

vtech®

User's Manual

ACTIVE LEARNING GAMES

V. SMILE
MOTION™

Disney
PRINCESS



THE
PRINCESS
AND THE
FROG

Tiana's Big Dream

Disney elements © Disney.

Dear Parent,

At **VTech**®, we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can parents responsibly allow their children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our answer to this question is **V.Smile® Motion™ Active Learning System**! A big breakthrough for junior gamers, **V.Smile® Motion™** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

V.Smile® Motion™ plugs directly into the TV to provide kids with a high-tech gaming experience using thrilling, age-appropriate learning games and a motion-activated, intuitive wireless controller. The **V.Smile® Motion™ Active Learning System** engages children with two modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone - a series of games designed to focus on specific skills in a fun, engaging way. Each Smartridge™ game encourages active gaming while giving kids' minds a workout, too, as they learn basic math, reading, science, spelling and more.

At **VTech**®, we are proud to provide parents with a much-needed solution to the video game dilemma, as well as another innovative way for children to learn while having fun. We thank you for trusting **VTech**® with the important job of helping your child explore a new world of learning!

Sincerely,

Your friends at **VTech**®

To learn more about the **V.Smile® Motion™ Active Learning System** and other **VTech**® toys, visit www.vtechkids.com



INTRODUCTION

Experience a modern twist on a classic tale, featuring a beautiful girl named Tiana, a frog prince who desperately wants to be human again, and a fateful kiss that leads them both on a hilarious adventure through the mystical bayous of Louisiana.



GETTING STARTED

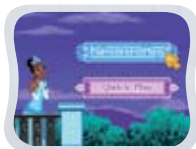
STEP 1: Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press ENTER to confirm your selection.



1. Learning Adventure

In this play mode, you can join Tiana and Naveen on their adventures as they search for a way to become human again.



Adventure Play Play all five games in sequence according to the story.
Quick Play Play each of the games individually in any order.

• Adventure Play

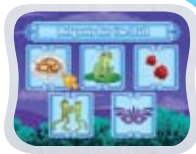
Start the adventure from the beginning by choosing New Game or start the adventure from where you left off by choosing Continue Game.



New Game Start the adventure from the beginning.
Continue Game Start the adventure from the last place you played before exiting the game.

• Quick Play

In the Quick Play menu, choose any of the games you'd like to play. Move the joystick to select the game you want and press ENTER to play.



2. Learning Zone

Practice specific skills in the three games of the Learning Zone. Move the joystick to select the game you want and press ENTER to confirm your choice.

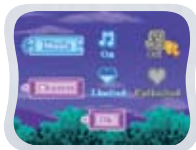


3. Story Time

In Story Time mode, you can watch the story of *The Princess and the Frog* any time you want.

4. Options

On the Options screen, you can turn the Music On or Off, and choose between Limited or Unlimited chances in the games. Move the joystick to select the options you want. Move the cursor to the OK button and press ENTER to confirm your choices.



STEP 2: Choose Your Game Settings

1. Number of Players: Move the joystick to choose one player or two players. Press ENTER to confirm your selection.

Note: Two-player mode is not available when played on the V.Smile® Pocket™ or V.Smile® Cyber Pocket™.

2. Level: Move the joystick to choose Easy level or Difficult level. Press ENTER to confirm your selection.



3. Move the cursor to the OK button and press ENTER to confirm your choices.

4. Controller Mode: Move the joystick to choose Motion Controller Mode or Joystick Mode. Press ENTER to confirm your selection.



STEP 3: Start Your Game

- For Learning Adventure games, please go to the “Activities - Learning Adventure” section.
- For Learning Zone games, please go to the “Activities - Learning Zone” section.
- For Story Time, please go to the “Activities – Story Time” section.



FEATURES

HELP Button

When you press the HELP button during a game, you will hear the activity instructions or a helpful hint.

EXIT Button

When you press the EXIT button, the game will pause. A window will pop up to make sure that you really want to quit. Move the joystick to choose “Yes” to quit the game or “No” to cancel the exit screen and keep playing. Press ENTER to confirm your choice.



LEARNING ZONE Button

The LEARNING ZONE button is a shortcut that takes you to the Learning Zone game selection screen.

When you press the LEARNING ZONE button, the game will pause. A window will pop up to make sure that you really want to quit. Move the joystick left or right to select “Yes” to quit the current game and enter the Learning Zone, or select “No” to keep playing the current game. Press ENTER to confirm your selection.

V.Link™ Connection (Only for consoles that support V.Link™)

When you plug the V.Link™ into the console, a new selection “V.Link™ Connection” will appear in the main menu. You can select it to download your game score to the V.Link™. After the update is completed, you can plug the V.Link™ into your computer and unlock bonus games on the V.Smile™ Web Site. Please don't unplug the V.Link™ during the downloading process.

Bonus Games on the V.Smile™ Web Site

When you reach a certain score in Adventure Play mode, you'll be rewarded with special gold coins. You can save your score to the V.Link™ and then plug the V.Link™ into your computer. You can use the gold coins to unlock special bonus games on the V.Smile™ Web Site.



How to Earn Gold Coins:

Gold Coin	Condition
1st gold coin	Play the first game in Adventure Play
2nd gold coin	Get a total score of 200 points in Adventure Play
3rd gold coin	Get a total score of 400 points in Adventure Play
4th gold coin	Get a total score of 600 points in Adventure Play



ACTIVITIES

Educational Curriculum

Learning Adventure	Curriculum
Game 1: Beignets for the Ball	Counting, Addition and Subtraction
Game 2: A Trip Through the Bayou	Beginning Letters, Vocabulary
Game 3: Time for a Snack	Colors, Memory
Game 4: Tiana's Dance Lesson	Musical Notation
Game 5: Mardi Gras Parade	Observation
Learning Zone	Curriculum
Zone 1: Firefly Shapes	Number Order, Shapes
Zone 2: Matching Shoes	Matching, Memory
Zone 3: Cooking with Tiana	Food Classification

How to Play

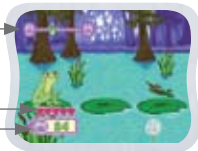
Watch the tutorial at the beginning of each game to learn how to play.

Status Bars

Status bars appear on the screen to give you some important information about the game.

- Player icon – Identifies Player 1 and Player 2.
- Life bar – How many chances you have left in the game.
- Map – Shows your progress in the game.
- Timer – How much time you have left in the game.
- Counter – Shows how many times you have done an action.

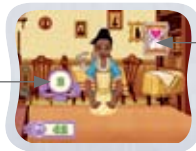
Map



Life bar

Player icon

Counter



Timer

Learning Adventure

Beignets for the Ball

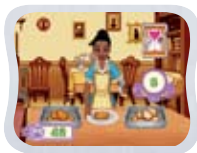
Game Play

Tiana is making her famous beignets for Charlotte's party. Help Tiana make the beignets step by step.

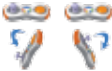




Curriculum: Counting, Addition and Subtraction

★ Easy Level: Count from 1 through 10.

★★ Difficult Level: Add and subtract; complete each step within the time limit.



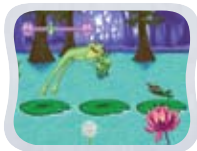
Operations:

Control	Motion Controller Mode	Joystick Mode
Scroll through the number choices	Tilt the controller left or right 	(←)/(→)
Select the answer	Press ENTER	Press ENTER
Sift the flour	Tilt the controller left and right 	(←)/(→)
Knead the dough	Tilt the controller forward and backward 	Move the Joystick in a circle
Take the beignets out of the oil	Swing the controller up 	Press ENTER
Shake sugar on the beignets	Swing the controller up and down 	(↑)/(↓)

A Trip Through the Bayou

Game Play

Tiana is traveling through the bayou collecting cattails to build a raft. Help Tiana gather the cattails as she journeys along.






Keep Tiana traveling on the right path by choosing the lily pad with the missing letter.



Curriculum: Beginning Letters, Vocabulary

- ★ **Easy Level:** Fewer obstacles, more hearts. Beginning letter is shown in grey.
- ★★ **Difficult Level:** More obstacles, less hearts. Beginning letter is missing from the word.

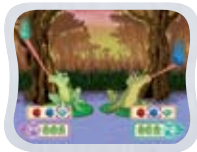
Operations:

Control	Motion Controller Mode	Joystick Mode
Move forward	Tilt the controller right 	(→)
Move backward	Tilt the controller left 	(←)
Jump a long distance	Swing the controller up and down 	Press ENTER

Time for a Snack

Game Play




Tiana and Naveen are hungry! Help them catch the falling berries. Catch as many red berries as you can in between questions. Then, when the question starts, look at the berries in the box and catch the matching berries in order.



Curriculum: Colors, Memory

- ★ Easy Level: Catch the berries that match the colors in the box.
- ★★ Difficult Level: Remember the color sequence and catch the berries in order.

Operations:

Control	Motion Controller Mode	Joystick Mode
Shoot the tongue left	Tilt the controller left 	(←)
Shoot the tongue right	Tilt the controller right 	(→)
Shoot the tongue up	Tilt the controller backward 	(↑)

Tiana's Dance Lesson

Game Play

Tiana doesn't like to dance. But with a little coaching from Naveen and with the right melody from Louis's trumpet, she might just end up having fun. Collect the falling notes to help Louis play a song. First, look at the box to see the next note Louis needs.



Then catch the note to hear Louis play it. Try to keep up with Louis! Once a note scrolls out of the box to the left, Louis will move on to the next note. At the end of the game, Louis will play back all of the notes you've collected. Collect all of the notes to hear the complete song!



Curriculum: Musical Notation

- ★ Easy Level: Fewer distractor notes, notes fall slower.
- ★★ Difficult Level: More distractor notes, notes fall faster.

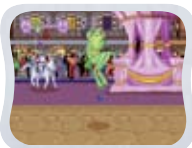
Operations:

Control	Motion Controller Mode	Joystick Mode
Move left	Tilt the controller left 	(←)
Move right	Tilt the controller right 	(→)

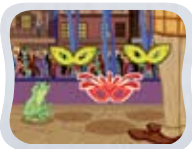
Mardi Gras Parade

Game Play

Help Tiana find Charlotte before the clock strikes midnight. With all of the people on the streets of New Orleans to watch the Mardi Gras Parade, this isn't going to be easy!







As Tiana makes her way through the crowd, a man selling Mardi Gras masks stands in front of her. The masks hang down from his tray and block Tiana's way. Identify the mask that is different from the others, and he'll lift the masks so Tiana can pass.



Curriculum: Observation

- ★ Easy Level: Fewer obstacles, more hearts. Difference on the mask is more obvious.
- ★★ Difficult Level: More obstacles, less hearts. Difference on the mask is less obvious.

Operations:

Control	Motion Controller Mode	Joystick Mode
Move forward	Tilt the controller right 	(→)
Move backward	Tilt the controller left 	(←)
Jump high	Press ENTER	Press ENTER
Remove the streamer	Tilt the controller left and right 	(←) / (→)
Highlight a mask for selection	Tilt the controller left, right, or forward 	(←) / (→) / (↓)
Select the mask	Press ENTER	Press ENTER

Learning Zone

Firefly Shapes

Game Play





The fireflies are making shapes for Tiana. Help them figure out where to go by choosing the correct number.



Curriculum: Number Order, Shapes

- ★ **Easy Level:** Find a number greater than or less than the given number. Basic shapes.
- ★★ **Difficult Level:** Find a number in between two other numbers. Plant or insect shapes.

Operations:

Control	Motion Controller Mode	Joystick Mode
Move left	Tilt the controller left 	(←)
Move right	Tilt the controller right 	(→)
Move up	Tilt the controller backward 	(↑)
Move down	Tilt the controller forward 	(↓)

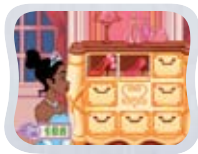
Matching Shoes

Game Play


Help Tiana match the shoes inside the drawers.

Curriculum: Matching, Colors

- ★ Easy level: Match the shoes that have the same color.
- ★★ Difficult level: Match the shoes that have the same style and color.



Operations:

Control	Motion Controller Mode	Joystick Mode
Choose a drawer	Tilt the controller forward, backward, left or right 	(↓) / (↑) / (←) / (→)
Select a drawer	Press ENTER	Press ENTER

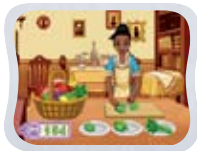
Cooking with Tiana

Game Play



Help Tiana select the correct ingredient and cut it.

Curriculum: Food Classification

- ★ Easy level: Classify the food by color.
- ★★ Difficult level: Classify the food by category.



Operations:

Control	Motion Controller Mode	Joystick Mode
Choose another item from the basket	Tilt the controller left or right 	(←) / (→)
Select the food item for cutting	Press ENTER	Press ENTER
Chop the food item	Swing the controller up and down 	(↑) / (↓)








Story Time

In Story Time mode, the player can relive the story of *The Princess and the Frog* without having to play through the Learning Adventure games.

At certain points in the story, the player has to control the characters to advance the story.

Operations

Control	Motion Controller Mode	Joystick Mode
<p>Turn the pages of The Frog Prince story book</p> 	<p>Tilt the controller left</p> 	<p>(←)</p>
<p>Jump up to the balcony</p> 	<p>Tilt the controller left and right</p> 	<p>(←) / (→)</p>
<p>Kiss Naveen</p> 	<p>Tilt the controller right</p> 	<p>(→)</p>
<p>Hop up to catch the balloons</p> 	<p>Tilt the controller up</p> 	<p>Press ENTER</p>

Control	Motion Controller Mode	Joystick Mode
<p>Row the raft</p> 	<p>Tilt the controller left and right</p> 	<p>(←) / (→)</p>
<p>Untangle the tongues</p> 	<p>Tilt the controller left and right</p> 	<p>(←) / (→)</p>
<p>Stir Mama Odie's pot</p> 	<p>Move the joystick in a circle</p>	<p>Move the joystick in a circle</p>
<p>Kiss Tiana</p> 	<p>Tilt the controller left</p> 	<p>(←)</p>



CARE & MAINTENANCE

1. Keep your V.Smile® Motion™ clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep the V.Smile® Motion™ away from water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the V.Smile® Motion™ Active Learning System does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

Please note that focusing on a television screen at close range and handling a joystick for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.



TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The specific problem you are experiencing.
- The actions you took right before the problem occurred.

If you wish to buy additional controllers for your V.Smile[®] Motion[™] Active Learning System, please visit us online, or contact our Consumer Services Department. Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada



OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

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TEL NO.: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

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 from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



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