

vtech®

V.FLASH™



PIXAR
ANIMATION STUDIOS

Disney · PIXAR



THE INCREDIBLES

MISSION INCREDIBLE



USER'S MANUAL

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Dear Parent,

vtech[®], with the introduction of our **V.FLASH**[™], offers kids a cool, fun, and educational alternative to the world of violent video games. We know that kids want to play popular video games, and we also understand parents' reluctance to put potentially inappropriate content into their hands. As kids get older they want to be able to play independently and make choices for themselves, and parents want to feel comfortable that these choices are going to be healthy and beneficial to their kids.

With **V.FLASH**[™] – an educational video game system designed for kids 6-10 – **vtech**[®] continues its tradition of providing unique and fun alternatives to the existing video game systems. **V.FLASH**[™] combines age-appropriate educational content with outstanding 3D graphics, fast-paced game play, real video and pictures, and three unique modes of play to provide a state of the art experience that kids and parents will both love. Also, **V.FLASH**[™] can play all of your standard music CDs, making it both a cool video game system as well as your own personal stereo!

V.FLASH[™] works with a full library of V.DISCS, each of them featuring some of your kids' favorite characters. Best of all, every V.DISCS comes with three modes of play, so your child is free to explore, play and learn in any way that they choose. Game Zone offers fast-paced video game fun, with all the action but none of the violence. Knowledge World features a virtual encyclopedia of pictures, videos and facts. Creative Workshop lets kids show their creative side by making their own animations and custom music.

Best of all, the library of software will continue to grow as **vtech**[®] seeks to provide parents with an almost endless selection of wholesome video games that meet the individual needs and likes of their children.

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 **V.FLASH**[™] and other **vtech**[®] toys, visit:

www.vtechkids.com

INTRODUCTION

Disney•Pixar *The Incredibles* - Mission Incredible

Upon receiving a mysterious invitation to join a top secret superhero mission, Mr. Incredible leaps at the opportunity to relive his glory days. However, he soon discovers that the mission isn't real. It's just a way to lure him to a remote island, where the evil Syndrome has been plotting against him. When Syndrome thinks his nemesis has been defeated, Mr. Incredible sneaks into the island base to learn more about the villain's plans. Can Mr. Incredible save the world from Syndrome before it's too late...?!

GETTING STARTED

STEP 1. Choose Game Zone, Knowledge World or Creative Workshop

Move the joystick up or down to choose where you want to go and press the GREEN button or ENTER button when you have finished.



1. Game Zone

Select this and you can join the super family on their incredible mission through 6 exciting adventure games. Start playing according to the storyline by entering Adventure Play or practice your skills in each of the adventure games individually by selecting the games in the Quick Play menu.



• Adventure Play

In this play mode, you can play through all of the activities in order according to the storyline.



New Game

Choose this to start the adventure from the beginning.

After you have completed a game, the **V.FLASH™** system will automatically save your place and game status. The **V.FLASH™** system will keep this record even if you turn the unit OFF, as long as you do not put another V.DISC in. When you turn the unit back ON and select Game Zone, you will see the screen to the right.



Load Saved Game

Choose this to load a game you have saved on a Memory Card. You will then see the screen to the right, which lists the games you have saved on the Memory Card. If you do not have a Memory Card inserted, this button will be disabled. Move the joystick left or right to select the game that you want to continue to play and press the GREEN button or ENTER button to confirm. The **V.FLASH™** Memory Card can save up to 3 games.



Remark: While a game is loading, if insufficient memory is found in the **V.FLASH™** system, you need to delete some files or you'll play the game without saving. Please refer to the **V.FLASH™** main console Instruction Manual for more detail.

• Quick Play

In this mode, you can play the adventure games of your choice without having to follow the story. In the Quick Play menu, choose any game you like. Use the joystick to highlight a game, and press the GREEN button or ENTER button to begin play.



2. Knowledge World

Select this and you can visit Syndrome's base to discover fun facts about 'Incredible Things in the World', 'Energy Resources' and 'The Human Body'. There are also pictures and videos to see!

3. Creative Workshop

Select this and you can enter Edna's studio and start creating your very own super suits. In the photo studio, you can take photos of your supers in their personalized outfits!

4. Options

In the Options screen, you can turn the music ON or OFF and you can choose between normal or unlimited chances in the game. Move the joystick left or right to make your choice and press the GREEN button or ENTER button to confirm.



STEP 2. Choose Your Game Settings

If you are satisfied with the default settings, press the GREEN button or ENTER button. Or you can move the joystick to scroll between different settings and press the GREEN button or ENTER button to choose. Press the RED button to cancel the setting and go back to the previous menu. When you are done, move the joystick to the check icon and press the GREEN button or ENTER button.



Two-player option is only available if two controllers are inserted into **V.FLASH™**. The second controller is sold separately. In two-player mode, you can play the six Game Zone games by taking turns.

Game settings are not applicable to Knowledge World and Creative Workshop.

STEP 3. Start Your Game

For Game Zone, please go to the "Activity - Game Zone" section.

For Knowledge World, please go to the "Activity - Knowledge World" section.

For Creative Workshop, please go to the "Activity - Creative Workshop" section.

FEATURES

HELP Button

When you press the HELP button, a voice instruction or visual clue will be given for that particular game.

MENU Button

When you press the MENU button, the game will pause. An "Exit to Main Menu?" message will pop up to make sure you want to quit and go back to the Main Menu. Choose "YES" to leave the game (and the unsaved game will be lost) or "NO" to cancel the pop-up screen and keep playing.

EXIT Button

When you press the EXIT button, the game will pause. An "Exit?" message will pop up to make sure you want to quit. Move the joystick to "YES" to leave the game or activity (and the unsaved game will be lost) or to "NO" to cancel the exit screen and keep playing. Press the GREEN button or ENTER button to choose.

Controller Operation



1	Left Button	Please refer to each particular game section.
2	ENTER Button	Confirm the selection.
3	Joystick	Move
4	ABCD Buttons	Show game hints and word definitions.
5	HELP Button	Give voice instructions or visual clue.
6	MENU Button	Exit to the main menu.
7	EXIT Button	Quit the game or exit to the previous menu.
8	Right Button	Please refer to each particular game section.
9	Yellow Button	Activate the super power or save/delete a record.
10	Green Button	Jump or confirm the selection.
11	Blue Button	Duck
12	Red Button	Roll / Back

Remark: The joystick function will vary for each game. Please refer to the ACTIVITIES section for a detailed description of each game.

ACTIVITIES

Educational Curriculum

Game Zone

Game 1.	Syndrome's Base	Electric Circuits, Logic Skills
Game 2.	The Lava Wall	Materials and Their Characteristics
Game 3.	The Jungle	Units of Measurement
Game 4.	The Immobi-ray	Measuring Tools
Game 5.	The Rocket Hangar	States of Matter
Game 6.	Metroville	Unit Conversion

Knowledge World

Topic 1.	Incredible Things in the World
Topic 2.	Energy Resources
Topic 3.	The Human Body

Creative Workshop

Activity 1.	Edna's Studio
Activity 2.	Photo Studio

Game Zone



Question - This shows the question being asked.

Answers - Catch the correct one to get the super power and score points.

Bonus - Collect bonuses to earn points.

- Obstacles - These objects will take away the energy if touched.
- Energy - This shows the energy in the current game.
- Super Power - This shows the super power in the current game.
- Score - This shows the total points you have earned.

Game 1 – Syndrome’s Base

Game Play

Mr. Incredible sneaks into Syndrome’s base to learn more about his evil plan. Help him complete the circuit puzzles along the path so that he can get to the lava chamber. Use the joystick to move, press the RED button to roll and the BLUE button to duck. Be careful of the laser fences and security cameras! When you see a guard, try to avoid him. To trigger the door of the puzzle room, move the joystick to push the electrical conductor into the circuit and step on the power switch to see if it works. If you need to reset the puzzle, step on the black button at one side of the room and press the GREEN button or ENTER button to confirm.



Educational Curriculum

Easy Level: Electrical conductors / insulators (series circuit puzzle)

Medium Level: Electrical conductors / insulators & logic skills (series circuit puzzle)

Difficult Level: Electrical conductors / insulators & logic skills (parallel circuit puzzle)

Game 2 – The Lava Wall

Game Play

Venturing further into the heart of the base, Mr. Incredible arrives at the Lava Wall. He must be quick because the walls are closing in on him! Use the joystick to move, press the GREEN button to jump, RED button to roll and BLUE button to duck. Collect the correct objects along the path to earn points and super power but watch out for the obstacles! When you get 3 correct answers consecutively, press the YELLOW button to activate the super power and nothing in Mr. Incredible's path will stay standing!



Educational Curriculum

Easy Level: Identify the material that objects are made from.

Medium Level: Identify objects with one type of property (waterproof, for example)

Difficult Level: Identify objects with two types of property (soft and bendable, for example)

Game 3 – The Jungle

Game Play

Dash and Violet have been discovered by Syndrome's guards and they get chased by the Velocipods through the Jungle. Follow the correct answer which leads to a path that will give them an easier escape. Move the joystick left or right to choose an answer and press ENTER to confirm. To speed up, move the joystick down (towards you) and slow down by moving the joystick back (away from you). Press the GREEN button to jump.



Educational Curriculum

Easy Level: Unit and its abbreviation

Medium Level: Unit and its category

Difficult Level: Unit and its category (advanced)

Game 4 – The Immo-bi-ray

Game Play

Violet tries to save her family by cutting the power supply to the Immo-bi-ray device. Prevent all of the bubbles from flowing into the device by using the joystick to aim at the wrong objects and pressing the GREEN button to knock them out. Clear the bubbles by making groups of 3 or more of the right objects but be careful, the launched force field ball will bounce back if answered incorrectly. Press the YELLOW button to activate Violet's force field to protect her against rebounding balls. The game ends when the Immo-bi-ray device has lost all its energy.



Educational Curriculum

Easy Level: Identify one measuring tool

Medium Level: Identify common types of measuring tools

Difficult Level: Identify less common types of measuring tools

Game 5 – The Rocket Hangar

Game Play

Help Dash find the rocket coordinates of the last launch, so that the Incredibles can use them to fly back to Metroville. Step on squares showing either solid, liquid or gas icons, depending which type of matter you think matches the object word shown. The doors are closing, so you've got to be quick! If you successfully complete 2 puzzles you will retrieve the rocket coordinates.



Educational Curriculum

Easy Level: States of matter - solid & liquid (simple vocabulary)

Medium Level: States of matter - solid & liquid (advanced vocabulary)

Difficult Level: States of matter - solid, liquid & gas (more advanced vocabulary)

Game 6 – Metroville

Game Play

The Omnidroid must be defeated! Move the joystick to aim at the correct answer and press the GREEN button to shoot. You need to shoot each correct answer continuously to weaken the Omnidroid's power. Press the Left or Right button to move Violet. Press the YELLOW button to activate her super power. Remember, her force field can only be released when you get 3 correct answers.



Educational Curriculum

Easy Level: Unit conversion - time & distance

Medium Level: Unit conversion - volume & weight

Difficult Level: Unit conversion - area & volume

Result Screen

After you have completed a game, you will see a result screen. It shows how many points you have earned. Press the GREEN button if you want to leave this screen. Press the YELLOW button if you want to save your game on a Memory Card. This saving function will be disabled if no Memory Card is inserted.



Saving Game Status

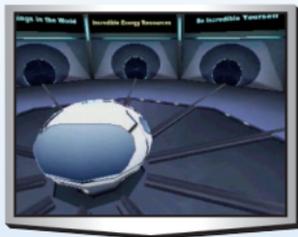
If you have a Memory Card inserted and you press the YELLOW button on the Result Screen, you will see the screen shown on the right. You can choose any empty slot to save a new game record or choose the save slot where you are currently playing to update your record status. The **V.FLASH™** Memory Card can save up to 3 games. If all the save slots are full and you want to save a new record, you need to choose an old game record and save over it with your new record.



Knowledge World

Knowledge World Menu Screen

The Knowledge World Menu features 3 different topics - Incredible Things in the World, Energy Resources and The Human Body. Move your joystick left or right to choose a topic and press the GREEN button or ENTER button to go to the sub-topic menu of the subject you are interested in.



Knowledge World Entry Screen

After you have selected a topic, you can explore different encyclopedia entries. Use the joystick to scroll to an entry and press the GREEN button to read facts about that entry.



Knowledge World Fact Screen

In the fact screen, you can read interesting facts about the entry you have chosen. Use the joystick to scroll left or right to the onscreen arrow icons and press the GREEN button when an arrow is highlighted to move between facts. You can also press the Left button for the previous fact or the Right button for the next one. If you press the YELLOW button, the fact will be read aloud. If there is a video, press the BLUE button to see it. If you want to choose a new entry, you can press the RED button to go back to the entry screen.



Creative Workshop

Creative Workshop Menu Screen

The Creative Workshop main menu features two creative activities. Use the joystick to select an activity and press the GREEN button or ENTER button to confirm.



Activity 1 - Edna's Studio

In the **Designer's Corner** of Edna's Studio, you can design super outfits of your own selection. Move the joystick up and down to select any of the 3 body parts and move the joystick left or right to change the style. When you're finished, press the GREEN button or ENTER button. You will see the super wearing the outfit of your choice. You can also check out his super powers and read his personal profile. Press the Left or Right button to rotate him. Move the joystick left or right to change the tag on top of the screen and you can review the super's list of powers and profile, or save your creation.



If an external Memory Card is inserted in the **V.FLASH™** system, the **Super Portfolio** feature will be functional. It helps you to save your supers' profiles and the outfits you have designed for them. You can move the joystick to choose an empty slot and press the GREEN button to save a new profile. The **Super Portfolio** allows you to save up to 10 files. If all the save slots are full and you want to save a new creation, you need to choose an old creation and save over it with your new design.



Activity 2 - Photo Studio

Want to be a super action photographer? Come to the Photo Studio! Move the joystick to select a scene and press the GREEN button or ENTER button to confirm. Move your super around the scene with the joystick, rotate the viewing angle using the Left and Right buttons, and press the GREEN button or ENTER button to confirm his position. Select a super power pose from the list then adjust the position of the camera with the joystick, using the BLUE button to zoom in and YELLOW button to zoom out. When you're happy with your composition, press the GREEN button to take the picture!

If an external Memory Card is inserted in the **V.FLASH™** system, the **Super Album** feature will be functional, allowing you to save the photos you've taken. You can move the joystick to choose an empty slot and press the GREEN button to save a new photo. The Super Album allows you to save up to 10 photos. If all the save slots are full and you want to save a new photo, you need to choose an old photo and save over it with your new photo. If you have already designed a super in Edna's Studio, you can choose one of your designs to take a photo of.



CARE & MAINTENANCE

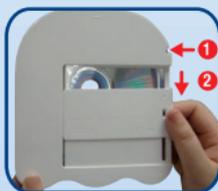
1. Keep your V.DISC case clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat and humidity.
3. Unplug the AC adaptor when not using it.
4. Avoid dropping it. Never try to dismantle it.
5. Always keep the V.DISC away from water.

6. This disc is VTech formatted software and is intended for use with the VTech **V.FLASH™** Home Edutainment System only. If the disc is used with other devices, damage to the disc or to the device may result.
7. A VTech Memory Card may be required for saving certain portions of the game. The Memory Card is sold separately. Refer to the hardware manual for full details.
8. If paused images are displayed on the TV screen for an extended period of time, a faint image may be left permanently on the screen.
9. Do not open the plastic V.DISC case, as this may result in warping or other damage to the disc.
10. Do not use cracked or deformed audio discs or discs that have been repaired with adhesives, as these may cause system damage or malfunction.

CD Cleaning Procedure

In case the data side (bottom side) of the V.DISC needs to be cleaned, please follow the following procedure:

1. Lay the V.DISC on a flat surface with the back side facing up.
2. While pushing the little latch, pull down the disc door as illustrated.
3. Clean the CD with only recommended methods for cleaning other standard CDs.
4. After cleaning, release the disc door, and make sure it returns to the original position.



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. When using the headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.

This product requires an undisturbed environment to operate properly. Make sure it is placed on a hard flat surface (carpet is not recommended) with sufficient space between the product and other items.

Do not tap or hit the product while it is operating.

Do not lift or move the product during operation.

Do not press or sit on the V.DISC.

TROUBLESHOOTING

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

OTHER INFO

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Company: **vtech**® Electronics North America, L.L.C.

Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

Phone: 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.

DATA FROM KNOWLEDGE WORLD

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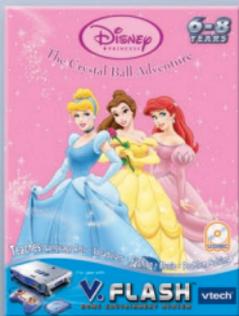
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V. FLASH™



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Made in China

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