished designing your skateboard, it's time to test it out!
- Touch the arrow ➡ on the bottom of the screen with the stylus.



Race Course



Choose a race course: Ramp, Oval,
Slalom or Design Your Own Course.
Touch your choice with the stylus.



Ramp, Oval and Slalom Courses



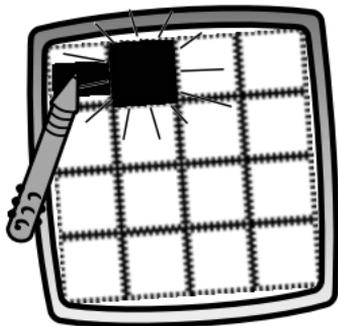
- Touch START on the screen with the stylus.



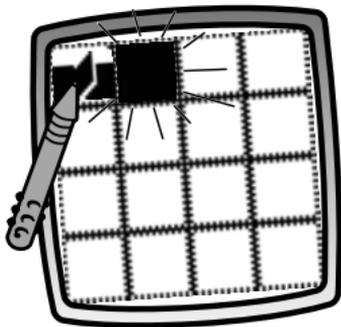
- Watch the screen as you "ride" the course.



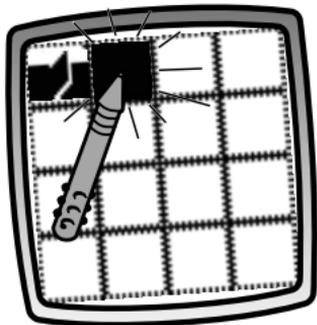
Design a Course



- 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 part of the course.



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



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



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

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



- Touch the thumbs up button  to start or touch the racing flags button  to continue designing your course.



- Touch START on the screen with the stylus.

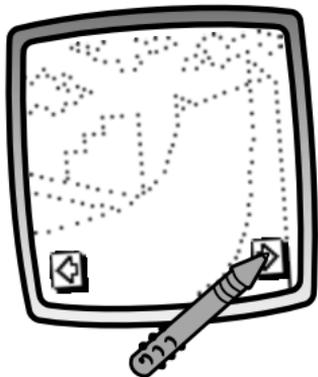


- Watch the screen as you "ride" the course.

Hint: If you'd like to go to another activity, touch Home  on the tool menu with the stylus.



Connect-the-Dots



- Touch the arrows on the bottom of the screen with the stylus to scroll through each pattern. Can you guess what it will be?



- When you find one that you like, touch the screen with the stylus.



- Now, connect the dots to see if you were right!



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

Hint: If you'd like to save your picture, touch **Save It**  on the tool menu with the stylus. If you'd like to go to a different activity, touch **Home**  on the tool menu with the stylus to return to the Home Screen.

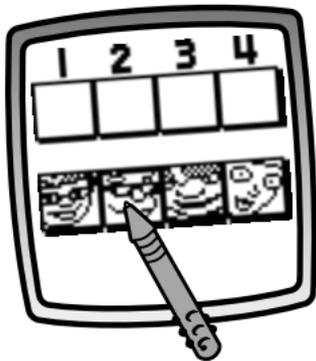




- If you have a Pixter 2.0 unit and you'd like to send your picture to another Pixter 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.



Video-Cam Creator



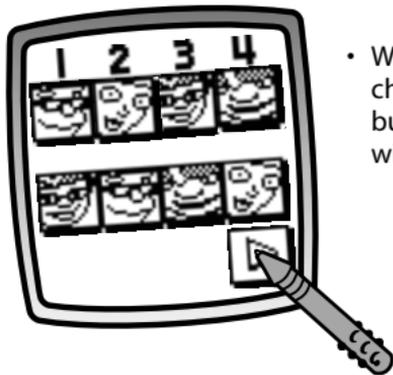
- Choose a character for each of the four scenes. Touch the character with the stylus.



- Drag the character with the stylus to the frame you'd like the character to appear.



- Choose another character and place it in a frame.



- When you've finished placing the characters in the scenes, touch the play button  on the bottom of the screen with the stylus.

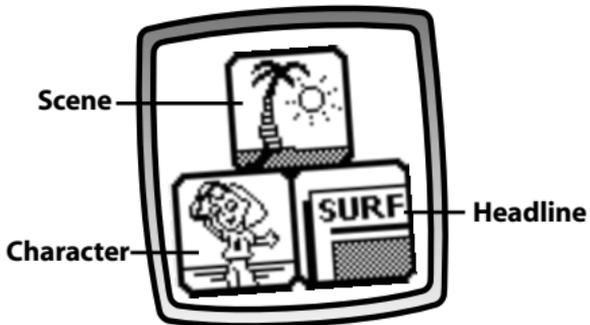


- Cool – watch your "videotape"!

Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.



'Zine Shop



Create your own Extreme News 'Zine.
Choose a character, scene and create
a headline for your article.



Character



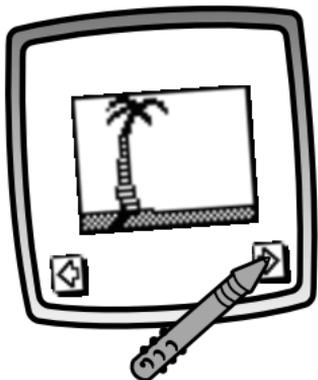
- Touch the arrows on the bottom of the screen with the stylus to scroll through different characters.



- When you find one that you like, touch the screen with the stylus.



Scene



- Touch the arrows on the bottom of the screen with the stylus to scroll through different scenes.



- When you find one that you like, touch the screen with the stylus.



Headline



- Write your own headline.
- Touch each letter of each word with the stylus.



- Touch the check mark  on the bottom of the screen with the stylus when you are finished.



- Look – the front cover is complete!



- Now, use any of the tools on the tool menu to add to the front cover: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Erase It ; or Special Effects Selector .

Hint: If you'd like to save your creation, touch Save It on the tool menu with the stylus. If you'd like to go to a different activity, touch Home on the tool menu with the stylus to return to the Home Screen.





- If you have a Pixter 2.0 unit and you'd like to send your picture to another Pixter 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.

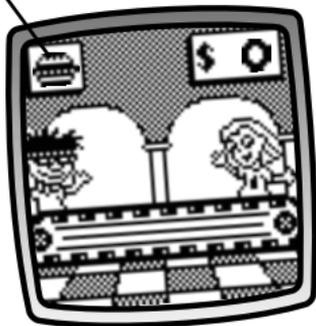


Shore Shack Snack Seller

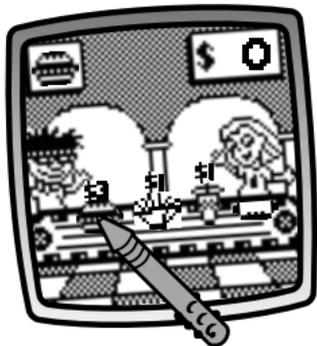
Object of the Game:

Take as many food orders as possible and collect the most money!

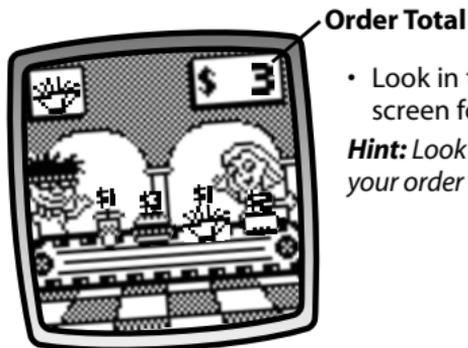
Item Ordered



- Look in the upper left corner for the item that is being ordered.



- Now, look for the item coming down the conveyor belt. When you see it, touch it on the screen with the stylus.



- Look in the upper left corner of the screen for the next item ordered.
Hint: Look in the upper right corner for your order total.



- Wow! Look at the order total. Can you beat it next time?

Hint: If you'd like to go to another activity, touch Home . Touch your choice on the tool menu with the stylus.



Tool Menu

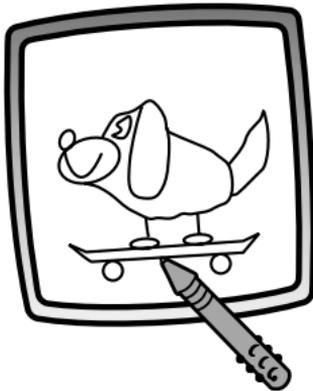


"Pencil" Tool

Pixter®, Pixter® Plus, Pixter® 2.0



Touch for freestyle drawing or writing.



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



Straight Line

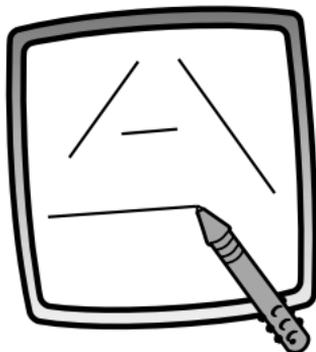
Pixter®, Pixter® Plus, Pixter® 2.0



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.

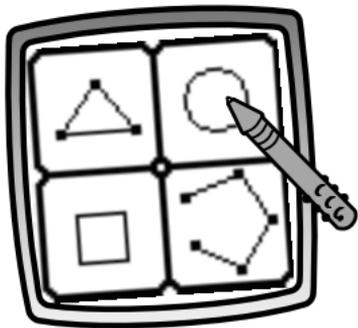


Shape Maker

Pixter®, Pixter® Plus, Pixter® 2.0

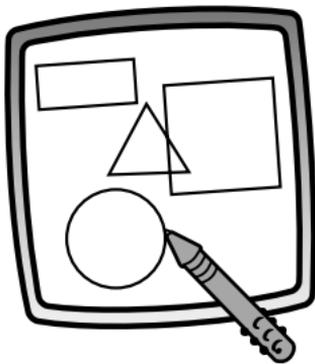


Touch to make shapes.



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!

Pixter®, Pixter® Plus, Pixter® 2.0



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

Pixter®, Pixter® Plus, Pixter® 2.0



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

Pixter®, Pixter® Plus, Pixter® 2.0



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.

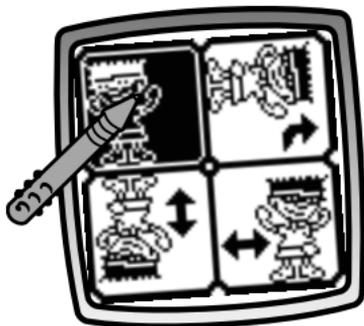


Special Effects Selector

Pixter®



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.



Special Effects Selector

Pixter® Plus, Pixter® 2.0



Touch to choose a special effect.



Switch from white to black or black to white; rotate it, mirror it, fill in a selected drawing area or write a caption.

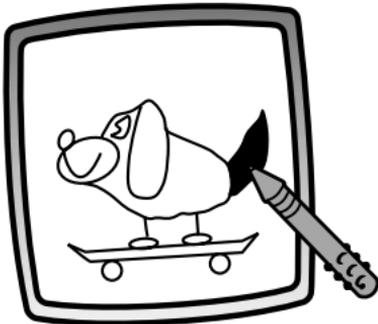
White to Black/Black to White/Mirror Tool



Touch the screen with the stylus and watch the special effect.



Quick Paint Tool



To fill in a selected drawing area, select the area. Watch the selected area fill in.



Typing Tool



To create your own caption, touch each letter of each word with the stylus. Touch the bottom of the screen with the stylus. You're back to your creation. Touch the screen with the stylus to "stamp" your caption on the screen.

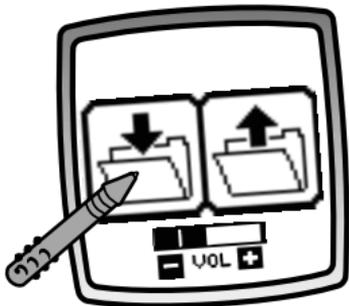


Save It! (and Adjust the Volume)

Pixter® and Pixter® Plus



Touch to save or retrieve your game;
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.

Hint: You can save one picture or game at a time! Each time you save a picture or game, it replaces the one already there.



Save It or Send It
(Add a Subject Line to your message
and Adjust the Volume too)

Pixter® 2.0



Touch this tool to send a score or picture to another Pixter® 2.0 unit; save or retrieve a picture or game; or adjust the volume.





Save It



Touch the **IN** file  to save; touch the **OUT** of file  to retrieve; touch the volume control  to increase or decrease sound to a comfortable level.

Hints:

- You can save one game or picture at a time! Each time you save a game or picture, it replaces the one already there.
- After you save a game or picture, it will appear on your screen again. To play a new game or activity, touch Home  on the tool menu.

Add a Subject Line to Your Message



To create a subject line for messages, touch each letter of each word with the stylus. When you are finished, touch the screen. Your subject line is automatically stored.



Send It



To send a score or picture, make sure the receiver (the other Pixter® 2.0 unit) is at least one foot but no more than five feet away and signal domes are aligned! Touch the  on the screen.

To receive a message touch the nodding yes face  on the screen.

Tips

- Make sure the path between the signal domes is free of obstacles.
- For best performance, avoid using in areas of bright light.



Home

Pixter®, Pixter® Plus, Pixter® 2.0



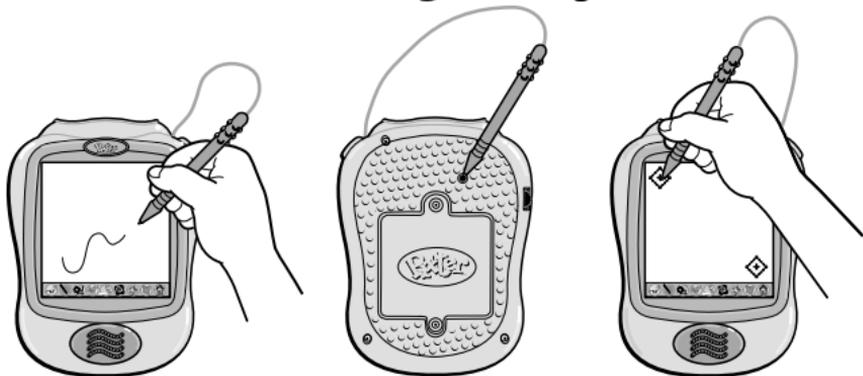
Touch to go back to the Home Screen.



Choose a game: Shreddin' Scene Starters, Skateboard Shop, Connect-the-Dots, Video-cam Creator, 'Zine Shop, or Shore Shack Snack Seller.



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 left corner with the tip of the stylus.
- Then, touch the  in the lower right 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® Rocket Power™ 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 **1-800-432-5437**, 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 countries outside the United States:

CANADA

Questions? 1-800-567-7724, Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

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