

# Pixter 2.0™



## Owner's Manual

Model Numbers: B0655, B0656, B0657, B0658

**Fisher-Price®**

# Pixter™ Creativity Computer

## Software Cartridge

Software cartridge not included (sold separately).

## Stylus Storage

## Software Port

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

## Signal Dome

Send and receive messages from another Pixter 2.0 unit (sold separately)

## Drawing Stylus

## Touch Sensitive Screen

## Light Port

(Flexible screen light sold separately)

## Contrast Dial

Rotate to make the image on the screen darker or lighter.

## Power Switch

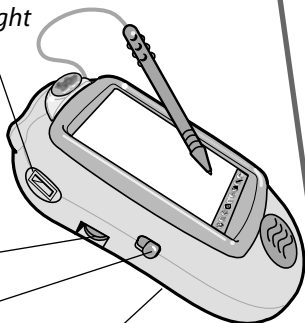
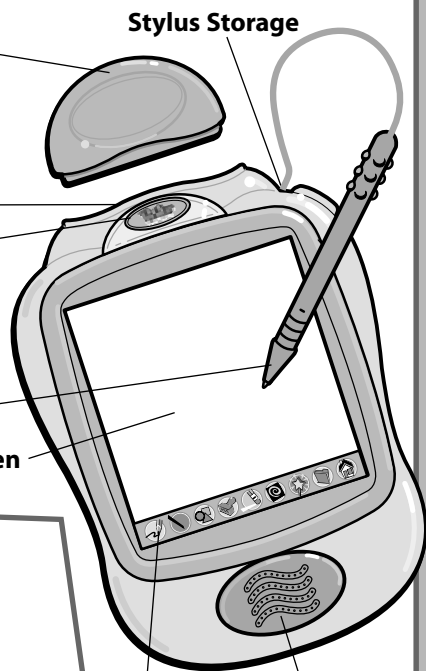
Slide the power switch to turn the toy on or off. When not in use, this toy automatically turns off after about three minutes.

## Calibration Hole

(on back of toy)  
You **must** calibrate the stylus and screen **before first-time use.**

## Tool Menu

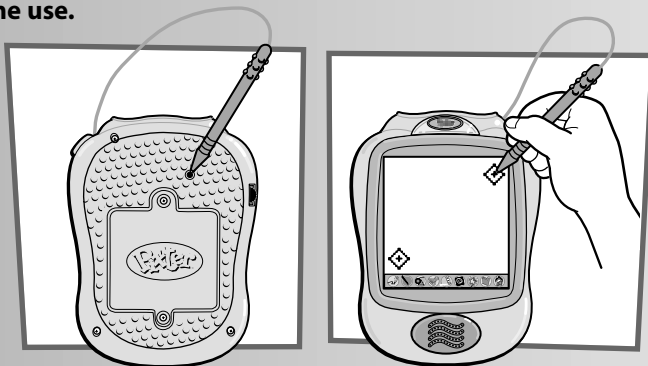
## Speaker



# 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.
- 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!

**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  $\oplus$  remove the stylus from the calibration hole.
- First touch the upper right corner  $\oplus$  with the tip of the stylus.
- Then, touch the lower left corner  $\oplus$  with the tip of the stylus.

# Awesome Activities

Choose a fun activity from the Home Screen.



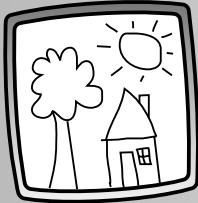
Touch the tool menu Home Screen  with the stylus.






Touch an activity on the screen with the stylus.



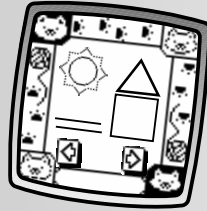
# Awesome Activities

## Freestyle Drawing



- Use any of the cool tools to make your own creation:  
"Pencil" Tool   
Straight Line   
Shape Maker   
Stamp It   
Special Effects Selector 

## Scene Starters



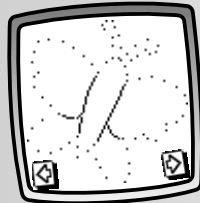
- Touch the arrows on the bottom of the screen with the stylus to scroll through choices.
- When you find a scene that you like, touch the screen with the stylus.
- Use any of the tools to make the scene!

## Face Templates







- Touch the arrows on the bottom of the screen with the stylus to scroll through each funny face.
- When you find a face that you like, touch the screen with the stylus.
- Finish the face using any of the tools.

## Connect-the-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.
- Connect the dots to see if you were right!

**Hint:** When you finish a drawing, you can Erase It (touch ) , Full Screen Erase (touch ) , Save It or Send 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.



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

## Straight Line



Touch to make straight lines.



Now, choose the thickness for your "pencil" tool.



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

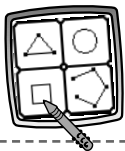
**Hint:** Make your own shapes or create your own connect-the-dots.

# Tool Menu

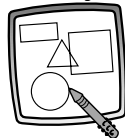
## Shape Maker



Touch to make shapes.



Now, choose the shape – triangle, circle, square/rectangle or make your own shape!



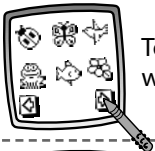
Touch the screen and drag the stylus to make small or large shapes.

**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



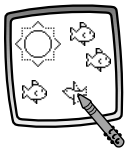
Touch for stamper art.




Touch the arrows on the bottom of the screen with the stylus to scroll through 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:** Choose more than one stamper to make a picture! 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. Look – you're back to your picture. Use the new stamper in your picture.

# Tool Menu

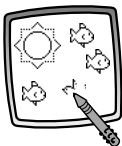
## Erase It



Touch to make your stylus an eraser.



Now, choose a thickness for the eraser.



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

## Full Screen Erase



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



Choose from four different screens. Touch the screen with the stylus 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.



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



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 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 picture, choose another activity.





### Add a Subject Line to Your Message

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.



### Send It

To send a picture or message, make sure the receiver (the other Pixter™ 2.0 unit) is no more than five feet away and signal domes are aligned! Touch the  on the screen to send your message.

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

## Message Tips

- Make sure the signal dome on each Pixter 2.0 unit is in a direct line and no more than five feet away.
- Make sure the path between the signal domes is free of obstacles.
- For best performance, avoid using in areas of bright light.

# Tool Menu

## Home

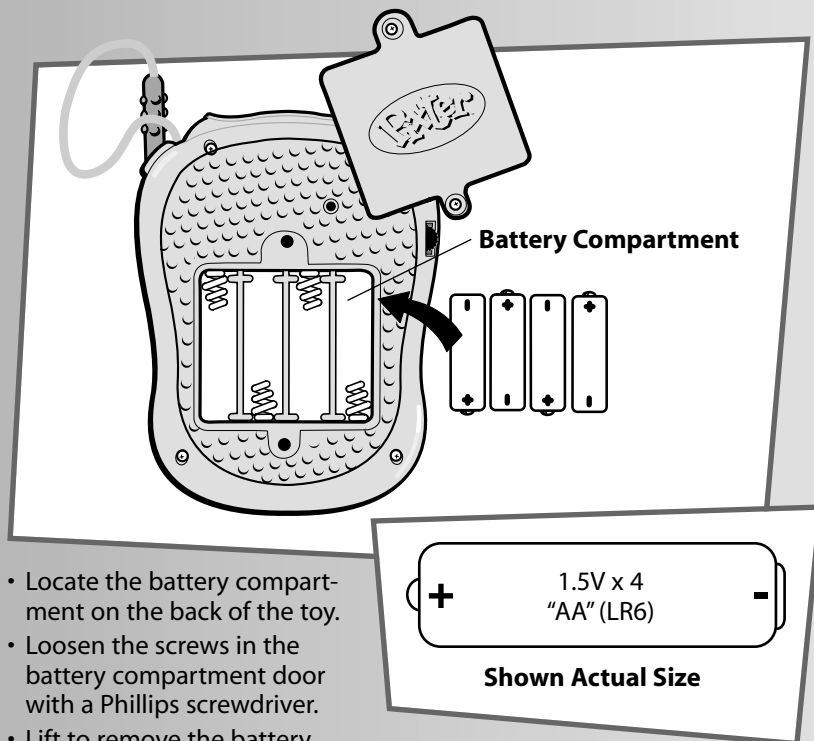


Touch to go back to the Home Screen.



Choose an activity: Freestyle Drawing,  
Scene Starters, Face Templates or Connect-the-Dots!

# Battery Installation



- Locate the battery compartment on the back of the toy.
- Loosen the screws in the battery compartment door with a Phillips screwdriver.
- Lift to remove the battery compartment door.
- Insert four "AA" (LR6) **alkaline** 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 screws with a Phillips screwdriver. Do not over-tighten.

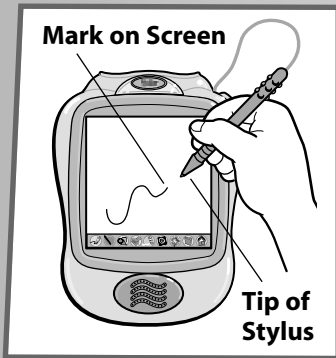
# Battery Tips

- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the toy. Battery leakage and corrosion can damage this 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.
- Non-rechargeable batteries are not to be recharged.
- Only batteries of the same or equivalent type as recommended in the “Battery Installation” instructions are to be used.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before they are charged.
- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.

## Care

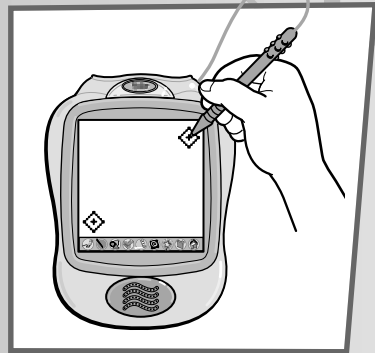
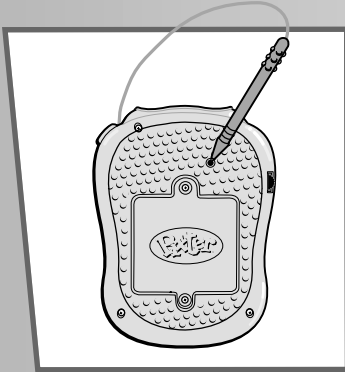
- Keep water, sand and dirt off of this toy.
- Keep this toy away from direct sunlight and excessive heat.
- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable parts. Please do not take this toy apart.
- Do not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




# 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 right corner  with the tip of the stylus.
- Then, touch the lower left corner  with the tip of the stylus.

# One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pixter 2.0™ 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.**

## 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.

# Consumer Information

## Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS**, 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 500303.

**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.



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