

Pixter[®]
2.0

**TOY
DESIGNER**

Fisher-Price

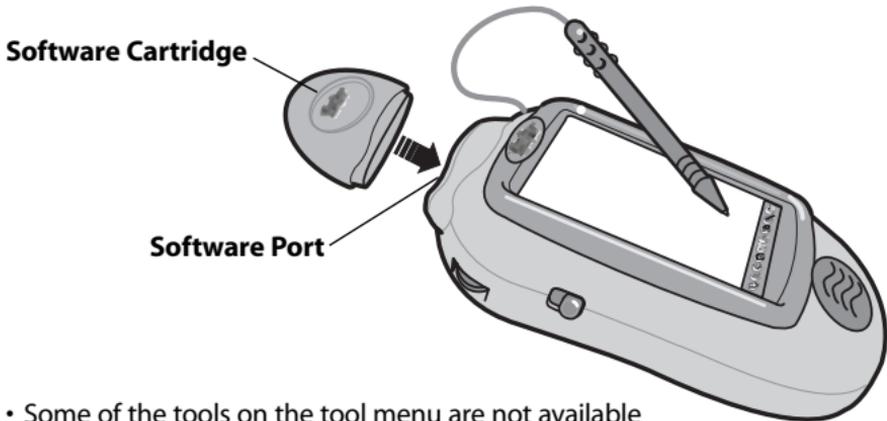
Owner's Manual

Model Number: C5347



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 during some activities or games. If a tool is not available for use, you will hear a tone. The Home  and the Save It (and Volume Control)  tools are always available for use.
- 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 48, Calibrating the Stylus.



Toy Designer

Choose an activity or game from the Home Screen: **Designer's Workshop**, **Hide-and-Seek**, **Shelf Shopper**, **Playtime Programmer**, **Starter Scenes**, and **Copycat Challenge**. Touch the activity or game on the screen with the stylus.



Designer's Workshop



Hide-and-Seek



Shelf Shopper



Playtime Programmer



Starter Scenes



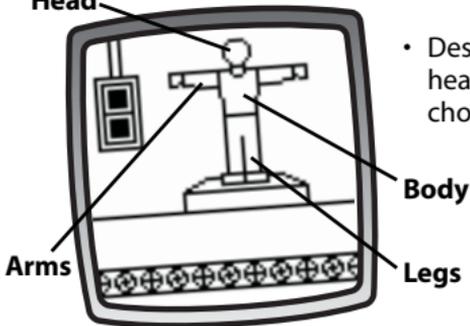
Copycat Challenge

Hint: If you have Pixter® 2.0, you can link to another Pixter® 2.0 to send a picture you've created or your best time or score to a friend!



Designer's Workshop

Head



- Design an action figure by choosing a head, body, legs and arms. Touch your choice on the screen with the stylus.

Arms

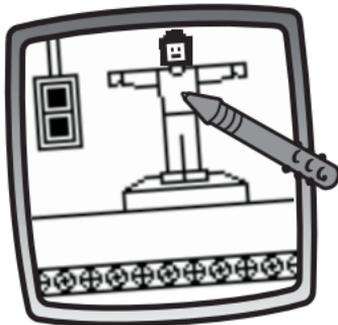
Body

Legs

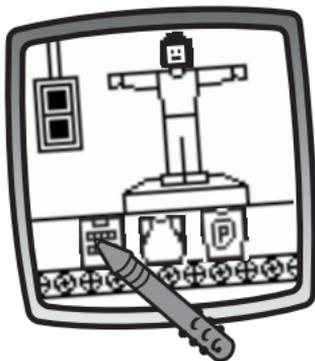


Head

- Look at the different heads on the conveyor belt. Touch the screen with the stylus to choose one for your toy.

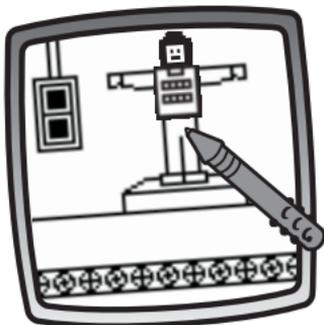


- Now, choose another part to design!
Touch your choice on the screen with the stylus.

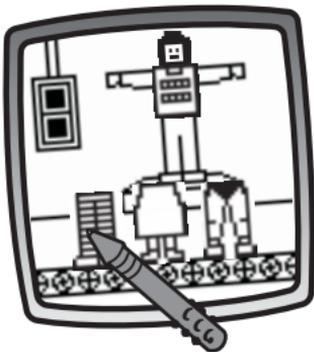


Body

- Look at the different bodies on the conveyor belt. Touch the screen with the stylus to choose one for your toy.

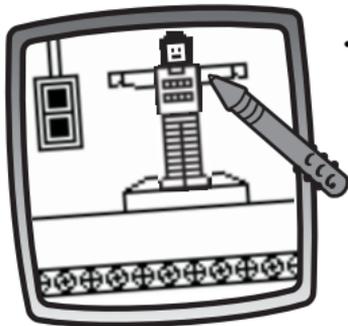


- Now, choose another part to design!
Touch your choice on the screen with the stylus.

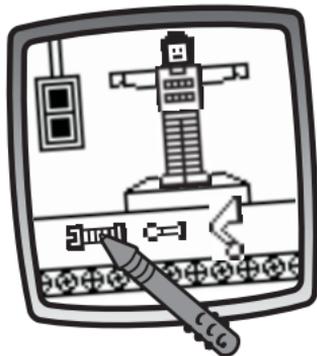


Legs

- Look at the different legs on the conveyor belt. Touch the screen with the stylus to choose one for your toy.

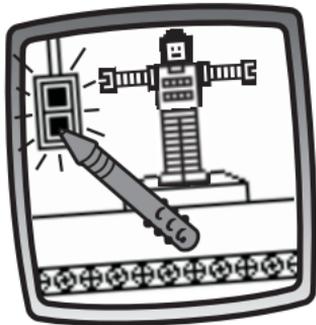


- Now, choose the last part to design!
Touch your choice on the screen with the stylus.

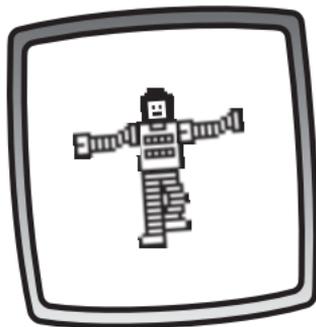


Arms

- Look at the different arms on the conveyor belt. Touch the screen with the stylus to choose one for your toy.



- Touch the flashing box on the screen with the stylus.

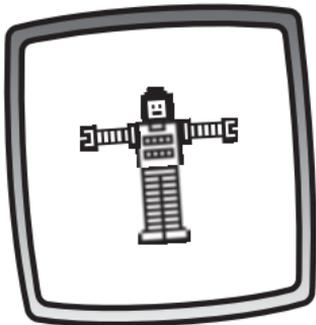


- Look at the action figure you designed!



Hide-and-Seek

Object of the Game: Find the toy!



- Look at the toy on the screen. This is the toy you need to find.

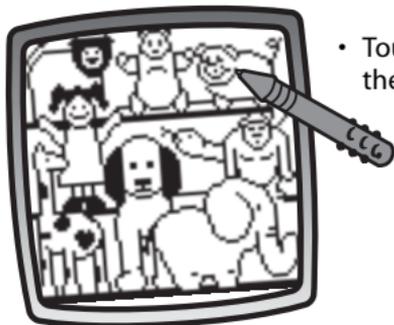
Hint: If you designed an action figure in the Designer's Workshop activity, you'll be looking for your toy!



- Pixter® hides the toy and counts down.



- The toy is hidden behind one of the flashing objects. Can you find it?



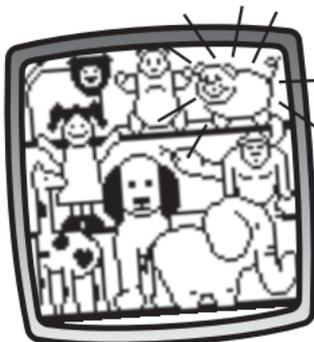
- Touch an object on the screen with the stylus.



- **Hooray!** You've found the toy!



- Oh well, the toy isn't there. Try again!
Hint: You'll get three tries to find the toy.



- If you don't find the toy after three tries, Pixter® shows you where the toy is hiding. Play again!

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





Shelf Shopper



- Let's go to the store.

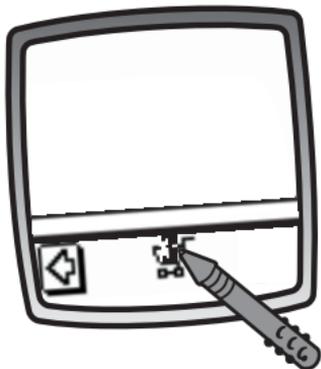


- Touch the arrows on the bottom of the screen with the stylus to scroll through different toys.

Hint: If you designed an action figure in the Designer's Workshop activity, you'll find it on the store shelf.



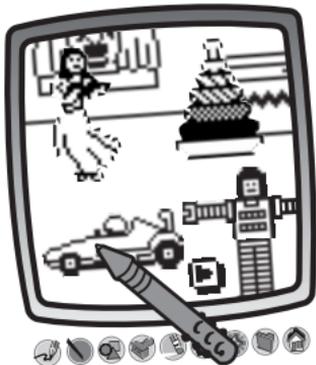
- When you find a toy that you like, touch your choice on the screen with the stylus.



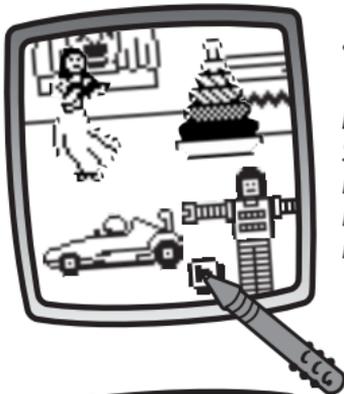
- After you've filled your shopping cart with three toys, it's time to check out.
- Touch the shopping cart on the screen with the stylus.



- Touch the cash register on the screen with the stylus to pay for your toys.



- It's time to go home and play with the toys.
- Use the tools on the tool menu to add to your room: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Erase It ; or Special Effects Selector .



- Touch the play button  on the screen with the stylus to bring your toys to life!

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 a different activity, touch Home  on the tool menu with the stylus to return to the Home Screen.

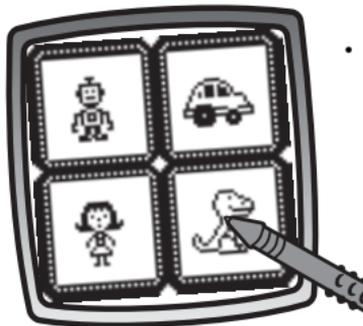


- If you have a Pixter® 2.0 unit and you'd like to send your creation to another Pixter® 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.

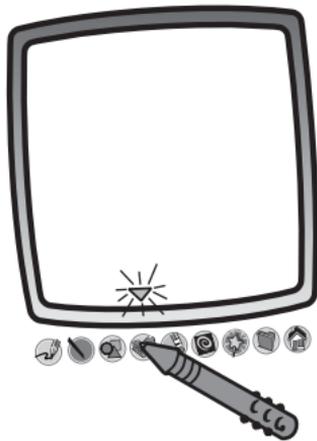




Playtime Programmer



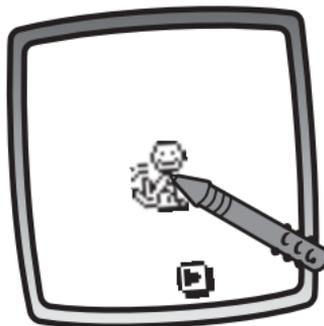
- Choose a toy to animate. Touch your choice on the screen with the stylus.



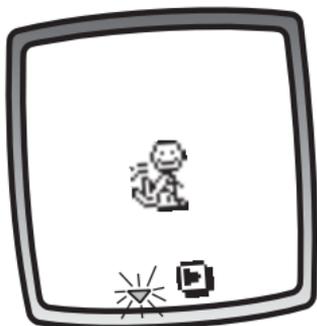
- The blinking arrow  on the bottom of the screen is telling you to choose the stamper tool. Touch the stamper tool on the tool menu with the stylus.



- Choose an animation for the toy. Touch your choice on the screen with the stylus.



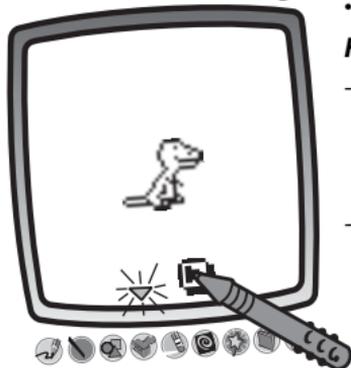
- Now, touch the screen with the stylus to place your stamper.



- Touch the blinking arrow  on the bottom of the screen with the stylus to choose another stamper.



- Touch the play button  on the screen with the stylus.
- Watch the toy come to life.



Hints:

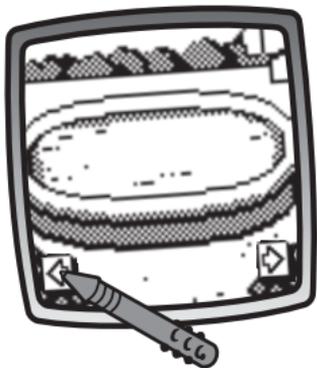
- If you chose more than one stamper and placed them on the screen, each stamper comes to life in the order that you placed them on screen.
- If you'd like to save your creation, touch Save It  on the tool menu with the stylus. If you'd like to go to a different activity, touch Home  on the tool menu with the stylus to return to the Home Screen.



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



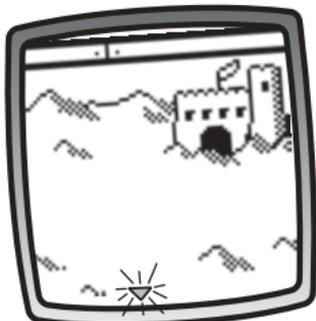
Starter Scenes



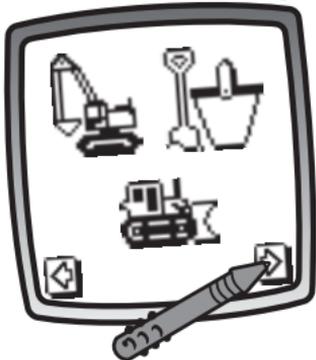
- Touch the arrows on the bottom of the screen with the stylus to scroll through different backgrounds.



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

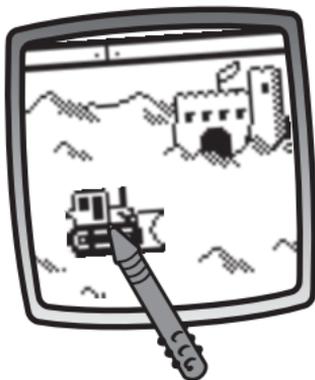


- The blinking arrow on the bottom of the screen encourages you to use the Stamp It tool  on the tool menu. Touch the Stamp It tool  with the stylus.



- Touch the arrows on the bottom of the screen with the stylus to scroll through stamper choices.

Hint: Some of the stamper choices are animated!



- Place your stamper choice on your background. Touch the screen with the stylus.



- Use the tools on the tool menu to finish your creation: "Pencil" Tool ; Straight Line ; Shape Maker ; Stamp It ; Erase It ; or Special Effects Selector .

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 a different activity, touch **Home**  on the tool menu with the stylus to return to the Home Screen.



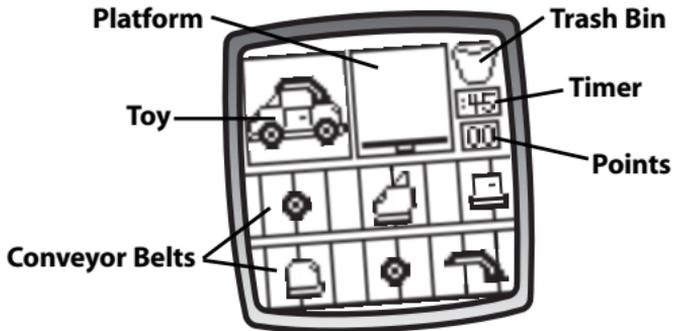


- If you have a Pixter® 2.0 unit and you'd like to send your picture to another Pixter® 2.0, touch the Save It or Send It  tool on the tool menu with the stylus.

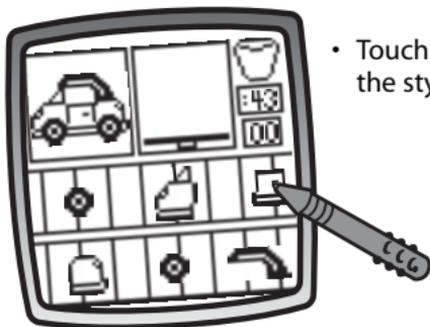


Copycat Challenge

Object of the Game: Copy the toy before you fill up the trash bin!



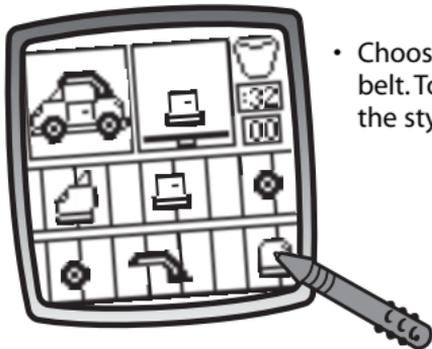
- Look at the screen.
 - In the upper left corner is the sample toy you will build.
 - The platform is where you will re-build the toy.
 - The conveyor belts contain all the parts for the toy.
 - Watch the timer. Don't run out of time!
 - You'll receive one point for each toy you build.
 - Don't fill up the trash bin. If you do not build the toy before time runs out or if you select the wrong part for the toy, you'll fill up the trash bin.



- Touch a toy part on the screen with the stylus.



- Now, touch the screen with the stylus near the platform to place the part.

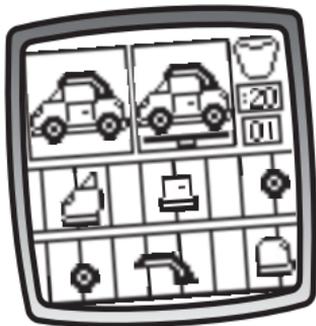


- Choose another toy part from a conveyor belt. Touch your choice on the screen with the stylus.



- Touch the screen near the platform again with the stylus to place the new part.
- Continue to get parts from the conveyor belts and place them on the platform to build the toy.

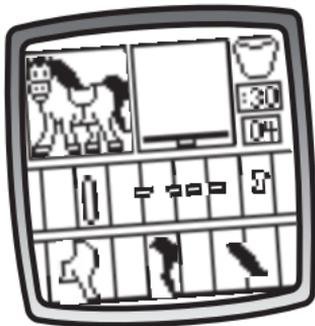
Hint: *Hurry – don't let time run out, or you'll fill the trash bin!*



- **Good job!** You made a copy of the toy.
- You get one point.



- Let's produce the next toy.



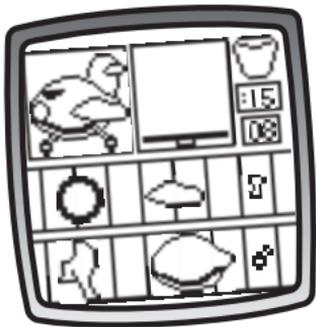
- After you've completed four toys, you're on to the next level.
 - The conveyor belts move a little faster.
 - Some parts on the conveyor belts can't be used to build the sample toy in the left corner.
 - You only get 30 seconds to produce the toy.



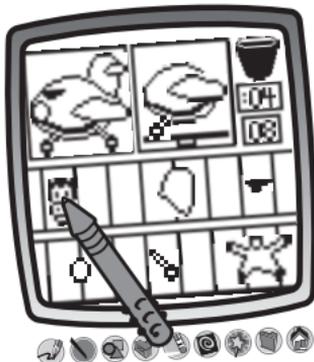
- Touch a toy part on the screen with the stylus.



- Oops, that's the wrong toy part.
 - Now, it's in the trash bin.
- Hint:** Don't fill up the trash bin!
- Choose another toy part. Touch your choice on the screen with the stylus.



- After you've produced eight toys, you're on to the third level.
 - The conveyor belts moves even faster and in different directions.
 - Some parts on the conveyor belts can't be used to build the toy.
 - You only get 15 seconds to produce the toy.



- Keep playing until you fill the trash bin.
How many toys did you produce?

Hint: If you'd like to save your game, touch **Save It**  on the tool menu with the stylus. If you'd like to go to a different activity, touch **Home**  on the tool menu with the stylus to return to the Home Screen.



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



Tool Menu



"Pencil" Tool

Pixter®, Pixter® Plus, Pixter® 2.0



Touch for freestyle drawing or writing.



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



Straight Line

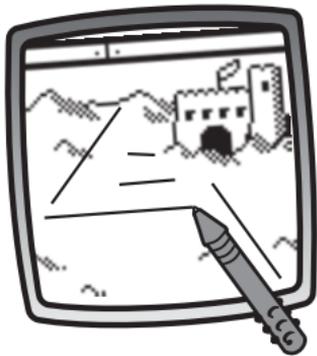
Pixter®, Pixter® Plus, Pixter® 2.0



Touch to make a straight line.



Now, choose the line thickness for your “pencil” tool.



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

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

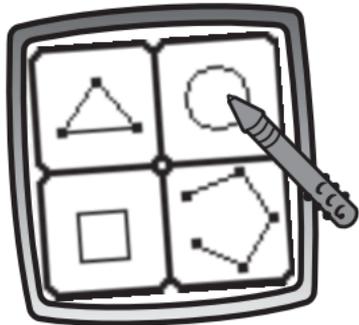


Shape Maker

Pixter®, Pixter® Plus, Pixter® 2.0



Touch to make shapes.



Now, choose the shape:

- Triangle
- Circle
- Square/rectangle
- Make your own shape!



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.



Stamp It!

Pixter®, Pixter® Plus, Pixter® 2.0



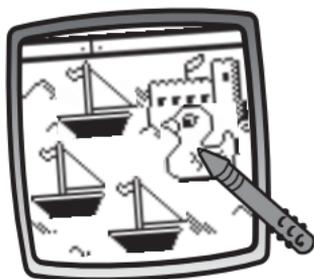
Touch for stamper art.



Touch the arrows on the bottom of the screen with the stylus to see each of the stamper designs.



Touch the screen with the stylus to choose a stamper.



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

Hint: To choose more than one stamper, simply touch the Stamp It  tool; touch the arrows to scroll through the different stampers; and touch the screen with the stylus to choose a stamper and look – you're back to your activity.



Eraser

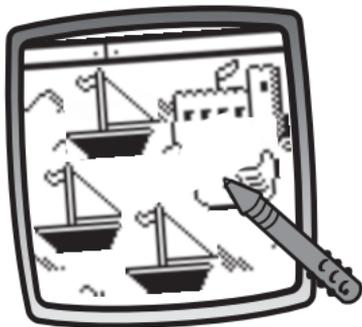
Pixter®, Pixter® Plus, Pixter® 2.0



Touch to make your stylus an eraser.



Now, choose the line thickness for your eraser.



Use your stylus to erase any part of what's on the screen.



Full Screen Erase

Pixter®, Pixter® Plus, Pixter® 2.0



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



Choose one of the options and watch and listen as your drawing disappears.



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



Special Effects Selector

Pixter® Plus, Pixter® 2.0



Touch to choose a special effect.



Rotate it, mirror it or switch from white to black or black to white.



Touch the screen with the stylus and watch your drawing change.



Special Effects Selector

Pixter® Plus, Pixter® 2.0



Touch to choose a special effect.



Switch from white to black or black to white; rotate it, mirror it, fill in a selected drawing area or write a caption.

White to Black/Black to White/Mirror Tool



Touch the screen with the stylus and watch the special effect.



Quick Paint Tool



To fill in a selected drawing area, select the area. Watch the selected area fill in.



Typing Tool



To create your own caption, touch each letter of each word with the stylus. Touch the bottom of the screen with the stylus. You're back to your creation. Touch the screen with the stylus to "stamp" your caption on the screen.

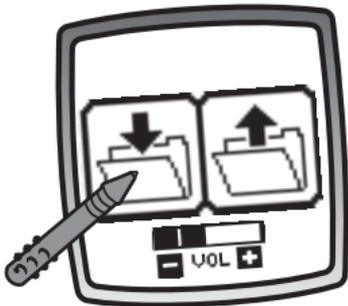


Save It! (and Adjust the Volume)

Pixter®, *Pixter® Plus*



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



Touch **IN** file  to save; touch **OUT** file  to retrieve; touch Volume Control  to increase or decrease volume to a comfortable level.

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.



Save It or Send It
(Add a Subject Line to your message
and Adjust the Volume too)

Pixter® 2.0



Touch this tool to save or retrieve your drawing, send a message, add a subject line to your message or adjust the volume.





Save It



Touch the **IN** file  to save; touch the **OUT** of file  to retrieve; touch the volume control  to increase or decrease sound to a comfortable level.

Hints:

- *You can save one picture or game at a time! Each time you save a picture or game, it replaces the one already there.*
- *After you save a picture or game, it will appear on your screen again. To go to a new activity, touch Home  on the tool menu.*



Send It



To send a score or picture, make sure the receiver (the other Pixter® 2.0 unit) is at least one foot but no more than five feet away and signal domes are aligned! Touch the  on the screen.

To receive a message touch the nodding yes face  on the screen.

Tips

- Make sure the path between the signal domes is free of obstacles.
- For best performance, avoid using in areas of bright light.



Add a Subject Line to Your Message

CREDITS



To create a subject line for messages, touch each letter of each word with the stylus. When you are finished, touch the screen. Your subject line is automatically stored.

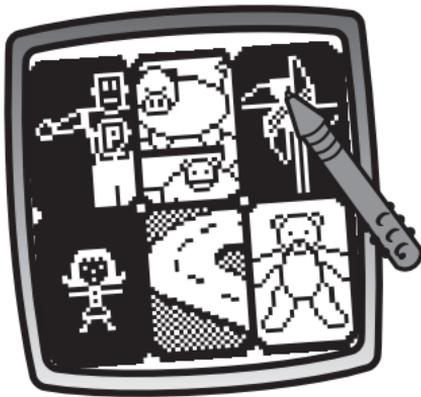


Home

Pixter®, Pixter® Plus, Pixter® 2.0



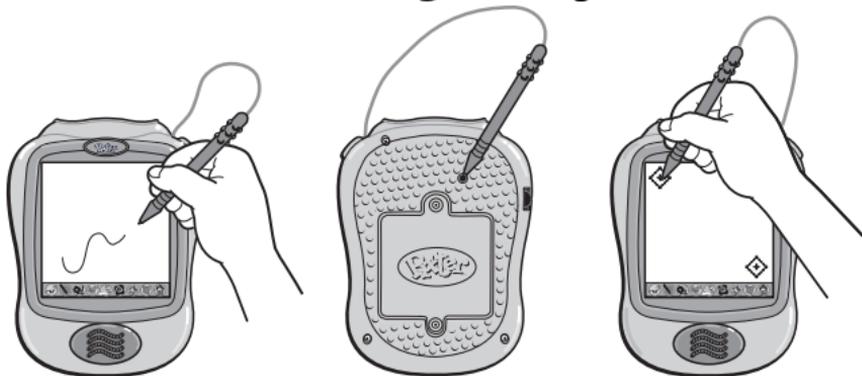
Touch to go back to the Home Screen.



Choose an activity or game: Designer's Workshop, Hide-and-Seek, Shelf Shopper, Playtime Programmer, Starter Scenes, and Copycat Challenge.



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.



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® Toy Designer 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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