

Pixter®
Software

PIRATE'S TREASURE



Fisher-Price®

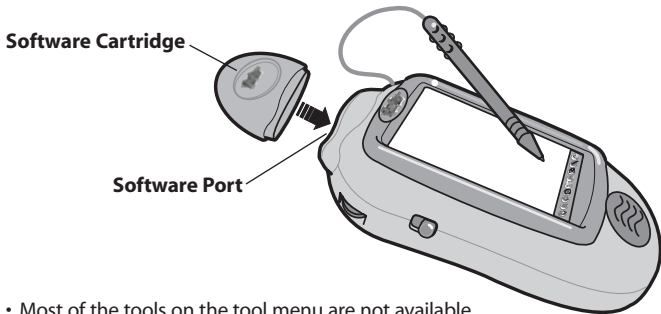
Owner's Manual

Model Number: H4468



Let's Go!

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



- Most of the tools on the tool menu are not available for use during game play. 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 24, Calibrating the Stylus.



Pirate's Treasure

Choose a game or activity from the Home Screen: **Sea Battle**, **Treasure Map Maze**, **Puzzle Shuffler**, **Pirate Scramble** and **Jellyboat Builder**. Touch the game or activity on the screen with the stylus.



Sea Battle



Treasure Map Maze



Puzzle Shuffler



Pirate Scramble



Jelly Boat Builder

***Hint:** If you have Pixter® 2.0, you can link to another Pixter® 2.0 to send a message, score or best time!*

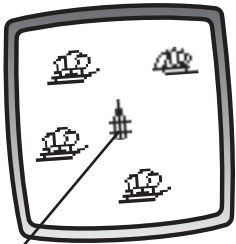


Sea Battle

Objective: Sink as many enemy ships as possible.

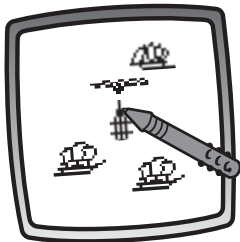


- First, choose a level. Touch your choice on the screen with the stylus.

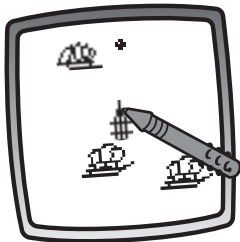


Cannon

- Look at the cannon on the screen. To aim and shoot your cannon, touch the screen with the stylus:
 - **above** the cannon to shoot **up**.
 - **below** the cannon to shoot **down**.
 - to the **left** of the cannon to shoot **left**.
 - to the **right** the cannon to shoot **right**.



- ***Awesome!*** You sunk an enemy ship.



- Try again!



- Look at how many enemy ships were sunk!

Note: Each time you complete a game, you get a coin or coins. If you collect enough coins in a play session (do not turn Pixter® off) you'll automatically go to a secret bonus screen (see page 23).



- Play again! Choose a level.

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



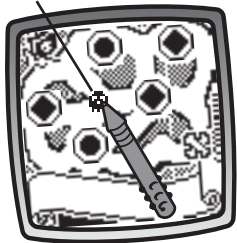
Treasure Map Maze

Objective: *Collect trinkets in the treasure map maze and then make a match!*



- First, choose a level. Touch your choice on the screen with the stylus.

Game Piece

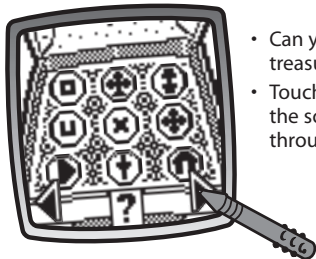


- Touch the game piece on the screen with the stylus.
- Now drag the stylus on the screen to move the game piece through the maze.

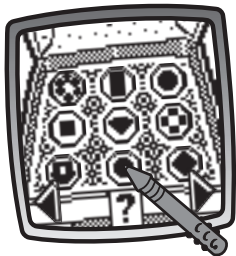


Trinket

- You've found a trinket. *Remember what the trinket looks like!*



- Can you find the trinket in the treasure chest?
- Touch the arrows on the bottom of the screen with the stylus to scroll through choices.

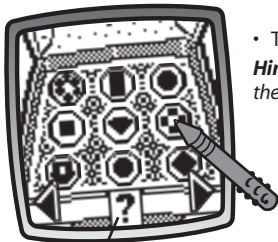


- When you find a match, touch your choice on the screen with the stylus.



Coin

- **Great job!** You found a match. You get a coin! Continue through the maze to find more trinkets.



Help

- Try again and find a match!

Hint: Touch the help button  to see the trinket in the maze.



End Point

- After you find all the trinkets and make all the matches, drag the game piece to the end point.

Note: Each time you complete a game, you get a coin or coins. If you collect enough coins in a play session (do not turn Pixter® off) you'll automatically go to a secret bonus screen (see page 23).



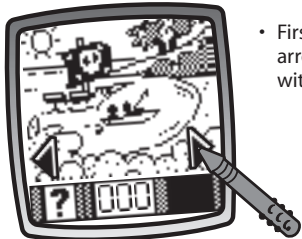
- Play again! Choose a level.

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



Puzzle Shuffler

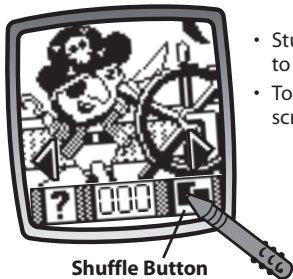
Objective: Shuffle a picture and then put it back together!



- First, choose a picture. Touch the arrows on the bottom of the screen with the stylus.



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



- Study the picture. Are you ready to shuffle it?
- Touch the shuffle button  on the screen with the stylus.

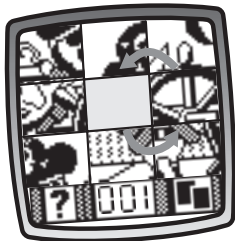


- Watch as the picture shuffles.
- Can you solve the puzzle?



- Touch a puzzle piece above, below or to either side of the blank puzzle piece on the screen with the stylus.

Blank Puzzle Piece



- Watch the puzzle piece slide into place!



Help

- Repeat this procedure to move all the pieces in place to complete the puzzle.

Hint: If you need help, touch the help button  on the screen with the stylus. Study the picture!



Timer

- When you've finished the puzzle, look at your time!

Note: Each time you complete a game, you get a coin or coins. If you collect enough coins in a play session (do not turn Pixter® off) you'll automatically go to a secret bonus screen (see page 23).

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



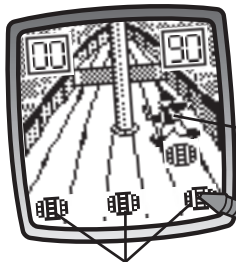


Pirate Scramble

Objective: *Knock down as many pirates as possible!*



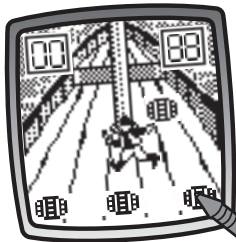
- First, choose a level. Touch your choice on the screen with the stylus.



- Touch a barrel on the screen with the stylus to roll it towards the pirate.



- ***Alright, matey!*** You get one point.



- You missed. Try again.





- Time's up. Look at your score!

Note: Each time you complete a game, you get a coin or coins. If you collect enough coins in a play session (do not turn Pixter® off) you'll automatically go to a secret bonus screen (see page 23).

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



Jelly Boat Builder

Objective: Build a ship and dress your pirate.



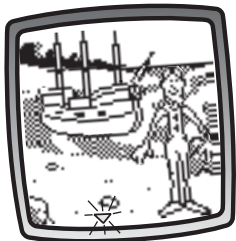
- Look at the ship and pirate on the screen. Let's build the ship and dress the pirate.
- Touch the screen with the stylus to begin.



- First, choose a background. Touch the arrows on the bottom of the screen with the stylus to scroll through backgrounds.

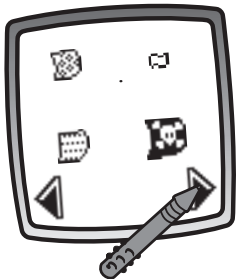


- When you find a background that you like, touch the screen with the stylus.

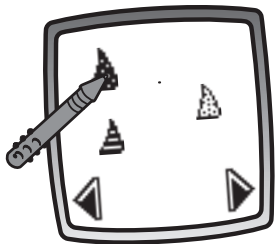


- Now, it's time to create. The blinking arrow on the bottom of the screen encourages you to use the Stamp It  tool on the tool menu.
- Touch the Stamp It  tool on the tool menu with the stylus.

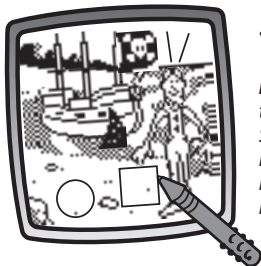




- Choose a stamper to decorate the ship or dress your pirate. Touch the arrows on the bottom of the screen to scroll through choices.



- When you find a stamper that you like, touch your choice on the screen with the stylus.



- Now, touch the screen again to place the stamper!

Hint: You can also use the other tools on the tool menu: "Pencil" Tool  ; Straight Line  ; Shape Maker  ; Special Effects Selector  ; Erase It  ; Erase All  ; Save It  or touch Home  on the tool menu to return to the Home Screen.



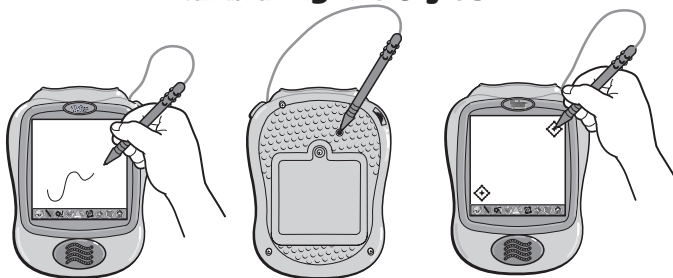
Bonus Time



- You collected enough coins!
- Touch an object on the screen with the stylus for a fun animation.



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® Pirate's Treasure 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

Visit us on-line at www.service.fisher-price.com.

Or 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.

Write to:

Fisher-Price®

Consumer Relations

636 Girard Avenue

East Aurora, New York 14052

For other countries outside the United States:

CANADA: 1-800-432-5437. Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

GREAT BRITAIN: Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB. Helpline: 01628 500302

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.

ASIA

Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. **New Zealand:** 16-18 William Pickering Drive, Albany 1331, Auckland.

www.pixter.com

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.

©2005 Mattel, Inc. All Right Reserved.

® and ™ designate U.S. trademarks of Mattel, Inc.

PRINTED IN CHINA

H4468pr-0920