

Pixter[®]
Software

**Crazy Word
FACTORY**



Owner's Manual

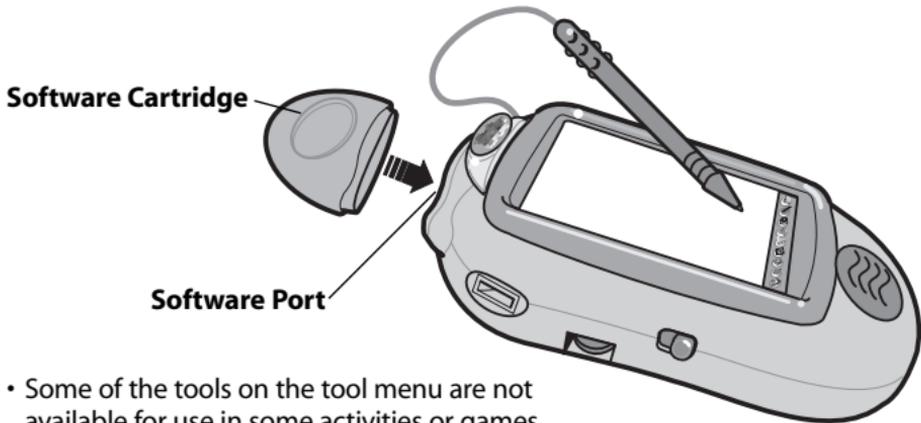
Fisher-Price

Model Number: B8287



Let's Go!

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



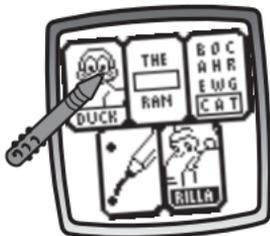
- Some of the tools on the tool menu are not available for use in some activities or games. The Home  and the Save It!  tools are only available for use. If a tool is not available for use, you will hear a tone.
- Please keep this manual for future reference, as it contains important information.

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 31, Calibrating the Stylus.

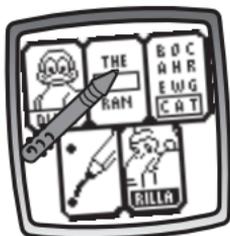


Crazy Word Factory

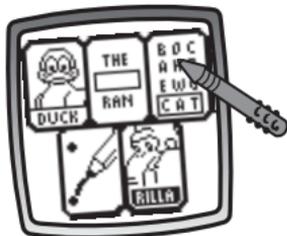
Choose an activity or game from the Home Screen: **Silly Sentence Maker**, **Picture It! Poetry**, **Hidden Word Challenge**, **Word Surprise!** or **Crazy Combos!** Touch the activity or game on the screen with the stylus.



**Silly Sentence
Maker**



**Picture It!
Poetry**



**Hidden Word
Challenge**



Word Surprise!



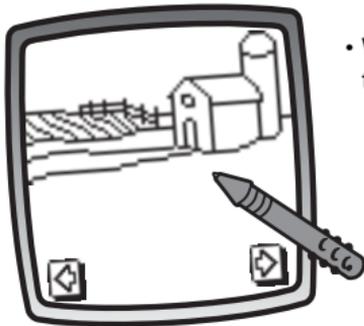
Crazy Combos!



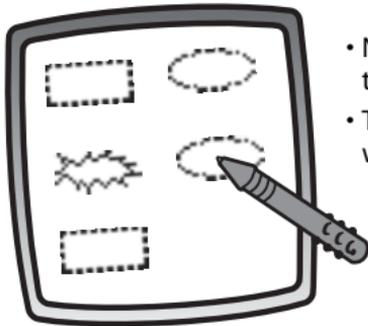
Silly Sentence Maker



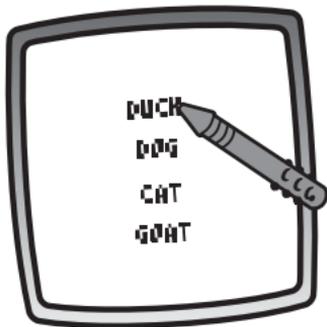
- Pick a setting.
- Touch the arrows on the bottom of the screen to scroll through different settings.



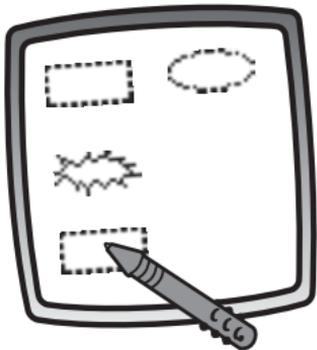
- When you find one that you like, touch the screen with the stylus.



- Now, fill in the missing words in the sentences.
- Touch a word "box" on the screen with the stylus.



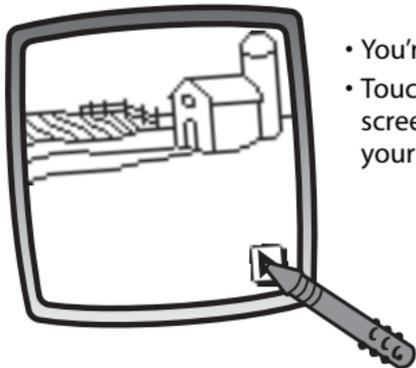
- Look at the different words on the screen. Touch your choice on the screen with the stylus.



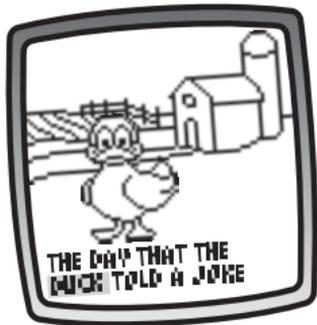
- Touch another word "box" on the screen with the stylus.



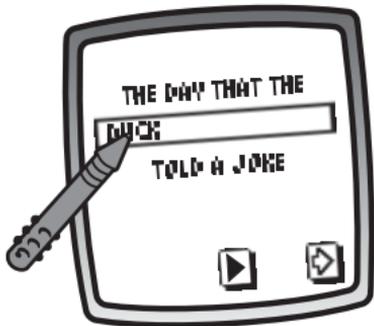
- Choose a word. Touch your choice on the screen with the stylus.
- Repeat this procedure to fill all of the word "boxes".



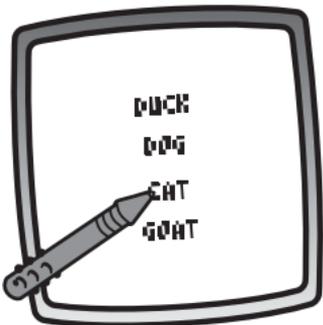
- You're back to your setting.
- Touch the play button  on the screen with the stylus to listen to your silly sentences.



- Watch your silly sentences come to life!



- You can change the sentences if you'd like. Touch the word "box" on the screen with the stylus.



- Choose a different word. Touch your choice on the screen with the stylus.



- Touch the play button  on the screen with the stylus to listen to your new sentences!



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

Hint: If you'd like to save your silly sentences, touch Save It  on the tool menu with the stylus. If you'd like to go to another activity, touch Home  on the tool menu with the stylus.

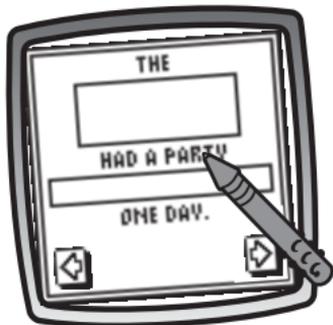




Picture It! Poetry



- Choose a poem to finish. Touch the arrows on the bottom of the screen with the stylus to scroll through choices.



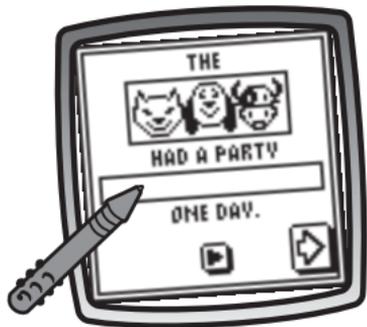
- When you find one that you like, touch the screen with the stylus.



- Touch a picture, word or phrase box on the screen with the stylus.



- Choose a picture. Touch your choice on the screen with the stylus.



- Now, touch another picture, word or phrase box on the screen with the stylus.



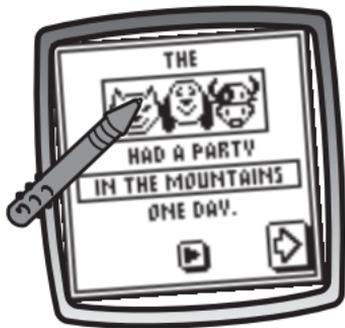
- Choose a phrase. Touch your choice on the screen with the stylus.



- Touch the large arrow  on the screen with the stylus to go to the next sentence.
- Repeat this procedure to fill all the boxes with a picture, word or phrase.



- When you're finished with your poem, touch the play button  on the screen with the stylus to listen to your poem.



- You can change the poem if you'd like. Touch a picture, word or phrase box on the screen with the stylus.



- Choose a different picture, word or phrase. Touch your choice on the screen with the stylus.



- Touch the play button  on the screen with the stylus to listen to your new poem.



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

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





Hidden Word Challenge



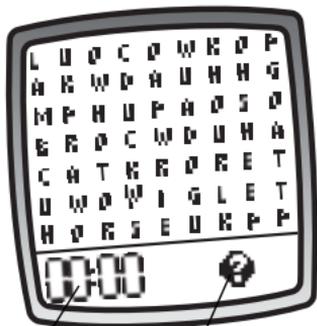
- Play for time or play for fun!

Timed Play

Play for Fun



Timed Play



Timer

Help

- Look at the screen. Look for words that are:

- Horizontal **COW**

- Vertical **SHEEP**

- Keep track of your time in the lower left corner.
- Touch the help button  on the screen with the stylus for the list of words you are looking for.

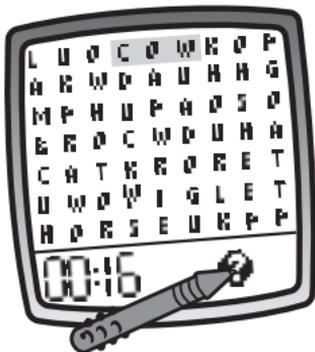


- Touch each letter of a word on the screen with the stylus.

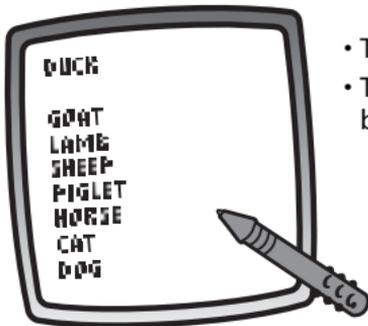


- **Good job!** You found a word!
- Look for another word.

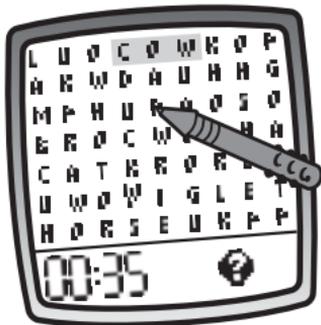
Hint: Remember, you're being timed!



- Would you like to see a list of the words you are looking for? Touch the help button  on the screen with the stylus.



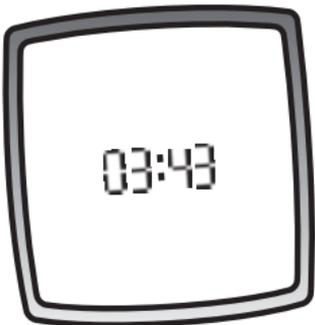
- These are the words you need to find!
- Touch the screen with the stylus to go back to the activity screen.



- If you touch a letter on the screen that is not part of a hidden word, it will not highlight. Try again!



- When you've found all of the hidden words, look at your time!



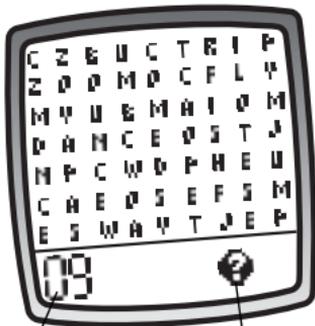
- If you have a Pixter® 2.0 unit and you'd like to send your score to another Pixter® 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.

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





Play for Fun

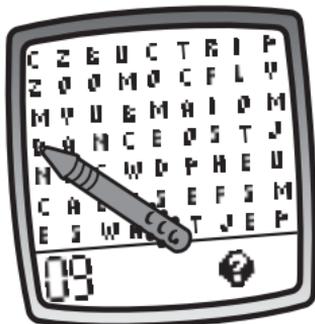


Number of
Words to Find

Help

- Look at the screen. Look for words that are:
 - Horizontal **DANCE**
 - Vertical **BOUNCE**

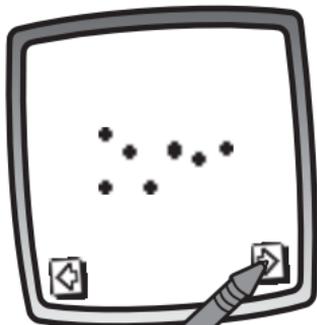
- Keep track of the number of words you need to find in the lower left corner.
- Touch the help button  in the lower right corner for the list of words you are looking for.



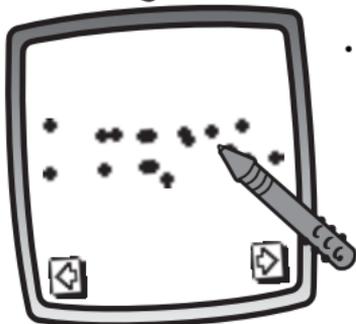
- Find hidden words the same way as in timed play. Refer to pages 18 – 21 for information.



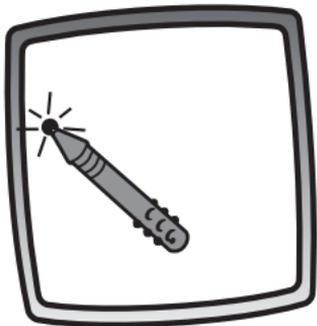
Word Surprise



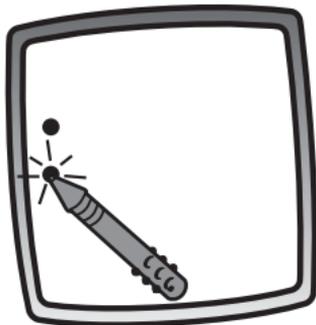
- Choose a word pattern. Touch the arrows on the bottom of the screen to scroll through choices.



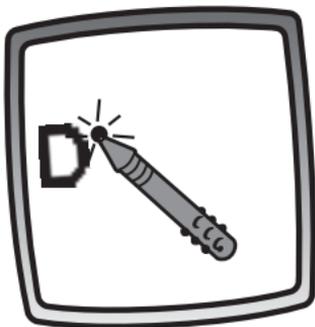
- Touch your choice on the screen with the stylus.



- Touch the blinking dot on the screen with the stylus.



- Touch the next blinking dot on the screen with the stylus.



- Continue to touch the blinking dots on the screen with the stylus to form a word.



- Look at the surprise word!



- If you'd like to add to your word picture, use any of the tools on the tool menu: "Pencil" Tool  ; Straight Line  ; Shape Maker  ; Erase It  ; or Special Effects Selector  .



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

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 another activity, touch Home  on the tool menu with the stylus.



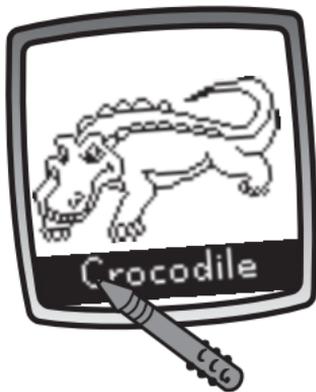
Crazy Combos



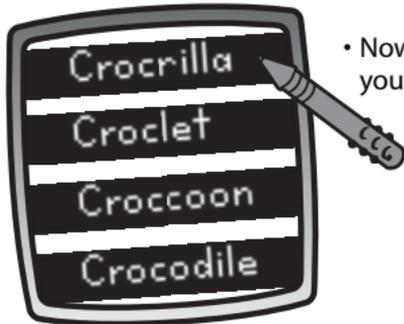
- Touch the arrows on the bottom of the screen with the stylus to scroll through different animals.



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



- Change the first part or the second part of the word. Touch the part on the screen with the stylus that you'd like to keep.



- Now, choose a crazy, new word! Touch your choice on the screen with the stylus.



- **Surprise!** Look at what you've created!



- If you'd like to add to your creation, you can use any of the tools on the tool menu: "Pencil" Tool  ; Straight Line  ; Shape Maker  ; Erase It  ; or Special Effects Selector  .



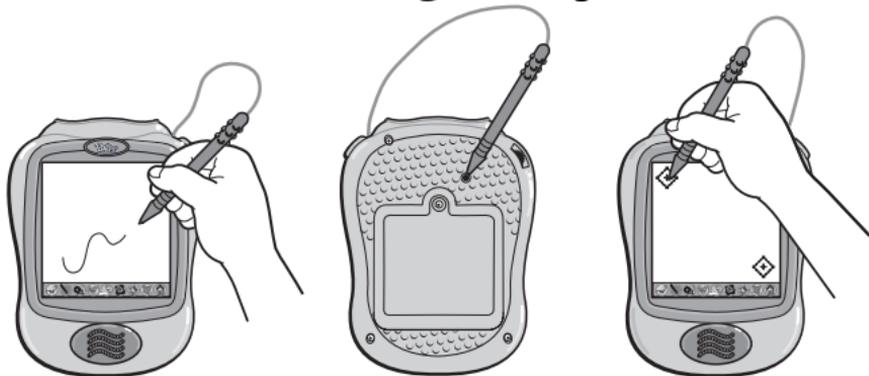


- If you have a Pixter® 2.0 unit and you'd like to send your creation to another Pixter® 2.0, touch the Save It or Send It tool on the tool menu with the stylus.

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 another activity, touch Home  on the tool menu with the stylus.



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 Pixer® power on. Wait until you see the Home Screen.
- Turn Pixer over and locate the calibration hole.
- Insert, push and hold the stylus in the calibration hole. Turn Pixer 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® Crazy Word Factory 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-KIDS (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.

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.





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