



# Disney

PRINCESS



## Ariel's Majestic Journey User's Manual



vtech®

V.SMILE™

©Disney.

Dear Parent,

At **VTech**<sup>®</sup>, 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**<sup>™</sup> **TV Learning System**—a unique video game system created especially for children aged 3 to 7. The **V.Smile**<sup>™</sup> **TV 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**<sup>™</sup> **TV 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**<sup>™</sup> **TV Learning System**, **VTech**<sup>®</sup> offers a library of game Smartridges<sup>™</sup> 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 5-7) – so that the educational content of the system grows with your child.

At **VTech**<sup>®</sup>, 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**<sup>®</sup> with the important job of helping your child explore a new world of learning!

Sincerely,

Your Friends at **VTech**<sup>®</sup>

To learn more about the **V.Smile**<sup>™</sup> **TV Learning System** and other **VTech**<sup>®</sup> toys, visit [www.vtechkids.com](http://www.vtechkids.com)

# INTRODUCTION

Join Princess Ariel, a beautiful and curious mermaid, on an adventure under the sea!

As you explore the undersea world, you will meet many wonderful creatures, play exciting games, and overcome challenging obstacles. Help Ariel make her dream come true - to marry Prince Eric and become part of the human world.

## GETTING STARTED

### STEP 1: Choose Your Play Mode

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



① Learning Adventure

② Learning Zone

③ Options

### 1. Learning Adventure

In this play mode, you can help Ariel make her dreams come true through eight exciting Learning Adventure games.

Start playing according to the storyline by entering Adventure Play, or practice your skills in each of the games individually by selecting them in the Quick Play menu.



Adventure Play — In this mode, you can play the games in order according to the storyline.

Quick Play — In this mode, you can play any Learning Adventure game without having to follow the story.

### • Adventure Play

After selecting Adventure Play, you can choose New Game to start a new game or Continue Game to continue an old game.



**Continue Game** — Choose this to continue the adventure where you left it last time. The previous game settings will be kept.

**New Game** — Choose this to start a new game.

When you turn the unit **OFF**, V.Smile™ remembers where you left off in the adventure. To continue your adventure, simply turn the unit back **ON** and select "Continue Game" under the Adventure Play menu. Please note that you can only do this if "Ariel's Majestic Journey" has not been removed from the unit, and power has not been turned off.

### • Quick Play

After choosing Quick Play, move the joystick left or right to choose the Learning Adventure game you would like to play.

## 2. Learning Zone

In this mode, you can play four fun learning games that focus on a specific skill.

## 3. Options

In this screen, you can turn the music on or off, and choose between limited or unlimited chances to play the game. Move the joystick left or right to make your choice and press ENTER when you are finished.



## STEP 2: Choose Your Game Settings

If you are satisfied with the default settings, press the ENTER button. To change the settings, move the joystick to scroll between the different settings and press ENTER to choose them. Move the joystick to the check icon and press ENTER when you are done.

The Quick Play and Learning Zone modes each have their own settings on the game selection page.

## 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, you will hear some helpful tips or the instructions will be repeated for you. The game status bar will also pop up to display your current game status.

### 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 "✓" to leave the game or right to "✗" to keep playing. Press ENTER to choose.



### 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 "✓" to go to the Learning Zone game selection screen or right to "✗" to keep playing.

## ACTIVITIES

### Educational Curriculum

#### Learning Adventure

Game 1: Sunken Boat Adventures	Vocabulary
Game 2: Ariel's Grotto	Object Classification
Game 3: Missing Melodies	Musical Instruments
Game 4: Follow the Notes	Musical Memory
Game 5: Market Day	Counting and Vocabulary
Game 6: Dress Up	Color Matching
Game 7: Searching for the Trident	Problem Solving
Game 8: Saving King Triton	Color Matching

#### Learning Zone

Zone 1: Bubble Burst	Vocabulary
Zone 2: Seashell Jewelry	Pattern Recognition and Sequence
Zone 3: Funny Foods	Shape Matching
Zone 4: Underwater Pictures	Sea Life

## LEARNING ADVENTURE

### BASIC OPERATIONS

←	Ariel swims or walks to the left.
→	Ariel swims or walks to the right.
↓	Ariel swims down or walks backward.
↑	Ariel swims up or walks forward.
Enter	Ariel swims or walks faster.

#### Learning Adventure Game Selection

The Learning Adventure play mode has eight different games. In Quick Play mode, use the joystick to scroll through the games, and press the ENTER button to start one.

#### Learning Adventure Game Status Bar

In each adventure game, the status bar shows how you are doing.

Objects collected



Energy level

Score

Objects collected

Depending on your game mission, you will need to find certain objects for each game. This shows you how many you have found.

Energy level

The number of chances you have left to complete the game. You can get bonus chances if you pick up the hearts along the way!

Score

The number of points you have earned during each game.

## Game 1 - Sunken Boat Adventures

### Game Play

Help Ariel and Flounder explore the sunken boat and look for interesting objects from the human world. Collect the bubbles before time runs out, and earn points. Remember to look in the treasure chest for a hidden surprise!

### Educational Curriculum

Learn vocabulary for a variety of different objects.



Easy level: There are more than twelve human objects for Ariel to look for. Find them all to earn extra points.



Difficult level: You need to collect twelve human objects. The letter bubbles will disappear quickly on the screen. Remember to collect them quickly!

## Game 2 - Ariel's Grotto

### Game Play

Help Ariel tidy up the objects in her secret cave. Some objects are missing - can you help her find them? Flounder will be there to help you out as you play.

### Educational Curriculum

Learn to classify different objects.



Easy level: You need to find the object that is exactly the same as the one in the cave.



Difficult level: You need to find the object that belongs in the same group.



## Game 3 - Missing Melodies

### Game Play

Join Ariel as she follows Flotsam and Jetsam to find Ursula. Look for the sheets of music! When you collect one, you will see bubbles spelling out the name of an instrument, and hear a short tune played by that instrument. Grab the bubbles quickly, before the blowfish pops them all!

### Educational Curriculum

Learn names and sounds of different musical instruments.



Easy level: You need to collect six music sheets.



Difficult level: You need to collect six music sheets, but be careful of the obstacles along the way.



## Game 4 - Follow the Notes

### Game Play

In her cave, Ursula will play a tune with her tentacles. Can you follow it? Move the joystick to select the colored drums in the correct order. If Ursula likes what you play, she will give Ariel a potion to make her human!



### Educational Curriculum

Learn to follow a musical pattern.



Easy level: You will hear a maximum of six notes. The sequence of the notes will be displayed as hints.



Difficult level: You will hear a maximum of six notes. No hints will be given.

## Game 5 - Market Day

### Game Play

Join Ariel for a tour of the kingdom and a stop at the market. Can you help Ariel collect the food on her shopping list?



### Educational Curriculum

Learn different food names and counting.



Easy level: Collect and count up to six different food items.



Difficult level: Collect and count up to nine different food items.

## Game 6 - Dress Up

### Game Play

Ariel is invited to dinner with Eric so she needs an outfit to make her look like a princess! Inside the wardrobe, you will see beautiful dresses, jewelry and hats. Choose the one that she likes.

### Educational Curriculum

Learn to match a variety of colors.



Easy level: A dress will be shown on the right side of the screen. You need to find the necklace and hat that match the color of the dress.



Difficult level: A hat, necklace and dress will be shown on the right side of the screen and then disappear. You need to find all three items in order to help Ariel dress up and prepare for the dinner.

## Game 7 - Searching for the Trident

### Game Play

Ariel is looking for her father and needs the help of her undersea friends, but Ursula has caught all of them. Help Ariel find and save her undersea friends and then find the trident. Beware of the traps under the sea and collect the letter bubbles to earn points.

### Educational Curriculum

Learn problem solving and the names of different sea animals.



Easy level: Hints are given to help solve the problem.



Difficult level: Think of ways to solve the problem to help save Ariel's undersea friends.



## Game 8 - Saving King Triton

### Game Play

King Triton has been captured! Help Ariel save her father by finding the keys to the cage. Beware of Ursula as she throws bubbles containing the special keys to unlock King Triton. Try to find all of the keys by popping the bubbles with the trident.



### Educational Curriculum

Learn to match colors while strengthening your hand-eye coordination.



Easy level: Find the keys to open six locks of the same color.



Difficult level: Find the keys in sequence to open eight locks of different colors.

## LEARNING ZONE

### Zone 1: Bubble Burst

### Game Play

A picture will be shown in the seashell. Try to pop the letter bubbles that spell the word. Flounder or Sebastian will help you pop the letters.



### Educational Curriculum

Learn a variety of age-appropriate words.



Easy level: One letter is missing in the word; you need to pop the missing letter bubble.



Difficult level: All the letters are missing in the word; you need to pop the right letter bubbles to complete the word.

## Zone 2: Seashell Jewelry

### Game Play

Ariel is making jewelry - help her collect the correct seashells to make a beautiful necklace! A necklace will be shown with some missing seashells. Find all the missing ones and complete the necklace.



### Educational Curriculum

Learn to recognize different patterns and sequences.



Easy level: There are one to two types of seashells in the necklace.



Difficult level: There are two to three types of seashells in the necklace.

## Zone 3: Funny Foods

### Game Play

Help Chef Louis prepare some dishes for Eric. The dishes are made of different kinds of fruits and vegetables, but some parts are missing! Find the correct fruits or vegetables on the right side of the screen and put them back on the plate.



### Educational Curriculum

Learn the shapes of different fruits and vegetables.



Easy level: Find three missing parts to finish the dish. Hints are given to help solve the problem.



Difficult level: Find five missing parts to finish the dish.

## Zone 4: Underwater Pictures

### Game Play

Use the underwater camera to take pictures of different undersea animals and learn fun facts!

You can take up to ten pictures with the underwater camera. Move the joystick left and right to see the pictures you have taken. When you move the joystick to the far right, all the pictures will be gone and you can take some new pictures.



### Educational Curriculum

Identify names and characteristics of different undersea animals.



Easy level: You need to find the sea animals from their names.



Difficult level: You need to find the sea animals by their characteristics.

## CARE & MAINTENANCE

1. Keep your **V.Smile™** 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™** 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 colours or patterns, especially on television. While the **V.Smile™** TV 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 a time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play.

## TROUBLESHOOTING

Please note that if you try to insert or remove a Smartridge™ without first turning the unit **OFF**, you may experience a malfunction. If this happens, and the unit does not respond to pressing the **ON/OFF/RESTART** buttons, disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries. If the unit still does not respond, press the **RESET** button at the bottom of the unit, using a pen.

### 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.

If you wish to buy additional iosticks for your **V.Smile™** TV Learning System, please visit us online, or contact our Consumer Services Department.

Internet: [www.vtechkids.com](http://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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### 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.

# vtech®

# V. SMILE™

**Expand your V.Smile Smartridge™ library with these great games for never-ending fun!**

## Early Learners

Ages: 3-5

- Counting  
- Letters

- Phonics  
- Numbers

- Colors & Shapes  
- Basic Vocabulary



## Junior Thinkers

Ages: 4-6

- Spelling  
- Music

- Math Computation  
- Vocabulary

- Patterns & Logic  
- Time-Telling Skills



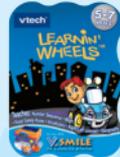
## Master Minds

Ages: 5-7

- Vocabulary  
- Spelling

- Problem Solving  
- Advanced Math

- Geography  
- Art & Creativity



**and many more...**

Collect and learn from them all!

Each sold separately and subject to availability.

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