

**Fisher-Price®**

**Kid-Tough™**

**Digital Camera**



[www.fisher-price.com](http://www.fisher-price.com)

# Tips for Better Images!

*Before your child uses the camera independently, we recommend that you first thoroughly read these instructions. Explain to your child how to use the camera and then practice taking pictures with your child.*

## **1. Use Bright Light Indoors**

Make sure there is a bright light source when taking indoor pictures. The light source (sun, lamp or window) should be above or facing your picture subject. Do not place your picture subject in front of the light source since the picture subject will look dark in your photo.

## **2. Hold Still**

Make sure the picture taker and the picture subject are not moving. Also be sure your child holds the camera with two hands.

## **3. Proper Distance**

Center the picture subject on the LCD screen. The picture subject should be no closer than 4 feet (1,2 m) from camera.

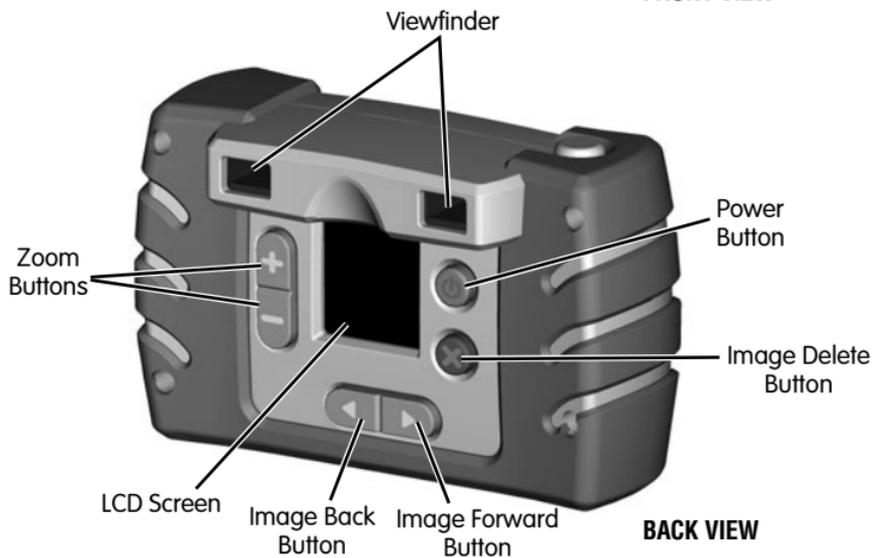
# Introduction

- Please keep this instruction booklet for future reference, as it contains important information.
- Requires four “AAA” (LR03) **alkaline** batteries (not included) for operation.
- Adult assembly is required for battery installation. Required tool: Phillips or slotted screwdriver (not included).
- Type - Equivalent to IEC Standard publication 529 IPX7.
- Keep the camera away from direct sunlight and excessive heat.
- An SD card cannot be used with this camera.
- Your camera may appear different than the camera shown in the photographs.

# Features



**FRONT VIEW**

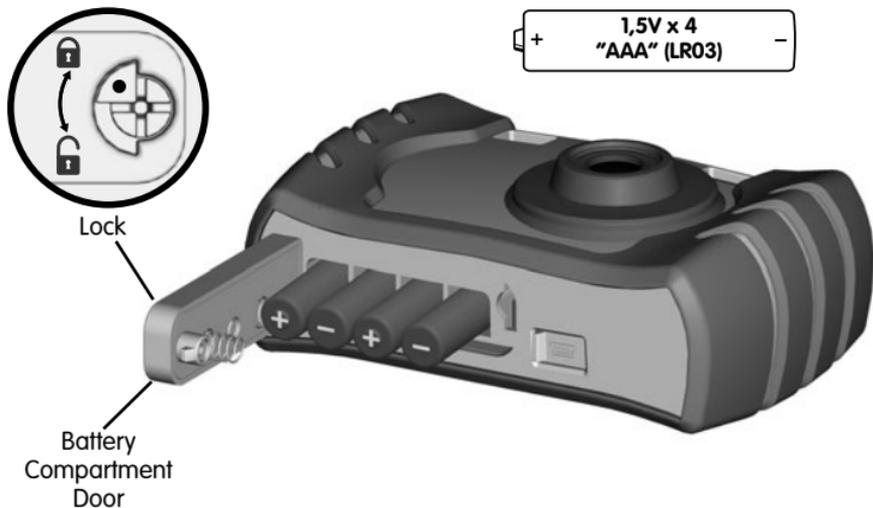


**BACK VIEW**

# Camera Specifications

Picture Resolution .....	640 x 480
Internal Memory .....	256 MB SDRAM (approximately 2000 pictures)
Lens .....	4,8 mm, f = 2,6
Focus Range .....	4' (1,2 m) - infinity
LCD Screen .....	1,4" color TFT LCD preview
Connectivity .....	USB port (version 1.1 or higher) USB cable sold separately.
Batteries .....	4 "AAA" (LR03) <b>alkaline</b> batteries (batteries sold separately)
Camera Dimensions .....	W - 5,375" (13,7 cm) x D - 2,75" (7 cm) x H - 4" (10,2 cm)
Camera Weight .....	10,5 oz. (298 g) (without batteries)

# Battery Installation



- Make sure camera power is off.
- Locate the battery compartment door on the bottom of the camera.
- Turn the lock on the battery compartment door a ¼ turn. Open the door.
- Insert four "AAA" (LR03) **alkaline** batteries into the battery compartment.

**Hint:** We recommend using **alkaline** batteries for longer battery life. Do not use rechargeable batteries.

- Close the battery compartment door and turn the lock a ¼ turn.
- When the low battery indicator appears on the LCD screen , it's time for an adult to change the batteries.

# Battery Safety Information

**In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:**

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

# Let's Go!



Power Button

- Press the **power button**  on the back of the camera to turn power on. You will hear a tone.
  - To turn power off, press and hold the **power button**  until you hear a tone.
- Hint:** If you have not used the camera for a while, it turns off automatically. To turn it back on, simply press the **power button** .

# Taking a Picture

- Have your child look through the viewfinder or look at the LCD screen to see the picture subject.
- While holding the camera steady, press the **shutter button** on the top of the camera. Listen for a “shutter sound” and look for the camera  icon on the LCD screen.
- The picture you just took will stay on the LCD screen for a few seconds so you can make sure you “got the shot.”

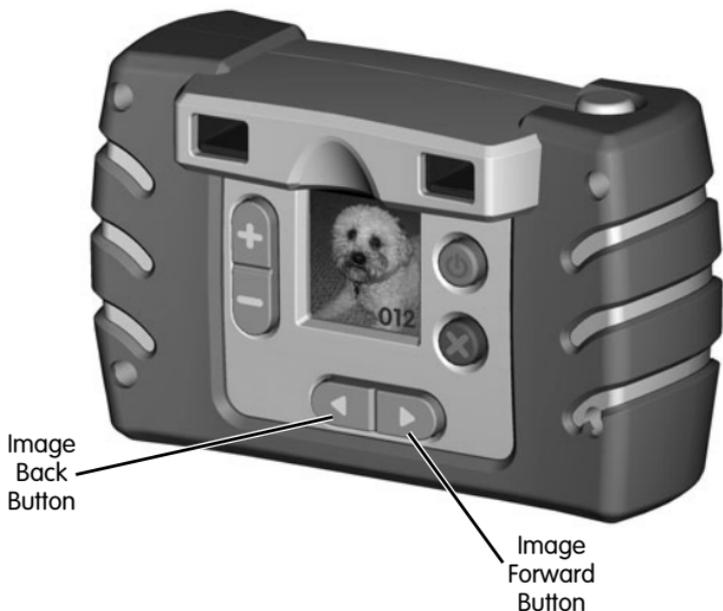


# Using the Zoom



- Press the **zoom in button** **+** to get a closer view to your picture subject. You will hear a sound effect and your picture subject appears closer on the LCD screen. Press the **zoom in button** **+** up to four times to get even closer!
- If you get too close, press the **zoom out button** **-**. You will hear a different sound effect. Press the **zoom out button** **-** up to four times until you return to the original view.

# Reviewing Pictures



- Press the **image forward** ► or **image back buttons** ◀ to review the pictures you took.
- When you are finished reviewing, press the **shutter button** to return to normal picture taking mode (or wait a few seconds).

# Deleting Pictures



Image Delete Button

- If you decide you do not want a picture, first locate it by using the **image forward**  or **back buttons** .
- Then press the **image delete button** . A trash can with a question mark  appears on the LCD screen.
- If you want to delete the picture, press the **image delete button**  again.
- If you decide you do not want to delete a picture, press the **shutter button** and the trash can disappears.

# Downloadable Software

- Download PC software to import, organize, view your photos. You can also add fun special effects and create books and cards! Go to [www.fisher-price.com/kidtough](http://www.fisher-price.com/kidtough) and follow the on-screen instructions to download and install the software (which include instructions for use).
- This software is PC compatible only. To transfer and view photos on a Mac, connect the camera to your computer (see next section). The Kid Tough™ Digital Camera will appear as a removable storage device on your desktop. Your photos will be located at:
  - DSC\_FATDISK
  - DCIM
  - 100IMAGE
- To save photos onto your Mac computer, drag and drop the files to the desired location.

## System Requirements (for Downloadable Software)

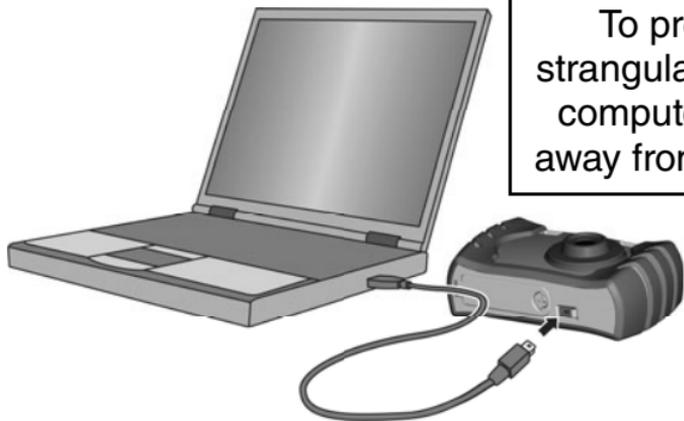
Operating System.....	Microsoft Windows XP, Windows Vista™ or Windows 7
Hard Drive.....	150 MB available
USB Port .....	1.1

**Internet connection required** (to download PC software).

# Connecting Your Camera

- Open the battery compartment door and insert the smaller end of a USB cord (not included) into the USB port on the camera.
- Insert the larger end of the USB cord into a USB port on your computer, generally marked with this symbol .
- The camera turns on automatically and USB appears on the LCD screen .

**Note:** Do not disconnect the camera or computer while photos are transferring to your computer.



## WARNING

To prevent strangulation, keep computer cables away from children.

# Disconnecting Your Camera

- To disconnect your camera, click “eject disk”  on your computer’s task bar.
- Select the “USB Mass Storage Device” (your camera) and click “stop”.
- Click “OK” to confirm.
- A message will appear on your computer screen advising you to remove your device (camera).



- Unplug the USB cord from your computer, then your camera. The camera shuts off automatically.

# Troubleshooting

Problem	Cause	Solution
Camera will not take photos	Batteries are weak or exhausted 	Replace the batteries in the camera with four, new "AAA" (LR03) <b>alkaline</b> batteries.
	Camera is turned off	Press the power button on the back of the camera to turn it on.
	Camera memory is full of images (  appears on the LCD screen)	Download pictures to your computer or use the image delete button on the camera to remove some of them.
Photos are blurry	Lens may be dirty or smudged	Clean the lens with a soft cloth.
	Camera moved when picture was taken	Try to keep the camera steady when you take pictures.
	You are too close to your subject	The focus range is from about 4' (1,2 m) - infinity
Cannot transfer photos to the computer	USB cord may not be properly connected	Check cord connections on both your camera and your computer.
Product functions erratically or does not function at all	Static electricity may temporarily stop the electronic function of the camera and cause picture loss. For example, walking across the rug and touching the camera may create static electricity.	Reset the electronics by opening and closing the battery compartment door.
	Batteries are weak  or exhausted	Replace the worn batteries with four, new "AAA" (LR03) <b>alkaline</b> batteries.
	Camera is too cold (left out or used in freezing temperatures)	Normal function will return once camera warms up.

# Care

- Wipe the camera with a soft, clean cloth.
- This camera has no consumer serviceable parts. Please do not take this toy apart.



- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

# FCC Statement (United States Only)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Note: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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.

- This Class B digital apparatus complies with Canadian ICES-003. 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.
- Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada. L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes: (1) il ne doit pas produire de brouillage et (2) l'utilisateur du dispositif doit être prêt à accepter tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.



## CONSUMER ASSISTANCE

1-888-892-6123 (US & Canada)

1300 135 312 (Australia)



[service.fisher-price.com](http://service.fisher-price.com)

**Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.**

**Hearing-impaired consumers: 1-800-382-7470.**

---

Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,  
Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

Great Britain: Mattel UK Ltd, Vanwall Business Park,  
Maidenhead SL6 4UB. Helpline: 01628 500303.  
[www.service.mattel.com/uk](http://www.service.mattel.com/uk)

Mattel Europa, B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

Australia: Mattel Australia Pty. Ltd., 658 Church Street,  
Locked Bag #870, Richmond, Victoria 3121 Australia.

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

Windows is a registered trademark of Microsoft Corporation in the United States and other countries. Windows Vista is either a registered trademark or trademark of Microsoft Corporation in the United States and other countries.

Mac is a trademark of Apple Inc., registered in the U.S. and other countries.

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.  
©2011 Mattel, Inc. All Rights Reserved. ® and ™ designate U.S. trademarks of Mattel, Inc., unless otherwise indicated.