

Pixter[®] COLOR



Owner's Manual

Model Numbers: B7711, B7712, C0503

Fisher-Price[®]

It's Cooler in Color!

Software Cartridge

Software cartridge not included (sold separately).

Cartridge Adaptor

To use any Pixter® black and white software cartridge (sold separately), simply insert the adaptor into the software port. Then, fit the black and white software cartridge into the adaptor.

Software Port

Insert a software cartridge (sold separately) into this slot.

Drawing Stylus

Touch Sensitive Screen

Tool Menu

Stylus Storage

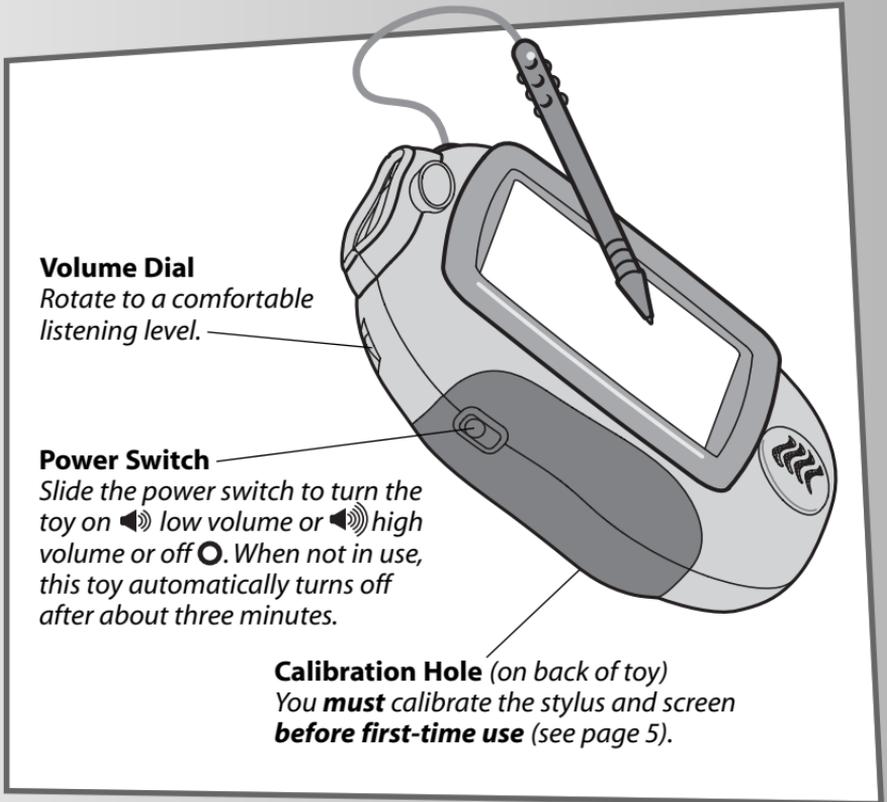
Speaker

Hint: Pixter Color is equipped with a headphone jack for private listening. Be sure your headphones (not included) are equipped with a 3.5 mm pin.

Headphone Jack

Use your own headphones (not included) for private listening.

It's Cooler in Color!



Volume Dial

Rotate to a comfortable listening level.

Power Switch

Slide the power switch to turn the toy on  low volume or  high volume or off . When not in use, this toy automatically turns off after about three minutes.

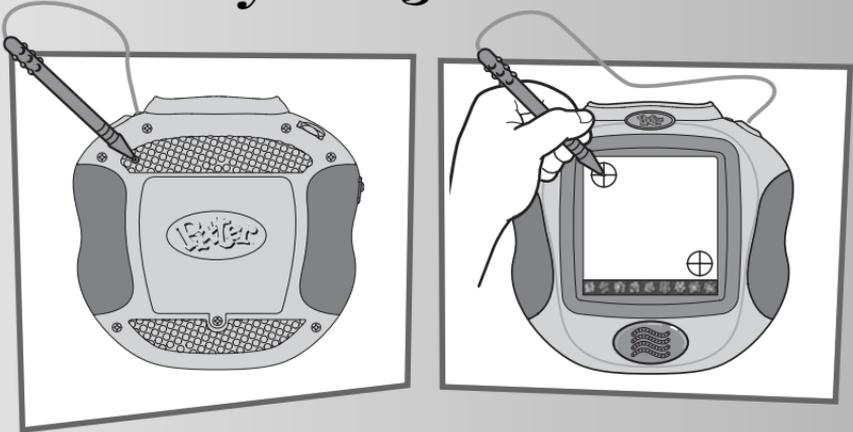
Calibration Hole (on back of toy)

*You **must** calibrate the stylus and screen **before first-time use** (see page 5).*

Before you begin, take note!

- Please keep this manual for future reference, as it contains important information.
- Adult assembly is required to install batteries.
- Tool needed for battery installation: Phillips screwdriver (not included).
- Requires four "AA" (LR6) **alkaline** batteries for operation (not included).
- **Replace batteries when:**
 - Display on the screen becomes difficult to see.
 - Toy functions erratically.
 - Sounds become faint or there are no sounds at all.
- **Use only** the drawing stylus on the screen. **Never** use any other object, such as a regular pen or pencil, on the screen. Markings from regular pens or pencils cannot be removed and will damage the screen.
- Use the cartridge adaptor with any Pixter® black and white software cartridge (sold separately). Note that the display **will still be black and white only!**
- Be sure to turn Pixter power off before inserting a software cartridge (sold separately) into the software port. Turn Pixter power back on to play!
- If Pixter seems to be operating erratically (and you have recently changed the batteries), you may need to reset it. Open the battery compartment door on the back of the unit. Remove and replace the batteries. Replace the battery compartment door.

Before you begin, take note!

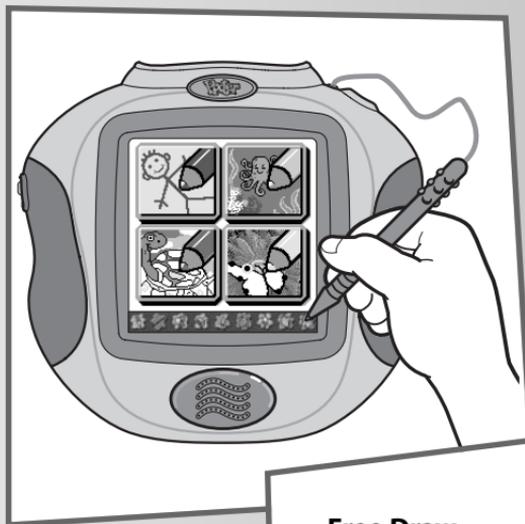


IMPORTANT! You must calibrate the stylus to the screen before first-time use.

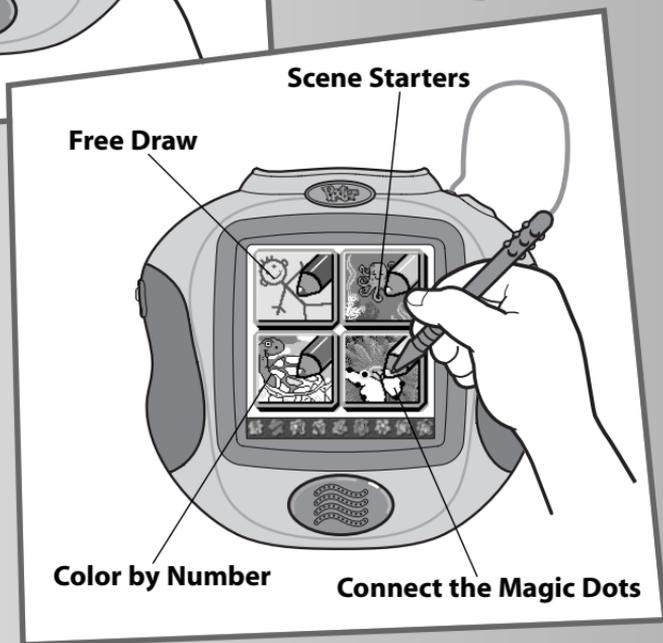
- Install four "AA" **alkaline** batteries. Turn Pixter® power on. Wait until you see the Home Screen.
- Turn Pixter over and locate the calibration hole.
- Insert, push and hold the stylus in the calibration hole. Turn Pixter over so that you can see the screen. When you see two plus signs ⊕ remove the stylus from the calibration hole.
- First touch the upper left corner ⊕ with the tip of the stylus.
- Then, touch the lower right corner ⊕ with the tip of the stylus.

Awesome Activities!

Choose a fun activity from the Home Screen.



Touch the tool menu Home Screen  with the stylus.



Use the stylus to touch an activity on the screen.

Awesome Activities!

Free Draw™



- Use any of the cool tools to make your own creation.

“Pencil” Tool 

Straight Line 

Shape Maker 

Stamp It! 

Magic Wand Eraser 

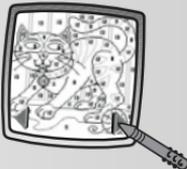
Special Effects Selector 

Scene Starters



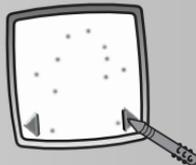
- Touch the arrows on the bottom of the screen with the stylus to scroll through choices.
- When you find a scene that you like, touch the screen with the stylus.
- Use any of the tools to finish the scene!

Color by Number



- Touch the arrows on the bottom of the screen with the stylus to scroll through picture choices.
- When you find a picture that you like, touch the screen with the stylus.
- Touch the paint bucket  in the lower left corner.
- Choose a number/color.
- Now, find the number block. Touch it with the stylus to fill it with color.

Connect the Magic Dots



- Touch the arrows on the bottom of the screen with the stylus to scroll through each pattern. Can you guess what it will be?
- When you find a pattern that you like, touch the screen with the stylus.
- Touch the flashing dot on the screen again and again.
- Look at the picture on the screen!

Hint: When you finish a drawing, you can use the Magic Wand Eraser (touch ) , Full Screen Erase (touch ) , Save It! (touch ) or go back to the Home Screen (touch ) . Please refer to the instructions in the Tool Menu section for more details about using each of these tools.

Tool Menu

After you choose an activity from the Home Screen, choose a tool!
Touch the tool with the stylus.



"Pencil" Tool



Touch for freestyle drawing or writing.



- Touch the upper arrows to choose the type of marking. Choose or or or .
- Touch the lower arrows to choose a color palette. Now, choose a color for your "pencil" tool.
- Touch to save your choices!



Create your own drawing or write a message using the stylus.



Tool Menu

Straight Line



Touch to make straight lines.



- Touch the upper arrows to choose the type of line. Choose  or .
- Touch the lower arrows to choose a color palette. Choose a color for the line.
- Touch  to save your choices!



Touch the screen with the stylus, drag it and stop. Look – a straight line!

Hint: Make your own shapes or create your own connect-the-dots.

Shape Maker



Touch to make shapes.



- Touch the upper arrows to choose a shape. Choose  or .
- Touch the lower arrows to choose a color palette. Choose a color for your shape.
- Touch  to save your choices!



Touch the screen and drag the stylus to make small or large shapes.

Hint: To make a triangle, touch the screen and drag the stylus to make the base of the triangle. Then, touch the base line with the stylus and drag it to complete the triangle.

Tool Menu

Stamp It!



Touch for stamper art.



Touch the arrows on the bottom of the screen to scroll through stamper designs.



Touch the screen with the stylus to choose a stamper.



Touch the screen as many times as you like for lots of stamper fun!

Hint: Choose more than one stamper to make a picture! Simply touch the Stamp It! tool ; then touch the arrows to scroll through the different stampers; next, touch the screen to choose a stamper. Look – you're back to your picture. Use the new stamper in your picture.

Tool Menu

Magic Wand Eraser



Touch to make your stylus an eraser or go to magic effects!



- Choose eraser , magic effects  or undo .
- Touch  to save your choice.



If you chose eraser , use your stylus to erase any part of what's on the screen.



If you chose magic effects , you'll need to select a background layer. Touch the arrows on the bottom of the screen to scroll through background choices. After you choose a background layer, use your stylus to "scratch" through your creation to reveal the hidden image.



If you chose undo , whatever you have done to your picture is gone!

Tool Menu

Full Screen Erase



Touch to choose an animated full screen erase with cool sound effects.



Touch the screen with the stylus to choose the effect.



Touch the screen and watch and listen as your picture disappears.

Hint: After using the full screen erase, you're still in the same activity using the tool you used before you erased the screen.

Tool Menu

Special Effects Selector



Touch to choose a special effect.



Choose an effect: Paint Bucket, Typist, Confetti, Rotator, Color Surprise and Scratchboard.



Paint Bucket

Touch  with the stylus. Choose an effect and the color. Touch  to save your choices. To fill in a selected drawing area, select the area.



Typist

Touch  with the stylus. To create your own caption, touch each letter of each word. Touch  to save your caption. Touch the bottom of the screen to see your caption.



Confetti

Touch  with the stylus. Your picture is all mixed -up! Choose the confetti tool again to mix-up your picture in smaller pieces.



Rotator

Touch  with the stylus. Look, your picture "turned"!



Color Surprise

Touch  with the stylus. Surprise!



Scratchboard

Touch  with the stylus. Use the stylus to remove the "black" coating on the screen.

Tool Menu

Save It! (and Adjust Contrast)



Touch to save or retrieve your drawing; or adjust the contrast (at any time).



Touch **IN** file  to save; touch **OUT** file  to retrieve; touch contrast  to increase or decrease lightness or darkness of the image on the screen.

Hints:

- You can save one picture at a time! Each time you save a picture, it replaces the one already there.
- After you save a picture, it will appear on your screen again. To make a new drawing, choose another activity/tool.

Home

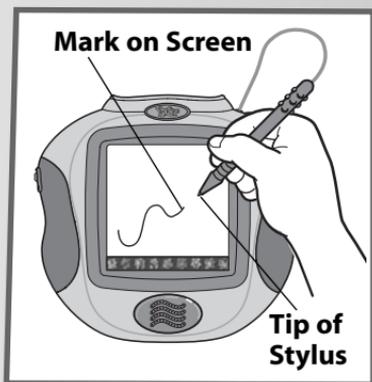


Touch to go back to the Home Screen.



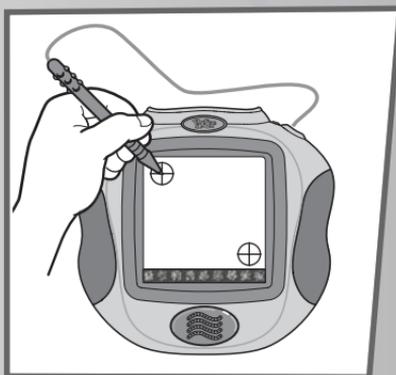
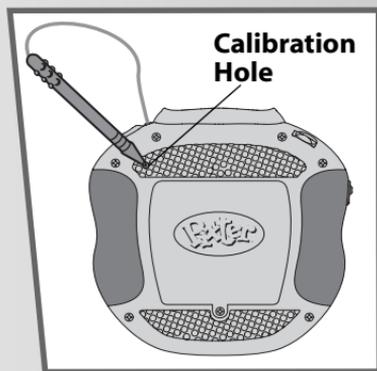
Choose an activity: Free Draw™, Scene Starters, Color by Number or Connect the Magic Dots.

Calibrating the Stylus



IMPORTANT!

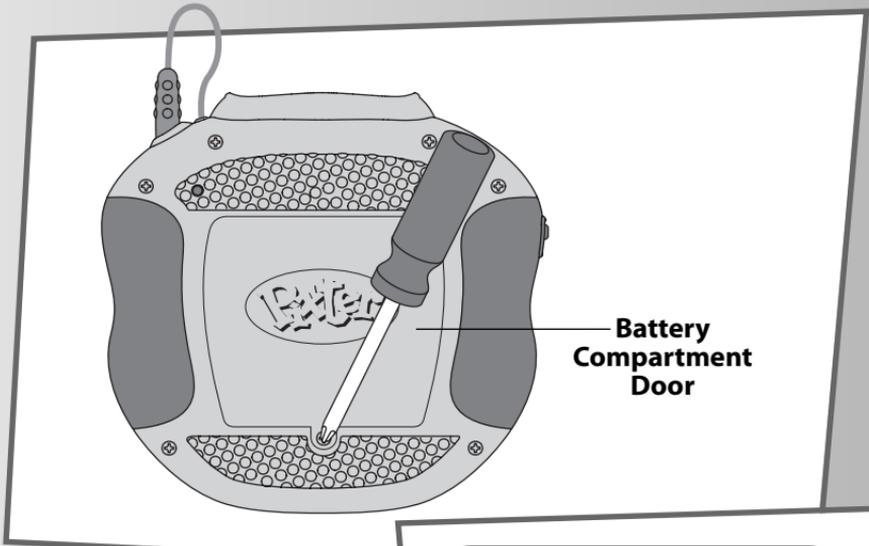
From time to time, the mark made on your screen from the stylus and the location of the tip of the stylus may not align. When this happens, you **must** calibrate the stylus.



- 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 ⊕, you can remove the stylus from the calibration hole.
- First touch the upper left corner ⊕ with the tip of the stylus.
- Then, touch 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 Save It!  tool.

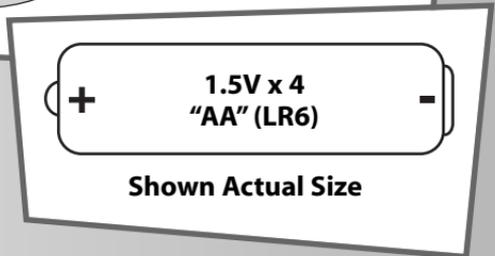
Battery Installation



- 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.
- Insert four "AA" (LR6) **alkaline** batteries.

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

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 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.

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.



One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052
warrants Pixter® Color 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 **1-800-432-5437**, 8 AM - 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Visit us on-line at www.service.mattel.com.

Write to:

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

For countries outside the United States:

CANADA

Questions? 1-800-432-5437. Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2; www.service.mattel.com.

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