

DREAMWORKS

SHREK

DRAGON'S TALE

User's Manual



vtech®

V-SMILE™

Shrek® & ©2006 DreamWorks
Animation L.L.C.

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 you feel confident in allowing your children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?*

*Our solution to this on-going debate is the **V.Smile**[™] **Learning System** – a unique video game system created especially for children aged 3 to 8. The **V.Smile**[™] **Learning System** combines a kid-friendly design, age-appropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The **V.Smile**[™] **Learning System** engages your child 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 school skills in a fun, engaging way. Both of these educational modes offer your child hours of learning fun.*

*As part of the **V.Smile**[™] **Learning System**, **VTech**[®] offers a library of game **Smartridges**[™] based on popular children's characters that engage and encourage your child to play while learning. The library is organized into three levels of educational play – **Early Learners** (ages 3-5), **Junior Thinkers** (ages 4-6) and **Master Minds** (ages 6-8) – so that the educational content of the system grows with your child.*

*At **VTech**[®] we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child 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**[™] **Learning System** and other **VTech**[®] toys, visit www.vtechkids.com*

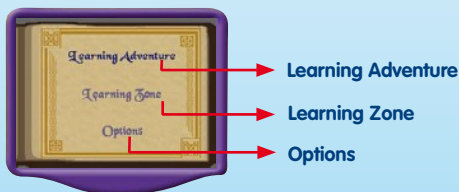
INTRODUCTION

Dragon's got a nasty cold, and it's up to Shrek and the gang to find a potion for her! Come along on a fun-filled journey through haunted forests, scary castles, and hidden laboratories while using math, spelling and logic skills to get the magic potion!

GETTING STARTED

STEP 1: Choose Your Play Mode

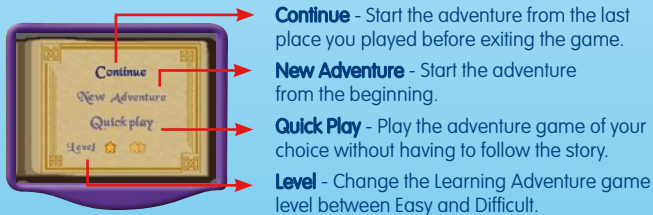
Move the joystick up or down to choose the play mode you want. Press the **ENTER** button when you are finished.



1. Learning Adventure

In this play mode, you can travel with Shrek, Fiona and Donkey through seven exciting games while searching for a medicine that will cure Dragon.

You can choose Continue to resume your last quest, choose New Adventure to start a new one, or play any of the **Learning Adventure** games individually by choosing **Quick Play**. On this screen you can also choose the Level of Difficulty for the games.



Continue

When you turn the unit **OFF**, V.Smile® remembers your place in the Learning Adventure game. To continue your adventure, simply turn the unit back **ON** and select "Continue" under the Learning Adventure menu.

Please note that you can only do this if "Shrek - Dragon's Tale" has not been removed from the unit.

New Adventure

Play the game with a storyline from the beginning.

Quick Play

In the **Quick Play** menu, choose any game you like. Use the joystick to highlight a game, and press **ENTER** to begin play.

Note: For the details of all Learning Adventure games, please refer to the "Activities - Learning Adventure" section.



2. Learning Zone



Level - Change the Learning Zone game level between Easy and Difficult.

Player - Change the Learning Zone number of players between One Player and Two Players.

In the **Learning Zone** menu, choose any of the Learning Zone games you like. To change the game level between Easy and Difficult, move left or right to the one-star icon or the two-star icon. Use the joystick to move the cursor to the game you want and press ENTER to play.

Note: For the details of all Learning Zone games, please refer to the "Activities - Learning Zone" section.

3. Options

Move the joystick up and down to move the cursor between Music and Energy.



Music On/Off Selection - To turn the background music On or Off, move the joystick left or right to highlight "🎵" (On) or "🔕" (Off).

Energy Normal/Unlimited Selection - To choose between Normal and Unlimited Energy modes, move the joystick left or right to highlight "❤️" (Normal) or "🔥" (Unlimited).

Step 2: Choose Your Game Settings

If you are satisfied with the default settings, press the **ENTER** button. To change the settings, use your joystick to select a setting and press **ENTER**. Use the joystick to move the cursor to the "OK" and press **ENTER** when you are done.

Step 3: Start Your Game

For Learning Adventure, please go to the "Activities-Learning Adventure" section.

For Learning Zone, please go to the "Activities-Learning Zone" section.

FEATURES

HELP Button

When you press the **HELP** button in the Learning Adventure activities, a Mission menu comes up and shows you what you should do next. When you press the **HELP** button in the Learning Zone, activity instructions will be repeated.

EXIT Button

When you press the **EXIT** button, the game will pause. An "Exit?" icon will pop up to make sure you want to quit.

Move the joystick left to "YES" to leave the game or right to "NO" to cancel the exit screen and keep playing. Press **ENTER** to make your choice.

The **EXIT** button also allows you to get back to the previous menu.

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. An "Exit" icon will pop up to make sure you want to quit.

Move the joystick left to "YES" to go to the **LEARNING ZONE** or right to "NO" to cancel the screen and keep playing. Press **ENTER** to choose.



ACTIVITIES

• Educational Curriculum

Learning Adventure


Adventure Game 1	Forest Search	Directions/Spelling
Mini Game 1	Catch that Cat!	Multiples
Adventure Game 2	Castle Sneak	Missing Letters
Mini Game 2	Get the Potion	Spatial Sense
Adventure Game 3	Lost in the Haunted Forest	Mathematics
Adventure Game 4	Dragon's Castle Showdown	Logic & Games
Mini Game 3	Cure the Dragon	Parts of Speech

Learning Zone

Zone 1	Magic Potion Mixer	Fractions
Zone 2	Are We There Yet?	Telling Time
Zone 3	Fairy Tale Book	Verb Tenses
Zone 4	Pinocchio's Mission	Science: Animals

• Learning Adventure

BASIC OPERATION

Joystick		Move the character on screen
Red button		Use Shrek's or Fiona's special abilities (in certain situations)
Yellow button		Open the Status and Item Menu
Green button		Switch between Shrek and Fiona
Color buttons		Select an answer (in certain situations)
Enter button		Action button (Open, Talk, Collect)



Shrek / Fiona	Current character and level
Health Points	Current health points
Tools	Tools depend on each area: Compass (LA1) Clock (LA3)
Mini-map	Area map
Action	Current action function of Enter button

STATUS MENU



Experience	Points you've earned
Level Up Bar	Shows progress toward leveling up
Shrek's Abilities	Shrek's abilities: Include "Yell", "Pick Up" and "Throw potion"
Fiona's Abilities	Fiona's abilities: Include "Quick run", "Turnkick" and "Throwpotion"
Health Points	Current health points

ITEMS MENU

Items menu shows objects that you have collected.



PIGEON POTION

After a player collects the "Pigeon Potion," Shrek and Fiona will have the ability to throw a magic potion.

This is a one directional "attack." Shrek and Fiona need to be facing a bad guy when they throw the potion. If successful, the bad guy will turn into a pigeon.



SHREK'S YELL

Shrek has the ability to yell in different situations.

This is an area "attack." When Shrek shouts, the surrounding bad guys will get scared and "freeze" or fall down.

This ability becomes more powerful as Shrek reaches a higher level.



FIONA'S KICK

Fiona has the ability to turn kick in certain situations.

This is an area "attack." When Fiona does a turn-kick, the surrounding enemies will get scared and "freeze" or fall down.

This ability becomes more powerful as Fiona reaches a higher level.



MAGIC HELMET

Along the way you will find a magic helmet which, when collected, gives Shrek extra strength.

Shrek can use this power to lift up heavy objects.



MAGIC SHOES

Along the way you will also find magic shoes which, when collected, give Fiona faster running ability.

Fiona can use this power to move faster in certain situations.



For all Learning Adventure areas - Treasure Boxes

When the main character opens a treasure box, a math equation will pop up. Answer correctly to collect the secret items. There are 4 choices and the player must press the corresponding color button that answers the question.

Curriculum: **Mathematics**

★ Easy Level: Addition and subtraction

★★★ Difficult Level: Addition, subtraction and multiplication



For all Learning Adventure areas - Bubbles

A spelling game will pop up when a bubble is found, revealing an object. Select the letter that correctly completes the word. There are 4 choices and the player must press the corresponding color button that answers the question.

Curriculum: **Missing Letters**

★ Easy Level: Shorter path and smaller map area

★★★ Difficult Level: Longer path and larger map area



Adventure Game 1 - Forest Search

Game Play

There's a magic potion somewhere in the forest that's needed for Dragon's medicine, but where is it? Find the Fairy Tale friends and they'll ask you for a favor. Bring them what they need and they just might lead you to the magic potion!

Curriculum: **Directions and Spelling**

★ Easy Level: Shorter words with missing letters

★★★ Difficult Level: Longer words with missing letters



Mini Game 1 - Catch that Cat!

Puss in Boots is hiding in the trees that are marked by the multiples of a given number (eg. 2, 4, 6 and 8.) Use Shrek's or Fiona's special ability near the correct trees in order to shake Puss loose and catch him.



Curriculum: **Multiples**

★ Easy Level: multiples of 2, 3 and 5

★★★ Difficult Level: multiples of 4,6,7,8 and 9

Adventure Game 2 - Castle Sneak

Shrek and Donkey need to get to the laboratory in the castle, but guards are watching the place with flashlights. Time your moves carefully, and if the alarm gets triggered, hurry to a safe place!



Curriculum: **Problem solving and spelling**

★ Easy Level: Fewer soldiers on guard duty

★★★ Difficult Level: More soldiers on guard duty, walking faster

Mini Game 2 - Get the Potion

Donkey asks Puss to find potions on the potion shelves. The player needs to guide Puss to get the correct potions and avoid being hit by the rolling bottles.

Curriculum: **Spatial Sense, Directions**

★ Easy Level: Fewer rolling bottles

★★★ Difficult Level: More rolling bottles, faster speed



Adventure Game 3 - Lost in the Haunted Forest

Time has been frozen in the haunted forest. Find all six hour glasses to unfreeze time and guide the gang out of the scary forest. Look out for the trees-- they don't like visitors very much.

Curriculum: **Time, Spelling**

★ Easy Level: Fewer tree monsters

★★★ Difficult Level: More tree monsters



Area 4 - Dragon's Castle Showdown

Shrek and Donkey must find Dragon, but first a challenge must be solved. The giant chessboard in the castle is missing pieces. Find the pieces and place them in the correct positions on the board in order to proceed further into the castle.

Curriculum: **Logic, games, and spelling**



Easy Level: Fewer missing pieces, floor moves slower



Difficult Level: More missing pieces, floor moves faster

Mini Game 3 - Cure the Dragon

Dragon keeps sneezing fireballs! In each round, there are 4 word "fireballs" from Dragon. You need to find the one that doesn't belong (based on parts of speech). For example, in the four words "car", "catch", "clock" and "cat", only the word "catch" is a verb. Throw a potion at the correct word and all 4 fireballs will be knocked away.

Curriculum: **Parts of Speech**



Easy Level: Shorter, easier words



Difficult Level: Longer, harder words



Learning Zone

LZ1 - Magic Potion Mixer

Game Play

Help Shrek to pick the correct fraction of potions on the conveyor belts. Be quick, because sometimes Gingy gets in the way and knocks down the correct potion before you can get to it.

Curriculum: **Fractions**



Easy Level: Only one moving conveyor belt



Difficult Level: Three moving conveyor belt; Gingy sometimes gets in the way



Learning Zone

LZ2 - Are We There Yet?

Game Play

Donkey wants to know what time it is. Look at the clock in the upper right corner, then use the color buttons to select the correct time from the 4 shown on the bottom.

Curriculum: **Telling Time**

- ★ Easy Level: Hour and half hour only
- ★★ Difficult Level: Hour, half hour, quarter hour



LZ3 - Fairy Tale Book

Game Play

Some of the words in the storybook are missing! The player must read the sentence and then select the correct word (verb tense) that completes the sentence. Answer bubbles will appear on the screen. Use the magic wand to select the correct answer that completes the sentence.

Curriculum: **Verb tenses**

- ★ Easy Level: Past tense and present tense; regular verbs only
- ★★ Difficult Level: Includes future tense and irregular verbs as well



LZ4 - Pinocchio's Mission

Game Play

Gingy needs help, and it's Pinocchio's nose to the rescue! Pinocchio must tell lies so that his nose can grow and then Gingy can use the nose as a bridge and get the key. Each round, 4 statements about animals will be shown. Use the color buttons to select the one that isn't true.

Curriculum: **Science: Animals**

- ★ Easy Level: Easy Level: Basic animal facts, fewer water droplets
- ★★ Difficult Level: More advanced animal facts, more water droplets



CARE & MAINTENANCE

1. Keep your **V.Smile™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep the unit 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™** 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™ 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 actual problem you are experiencing.
- The actions you took right before the problem occurred.

Internet: www.vtechkids.com

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

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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.

