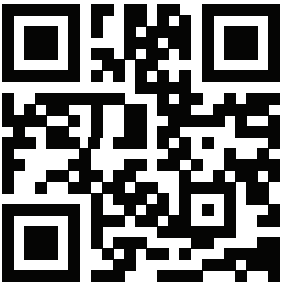
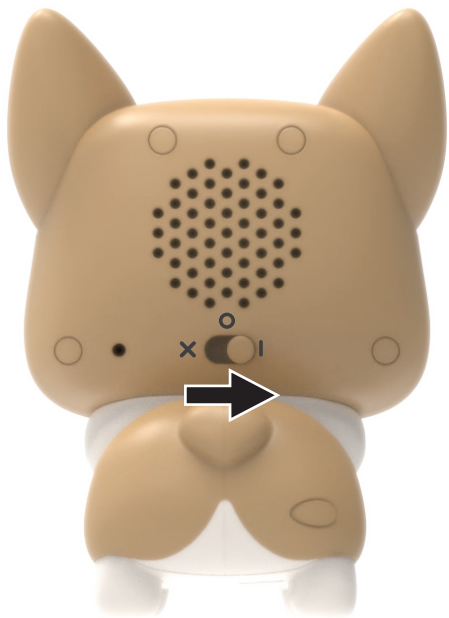


Learn more about your Pixel Petz™ by scanning below:



Power On

Switch from the TRY ME mode to ON mode.



Your Pixel Petz™ will wake up and greet you.
When you turn your Pixel Petz™ on you will be greeted with its logo and animations. Next, it will ask you to set your volume. Then, you will go into Pet Mode.

1

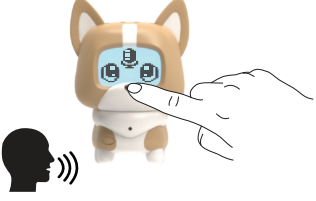
Pet mode

In pet mode, you can interact with your pet, access the talkback feature and receive alerts. After 3 minutes with no engagements the backlight will dim and your pet will go to sleep.

PLAY WITH YOUR PET:
Interact with your pet to play through their personalities.
• Press R or L ear.
• Pet your Corgi



TALKBACK:
Record yourself talking and your pet will repeat it back!
• Press and hold the nose. Wait until mic pops up to record.
• When you let go your pet repeats the recording.
• A short nose press will play a random animation.



MULTI-PET INTERACTION:
When you collect multiple Pixel Petz™, you'll be able to activate interactions between all pets.
• When you initiate talkback mode with your pet, it will trigger all pets within range to also initiate talkback mode and start to listen.
• When you pet your pets head, it will trigger a reaction from all pets within range, initiating a short conversation between the pets.
• Other Pixel Petz™ have to be at least 2 ft within range and awake to react.

3

Stats – Personality

In the menu, select STATS so you can get to know your pet's personality. Depending on it's Happiness and Energy meter, your pet will have 1 of 9 personalities. Learn how to increase and decrease their Happiness and Energy meters.



• Personality = number of bars on happiness and energy meter.
• Each personality is portrayed by different eyes.



7

Alerts

Alerts will pop up in pet mode when your pet is hungry, dirty, sick or needs to potty. They will appear 3 times before affecting your pets health bar.



• Press nose while alert is on screen to feed, groom, nurse or let your pet go potty.
• If no response after 3rd alert, your pets health will decrease by 1 bar.



• If the health alert pops up and there is no response to all three alerts, your pet will enter non-functional mode. You will not be able to play any mode until you pet it's head 10 times.

9

Pixel Petz™ Corgi

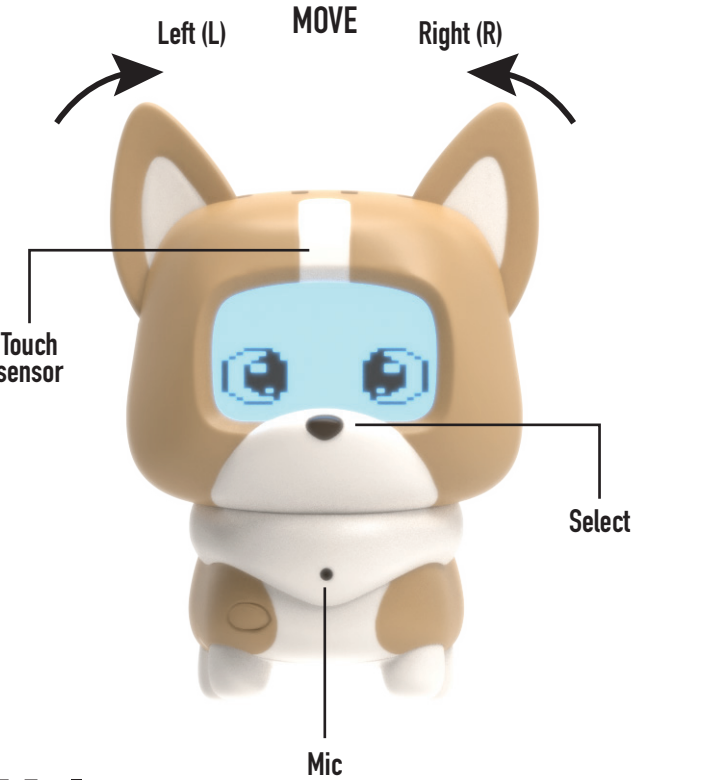


CONTENTS
1. Pixel Petz™ Corgi
2. Clip and string

Prior to giving this product to a child, remove all packaging material including plastic covers, tape, ties, and packaging locks.

2

Game Input

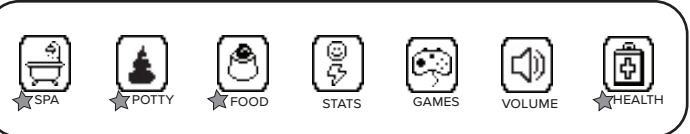
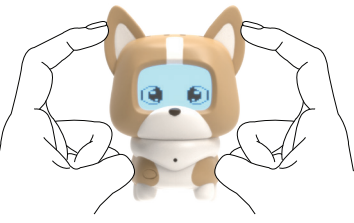


Volume
Off Low Medium High

4

Menu

When playing with your Pixel Petz™, press both ears at once to access the menu. Use the ears to scroll left or right.



• The★ menu icons will display 1 to 4 levels of bars to show how full or empty your pet is in each category.

- ★ = 0 bars (Empty, needs attention.)
• You will get an alert in Pet Mode when at 0.
- ★ = 1 bar (Level 1)
- ★ = 2 bars (Level 2)
- ★ = 3 bars (Level 3)
- ★ = 4 bars (Level 4)
• Pet will refuse when full.

6

Stats – Happiness and Energy Meter

• When you first play with your pet it's Happiness and Energy meter will be half full, 6 out of 12 bars, and your pet's personality will be Playful.



• As the stats change, your pets personality will transition to different ones.

Stats – Increase & Decrease Meters

• Increase and decrease the Happiness and Energy meters by how you interact with your pet.



ENERGY
When you feed, nurse and play games with your pet the Energy meter will rise. Overtime, the meter decreases if you don't play.

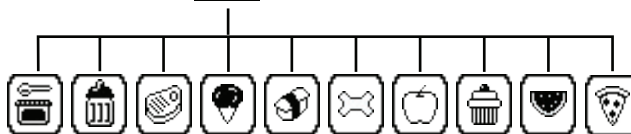


HAPPINESS
When you groom, pet, talkback and let your pet go potty the Happiness meter will rise. Overtime, the meter decreases if you don't play.

8

Food Menu

In Main Menu select food icon.



• Each activity will play an animation and then go back to pet mode.

Spa Menu

In Main Menu select spa icon.



• Each activity will play an animation and then go back to pet mode.

10

Potty Menu

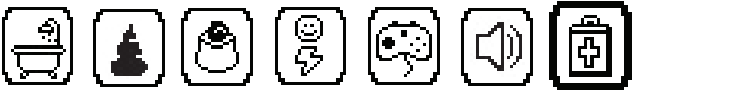
In Main Menu select potty icon.



PRESS NOSE TO ALLOW
YOUR PET TO GO POTTY.

Health Menu

In Main Menu select health icon.



Each activity will play an animation and
then go back to pet mode.

11

Birthday Party

Your pet will turn 1 year after 1 hour of play. The more hours you play the more birthdays your pet will celebrate.



• PRESS YOUR PETS NOSE
TO BLOW OUT THE CANDLE.

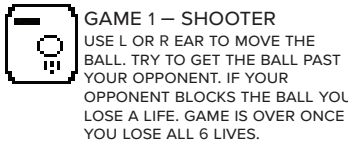
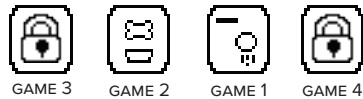
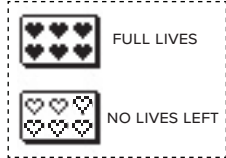


Receive a random gift once you blow
out the candle.

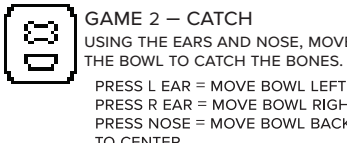
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Games

Your Pixel Petz™ has 4 games you can play. When you play you can increase your pets Energy meter. In the menu select the games icon. Use the ears to scroll left to right. When first playing with your pet games 3 & 4 will be locked.

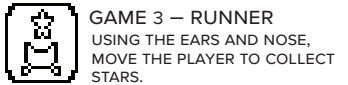


GAME 1 – SHOOTER
USE L OR R EAR TO MOVE THE BALL. TRY TO GET THE BALL PAST YOUR OPPONENT. IF YOUR OPPONENT BLOCKS THE BALL YOU LOSE A LIFE. GAME IS OVER ONCE YOU LOSE ALL 6 LIVES.

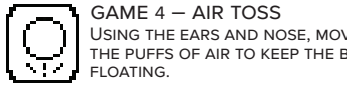


GAME 2 – CATCH
USING THE EARS AND NOSE, MOVE THE BOWL TO CATCH THE BONES.
PRESS L EAR = MOVE BOWL LEFT
PRESS R EAR = MOVE BOWL RIGHT
PRESS NOSE = MOVE BOWL BACK TO CENTER
WHEN A BONE IS MISSED YOU LOSE 1 LIFE. GAME IS OVER ONCE YOU LOSE ALL 6 LIVES.

UNLOCK GAMES
THE MORE YOU PLAY GAMES 1 & 2 THE FASTER YOU UNLOCK GAMES 3 & 4. PLAY 10 GAMES TO UNLOCK GAME 3. PLAY 20 GAMES, INCLUDING THE 10 GAMES THAT UNLOCKED GAME 3, TO UNLOCK GAME 4.



GAME 3 – RUNNER
USING THE EARS AND NOSE, MOVE THE PLAYER TO COLLECT STARS.
PRESS L EAR = MOVE PLAYER LEFT
PRESS R EAR = MOVE PLAYER RIGHT
PRESS NOSE = PLAYER JUMPS
WHEN YOU RUN INTO AN OBSTACLE YOU LOSE 1 LIFE. GAME IS OVER ONCE YOU LOSE ALL 6 LIVES.



GAME 4 – AIR TOSS
USING THE EARS AND NOSE, MOVE THE PUFFS OF AIR TO KEEP THE BALL FLOATING.
PRESS L EAR = MOVE AIR PUFF LEFT
PRESS R EAR = MOVE AIR PUFF RIGHT
PRESS NOSE = MOVE AIR PUFF CENTER
WHEN THE BALL FALLS DOWN YOU LOSE 1 LIFE. GAME IS OVER ONCE YOU LOSE ALL 6 LIVES.

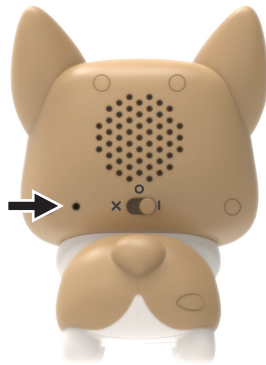
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TROUBLESHOOTING

Your Pixel Petz™ has stopped working.	1. Turn the power OFF. NOTE: If the device still does not work, replace the batteries (see panel 15) and follow the steps.
The buttons are not responding.	1. Turn the power OFF. 2. Turn the device back ON. It should now work properly. NOTE: If the device screen still does not work, replace the batteries (see panel 15) and follow the steps.
Pixel Petz™ is not turning on.	1. Turn you pet OFF and then ON. 2. Make sure batteries have power.

RESETTING Pixel Petz™

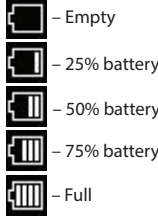
To reset your Pixel Petz™, use a thin pointy tool (not included) to press the reset button located next to the ON/OFF switch.



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BATTERY LIFE AND MAINTENANCE

Battery icon will alert when your Pixel Petz™ is at 10% charge. The backlight will flicker and begin to dim as the batteries empty out. **If you do not replace the batteries and let them run out, your pet will reset.**



REPLACING BATTERIES

The batteries included are for in-store demonstration. It is recommended that, prior to playing, an adult install fresh alkaline batteries. Here's how:

- Using a Phillips screwdriver (not included) remove the screw and battery compartment cover from under the Pixel Petz™.
- Install two (2) fresh 1.5V AAA (LR03) alkaline batteries (not included) making sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
- Replace the compartment cover and tighten the screw.



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WARNING

This toy produces flashes that may trigger epilepsy in sensitized individuals.

CARE AND MAINTENANCE

- Keep the unit clean by wiping it off with a slightly damp cloth and drying it thoroughly.
- Do not place the device under running water or submerge in water or any other form of liquid.
- Do not use harsh chemicals or abrasive materials to clean.
- Keep the device and accessories out of direct sunlight for long periods of time. Do not expose the device or accessories to direct heat sources.
- Do not drop, throw, or kick Pixel Petz™ as this may damage mechanical functions.
- Warning: Small parts may generated. Not suitable for children under 3 years.

BATTERY SAFETY USAGE

- Use only size "AAA" (LR03) alkaline batteries (2 required).
- Insert batteries with the correct polarity (+ and -).
- Charging of rechargeable batteries should only be done under adult supervision.
- Remove rechargeable batteries from the product before recharging.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
- Always remove exhausted or dead batteries from the product.
- Dispose of dead batteries properly: do not burn or bury them.
- Do not attempt to recharge non-rechargeable batteries.
- Avoid short-circuiting battery terminals.
- Remove batteries before placing the unit into storage for a prolonged period of time.

BATTERY DISPOSAL

'Let's care for the environment!'
The wheelee bin symbol indicates that the product must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item. Do not treat old batteries as household waste. Take them to a designated recycling facility.

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FCC COMPLIANCE

NOTE: 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 than that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.
- This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.
- Caution: Modifications not authorized by the manufacturer may void user's authority to operate this device.
CAN ICES-3 (B) / NMB-3 (B)

Please keep this manual as it contains important information.
Illustrations are for reference only. Styles may vary from actual contents.

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