



ART STUDIO

Pixter[®]

Software



Owner's Manual

Model Number: J5120

Fisher-Price

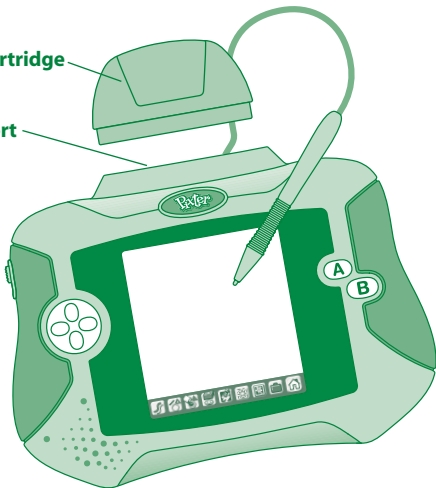


Let's Go!

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

Software Cartridge

Software Port





- Some of the tools on the toolbar are not available for use in some activities or games. If a tool is not available for use, you will hear a tone.
- These instructions include illustrations available only on Pixter® Multi-Media system.
- The D-pad and A/B Function Buttons do not function and the toolbar features are different when using this software cartridge with a Pixter® Multi-Media system.
- 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 20, Calibrating the Stylus.



Choose a Game or Activity!

Choose a game or activity from the Home Screen:

Cosmic Comic Creator, Boppin' Betty, Alien Lab and Color the Cosmos.



Cosmic Comic Creator



Boppin' Betty



Alien Lab



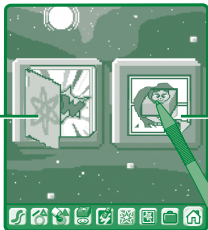
Color the Cosmos



Cosmic Comic Creator

Objective: Create your own Atomic Betty digital comic adventures!

Review Comics Created



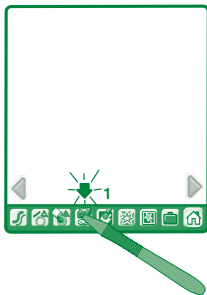
Create or Edit Comics


- First choose Review Comics Created or Create or Edit Comics. Touch your choice on the screen with the stylus.

Hint: If this is the first time you are in this activity, choose Create or Edit Comics.

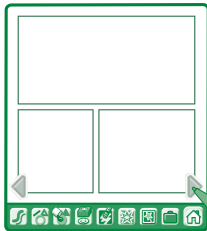


Create or Edit Comics

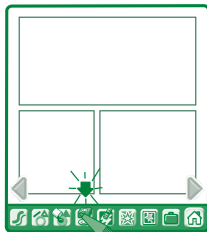



- You're on page 1 of your comics. The blinking arrow on the bottom of the screen encourages you to use the Stamp It! tool  on the toolbar. Touch the Stamp It tool on the toolbar with the stylus.

Hint: If you have played this activity before, you will see what you have already created on page 1. Now, you can edit it using any of the tools on the toolbar!



- Touch the arrows on the bottom of the screen with the stylus to scroll through different comic strip frame choices.
- When you find one that you like touch your choice on the screen with the stylus.



- The blinking arrow on the bottom of the screen again encourages you to use the Stamp It! tool  on the toolbar. Touch the Stamp It tool on the toolbar with the stylus.



- Touch the arrows on the bottom of the screen with the stylus to scroll through different stamper choices.
- When you find one that you like, touch your choice on the screen with the stylus.



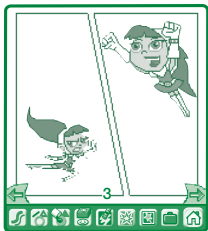
- You're back to the first page of your comics. Touch the screen with the stylus to place your stamper in a frame.



- Repeat this process to pick more stampers for each frame or use any of the other tools on the toolbar to add to your comics.



- Now, touch the arrow on the bottom right corner of the screen with the stylus to go to page 2. You can use the Stamp It tool again, or you can use any of the tools on the toolbar to create more frames for your comics.



- Create up to 10 pages!
Hint: You do not need to save your comics. Pixter® remembers where you left off!




Review Comics Created



- Touch the arrows on the bottom of the screen with the stylus to scroll through your creation!



- If you chose a stamper with speech or sound, listen to your creation come alive.

Hint: If you'd like to go to another activity or game, touch Home  on the toolbar with the stylus to return to the Home Screen.



Boppin' Betty

Objective: *Bop the meanies to score as many points as possible!*



- Watch for a meanie to “pop” up in the galaxy.

Meanie



- Touch the meanie on the screen with the stylus.



Score



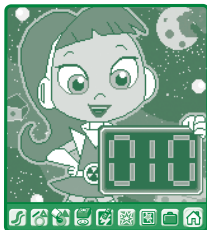
• **Great!** You score a point.

Lives



• **Oops,** you bopped a good-guy (or girl).
You lose a "life".

Hint: You have three lives! When you use them up, the game is over



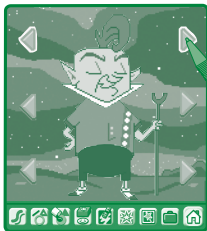
- Look at your score!
- Jump to the next level!

Hint: If you'd like to go to another activity or game, touch Home  on the toolbar with the stylus to return to the Home Screen.

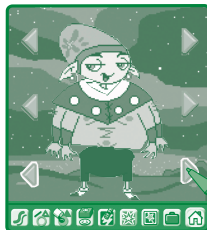


Alien Lab

Objective: Mix 'n match alien tops, torsos and toes to create your own cosmic creep!



- Touch the upper arrows on the screen with the stylus to scroll through alien tops.




- Touch the middle arrows and the lower arrows on the screen with the stylus to choose a torso and toes too!



- When you've finished, touch the screen with the stylus.




- The blinking arrow on the bottom of the screen encourages you to use the Stamp It! tool  on the toolbar. Touch the Stamp It tool on the toolbar with the stylus.



- Touch the arrows on the bottom of the screen with the stylus to scroll through different stampers.
- When you find one that you like, touch your choice on the screen with the stylus.



- You're back to your cosmic alien. Touch the screen with the stylus to place your stamper.

Hint: You can also use any of the other tools on the toolbar to add to your creation! If you'd like to go to another activity or game, touch Home  on the toolbar with the stylus to return to the Home Screen.

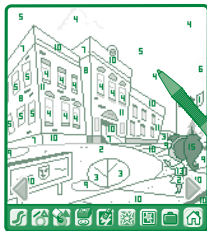


Color the Cosmos

Objective: Color-by-number to create all kinds of out-of-this world pictures.




- Pick a picture.
- Touch the arrows on the bottom of the screen with the stylus to scroll through different choices.



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



- Touch the paint bucket  in the lower left corner on the screen with the stylus.



- Choose a color (by number). Touch your choice on the screen with the stylus.



- Now, find the number in a piece (or pieces) of the picture. Touch the piece on the screen with the stylus to fill it with color.

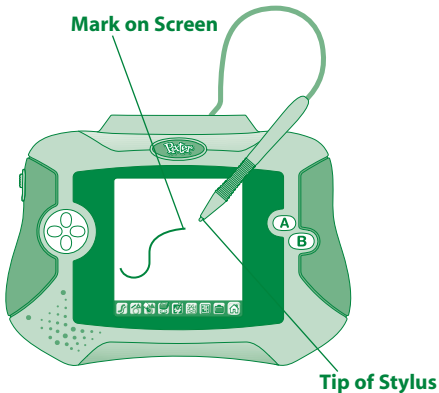


- You can also use the tools on the toolbar to finish your scene.

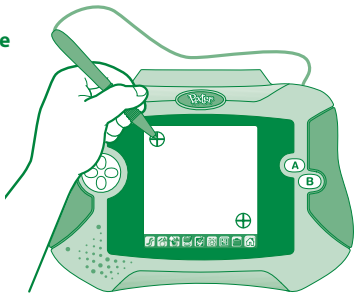
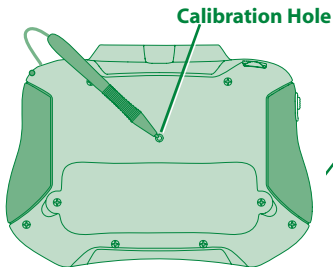
Hint: When you've finished, you can save it or touch Home  on the tool menu with the stylus to return to the Home Screen.




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.

Hint: After calibrating your screen, the contrast resets to the mid-level. To change the contrast on the screen, touch the Utilities  tool.



One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants to the original owner Pixter® Atomic Betty 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.



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.

Consumer Information

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

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-5437**, 9 AM - 7 PM EST Monday through Friday and 11 AM - 7 PM EST Saturday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Write to us at:

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



For countries outside the United States:

CANADA

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