

POCKET
Pixter[®]

**Extreme
Sports**



Fisher-Price

Owner's Manual

C6508

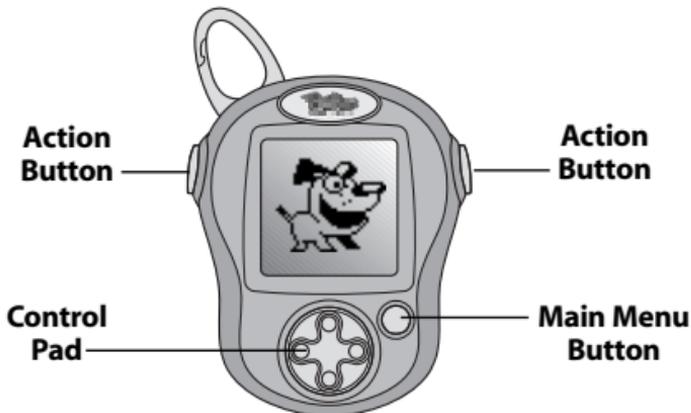
Pocket Pixter®



Getting Started

- Please keep this manual for future reference, as it contains important information.
- Adult assembly is required to replace batteries.
- Tool needed for battery replacement: Small Phillips Screwdriver (not included).
- Requires three, LR44 **alkaline** button cell batteries (included).
- We've included three, extra LR44 alkaline button cell batteries. These batteries are for adult use only.
- **Replace batteries when:**
 - Display on the screen becomes difficult to see.
 - Toy functions erratically.
 - Sounds become faint or there are no sounds at all.
- Extreme cold or heat may make the screen turn black or white (you will not be able to see images). If this happens, wait until the toy returns to room temperature. The screen should function properly.

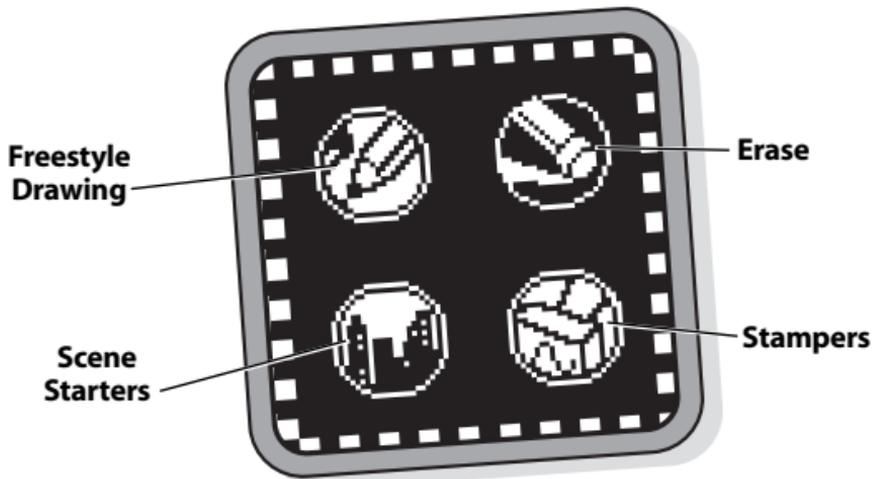
Contrast Control



- You can increase or decrease the contrast on the screen.
- Press and hold the main menu button and an action button at the same time for about five seconds. When Pix the dog appears, you can release the buttons.
- Now, press the top of the control pad to increase contrast; press the bottom of the control pad to decrease contrast.
- Press and hold the main menu button and an action button at the same time for about five seconds. Pix disappears.

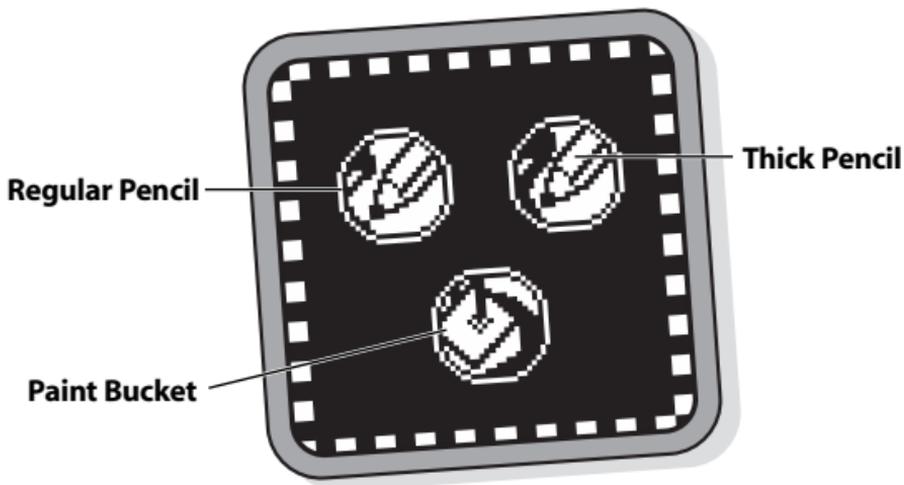
Awesome Activities

To choose an activity, use the control pad to highlight an activity. Now, press either action button to select!



Hint: You can find the hidden game in any of the activities. Watch for Pix the dog  and press either action button.

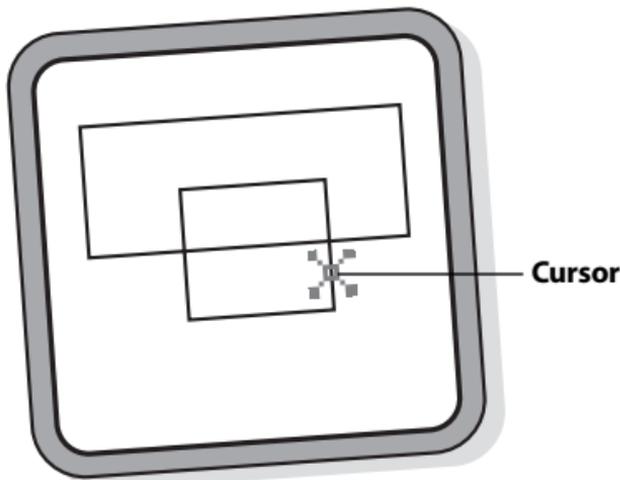
Freestyle Drawing



- Use the control pad to highlight regular pencil, thick pencil or paint bucket. Press either action button.



Regular Pencil

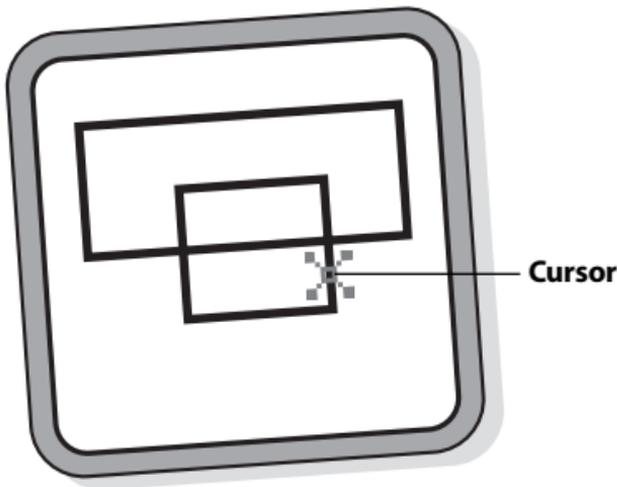


- Press and hold either action button while moving the cursor using the control pad.

Hint: If you'd like to start over, erase a part of your creation, or add to your creation using the stampers, press the main menu button.



Thick Pencil

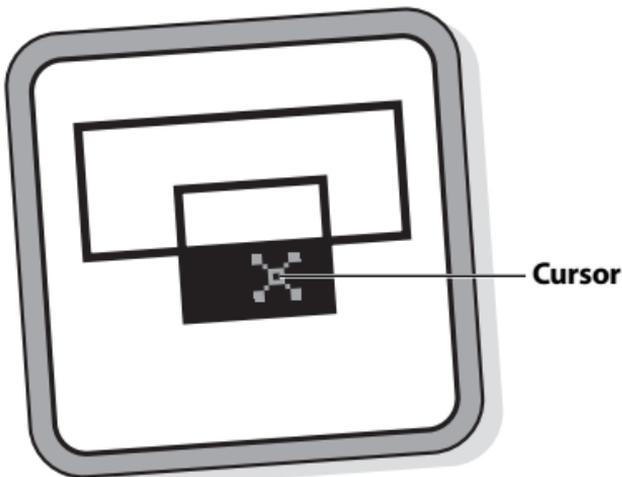


- Press and hold either action button while moving the cursor using the control pad.

Hint: If you'd like to start over, erase a part of your creation, or add to your creation using the stampers, press the main menu button.



Paint Bucket

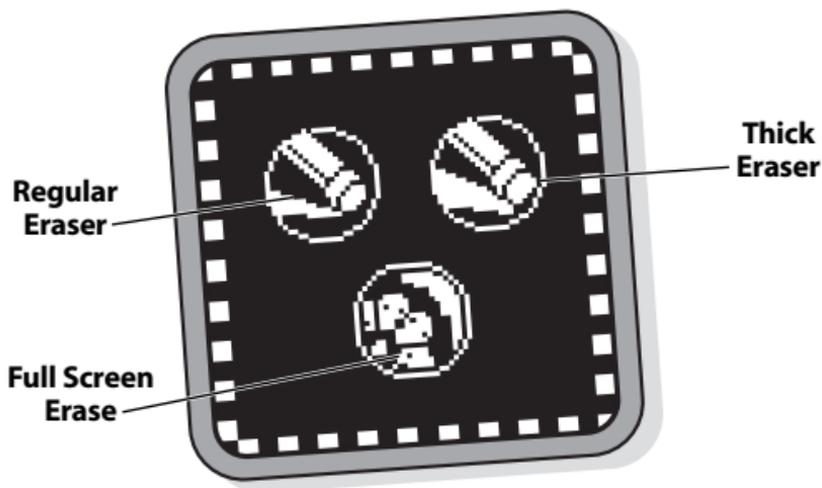


IMPORTANT! Use this tool to "fill" shapes.

- Use the control pad to move the cursor inside the shape you would like to fill.
- Press either action button to fill!

Hint: If you'd like to start over, erase a part of your creation, or add to your creation using the stampers, press the main menu button.

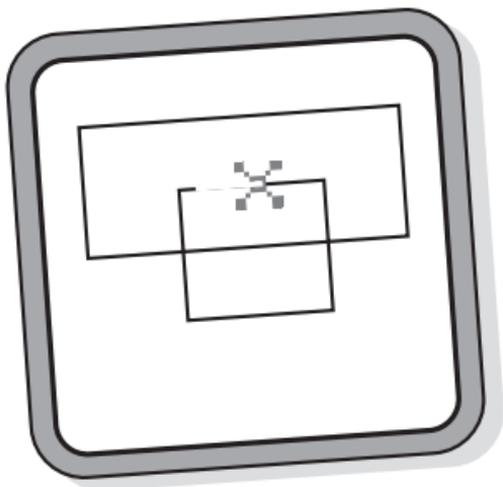
Eraser



- Use the control pad to highlight regular eraser, thick eraser or full screen erase. Press either action button.



Regular Eraser

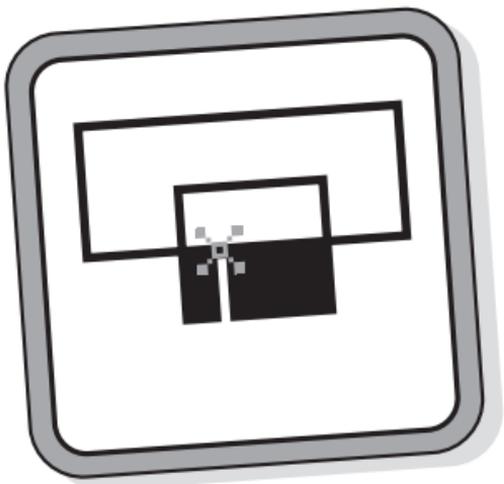


- Press and hold either action button while moving the cursor using the control pad. Look, you're erasing!

Hint: After erasing, if you'd like add to your creation using the freestyle drawing or stampers, press the main menu button.



Thick Eraser



- Press and hold either action button while moving the cursor using the control pad. Look, you're erasing!

Hint: After erasing, if you'd like add to your creation using the freestyle drawing or stamper, press the main menu button.



Full Screen Erase



- Watch and listen as your drawing disappears!
- You're back to freestyle drawing.

Hint: *If you'd like to go to a different activity, press the main menu button.*

Scene Starters



- Use the control pad to scroll through different backgrounds. When you find one that you like, press either action button.

Hint: *If you'd like to start over, erase a part of your creation, add to your creation using stampers or freestyle drawing, press the main menu button.*

Stampers



- Use the control pad to scroll through different stampers .When you find one that you like, press either action button.



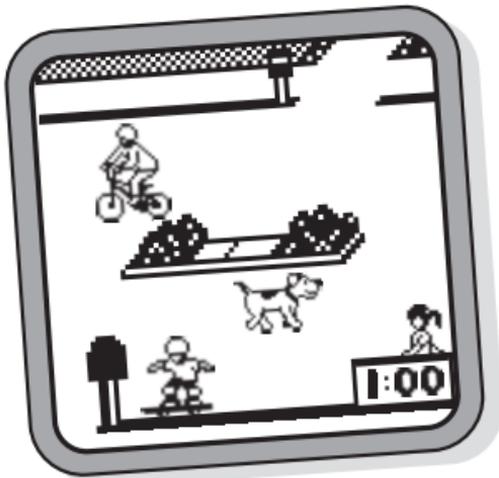
- Use the control pad to position your stamper on the screen. Now, press either action button to place it. You can repeat this procedure to select and place more stampers if you'd like!

Hint: *If you'd like to start over, erase a part of your creation or add to your creation using freestyle drawing, press the main menu button.*

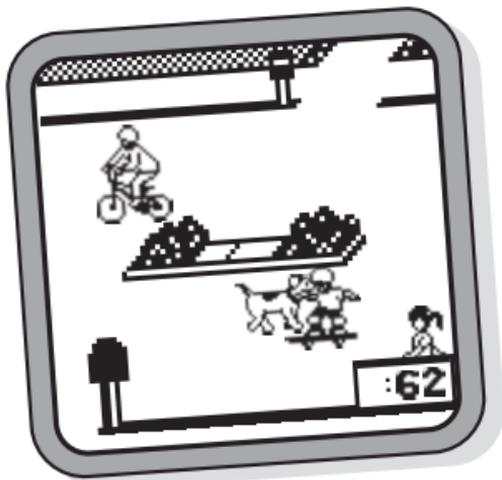
skateboard Derby

Object of the Game:

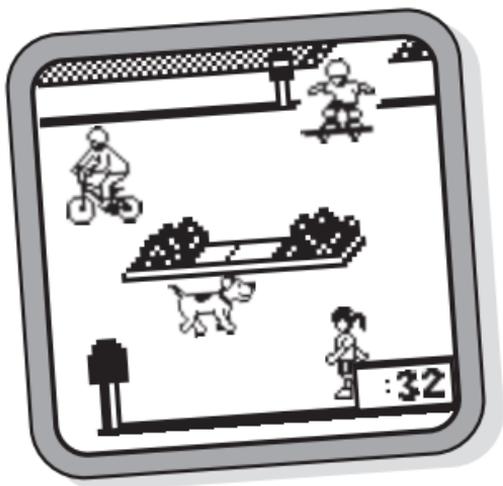
*Move the skater across the screen
as fast as you can in 1 minute!*



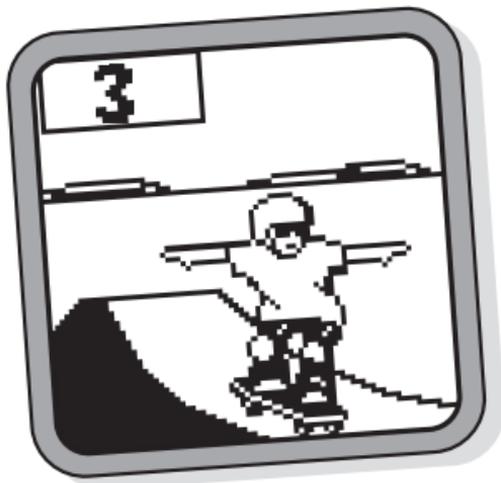
- Look at the skater on the screen. Use the control pad to move the skater to the left, right, forward or backward.



- Watch for moving obstacles – don't get squashed!

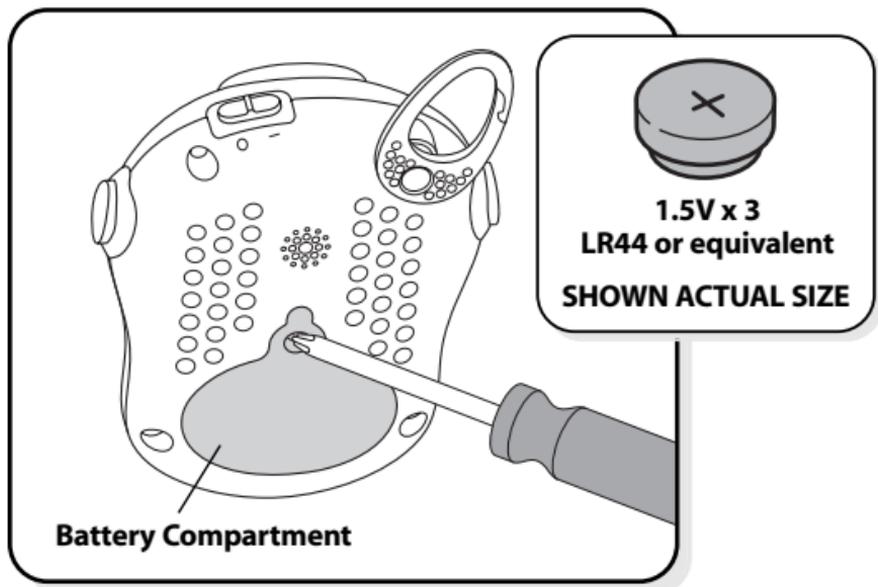


- When your skater safely reaches the other side – you've scored a point. Try to move another skater across.



- When time has run out, look to see how many skaters you've moved!
- It's time for a new game!
- If you don't want to play again, press the main menu button. Choose a new activity.

Battery Replacement



- Locate the battery compartment on the back of the toy.
- Loosen the screw in the battery compartment door with a Phillips screwdriver.
- Lift to remove the battery compartment door.
- Remove and throw away the worn button cell batteries.
- Insert three LR44 **alkaline** button cell batteries as indicated inside the battery compartment.

Hint: *We recommend using **alkaline** batteries for longer battery life.*

- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

Battery Safety Information

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 batteries in a fire. The batteries 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.

Care

- Keep water, sand and dirt off of this toy.
- Keep this toy away from direct sunlight and excessive heat.
- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable parts. Please do not take this toy apart.
- Do not drop this toy on a hard surface.

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 other countries, outside the United States:

Canada: call 1-800-567-7724, or write to: Mattel Canada Inc, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

Great Britain: telephone 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.

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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- 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.

One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pocket Pixter® 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 Affairs 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.

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East Aurora, NY 14052 U.S.A.

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