



The Land of Make Believe

User's Manual



vtech®

V. SMILE™

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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™ TV Learning System** – a unique video game system created especially for children aged 3 to 8. The **V.Smile™ 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™ 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™ TV 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™ TV Learning System** and other VTech® toys, visit www.vtechkids.com*

INTRODUCTION

One day, Barney, BJ and Baby Bop find a book about a wonderful place called The Land of Make Believe, where a beautiful Princess lives in a castle. Barney and his friends decide they would like to meet the Princess and become her friends, so they begin a journey to find her. First, there is preparation to be done, and then exciting travel in a hot air balloon! Along the way, they will meet many different animals in the forest, find exciting games in the castle, and have a lot of fun learning new things and meeting the beautiful Princess.

GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick left or right to choose the play mode you want. Press the ENTER button to confirm your selection.



1. Learning Adventure

In this play mode, you can help Barney and his friends on their amazing journey. Start playing from the beginning by entering **Adventure Play** or practice your skills in each of the adventure games individually by entering the **Quick Play** area.

Adventure Play – Play four different adventure games and four mini games one by one according to the story.



Quick Play – Play any of the four adventure games and mini games in any order.

* Adventure Play

Start the Adventure from the beginning by choosing **New Game** or start the Adventure from the last place you played before exiting by choosing **Continue**.



New Game – Start the Adventure from the beginning.

Continue – Start the Adventure from the last place you played before exiting the game.

*Quick Play

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



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

2. Learning Zone

In the **Learning Zone** menu, choose any of the Learning Zone games you like. Move the joystick to select the game you want and press **ENTER** to confirm your choice.

In this zone, you can play together with another person at the same time!

Play with your friends or parents and share the fun and learning!

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



3. Options

In the **Options** menu, you can choose your game settings. You can turn the music **On** or **Off**, choose 1 or 2 players to play the game, select a difficulty level (Easy or Hard) and set the number of chances during game play (normal or unlimited). Use the joystick to choose the settings you want, then press the **ENTER** button to confirm and exit.



Note: Two-player mode is only available when played on the **V.Smile™** TV Learning System.

STEP 2: 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 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 check that you really 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 the **ENTER** button 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. A window will pop up to check that you really 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 the **ENTER** button to choose.

ACTIVITIES

Educational Curriculum

Learning Adventure

The Book Chase

Shopping Adventure (mini game)

Sky Travel

Race the Rain (mini game)

Forest Adventure

Ask the Animals (mini game)

Castle Search

Follow the Stairs (mini game)

Learning Zone

Sand Castles

Dance Time

Picture Time

Flower Collecting

Status Bar

In each game, the status bar stays on the screen to show you how you are doing.



Number of chances remaining to complete the game.

Learning Adventure – Games

Adventure 1 – the Book Chase

Game Play

A bird has carried away the Land of Make Believe book that Barney is reading, and pages are falling out one by one! Help Barney to follow the bird and collect the fallen pages in numerical order.

Curriculum: Number Recognition, Number Order

★ **Easy Level:** The page Numbers will be 1-10.

★★ **Hard Level:** The page Numbers will be 1-30.

Basic operation

(←)	Move to the left
(→)	Move to the right
(↓)	Move down
(↑)	Move up
Enter button	N/A

Mini Game: Shopping Adventure

Barney goes to a store to buy some things for his exciting journey.

You will see several items on the shelf. Use the joystick to select the item you want to buy and press ENTER to confirm. The price will appear on the cash register. Give the correct amount of money to the friendly store clerk so that you can take the item.

In the Easy Level, you count coins one by one by pressing ENTER; in the Hard Level, you select a correct pile of coins to pay for the item.

Curriculum: Counting

★ **Easy Level:** Count coins by pressing ENTER.

★★ **Hard Level:** Select a correct pile of coins by moving the joystick.

Basic operation

(←)	Move the cursor to the right
(→)	Move the cursor to the left
(↓)	Move the cursor down



- (↑) Move the cursor up
 Enter button Confirm/count

Adventure 2 – Sky Travel

Game Play

In order to travel to The Land of Make Believe, Barney, BJ and Baby Bop decide to travel in a fun hot air balloon.

While in the sky, they discover many objects and letters floating by balloons. Use the joystick to move the hot air balloon to collect the correct object or letter (depending on the difficulty level). Be careful of the yellow birds! They'll bump into your balloon.



Curriculum: Object and Letter Recognition

★ **Easy Level:** Object Recognition

★★ **Hard Level:** Letter Recognition

Basic operation

- (←) Move hot air balloon to the left
 (→) Move hot air balloon to the right
 (↓) Move hot air balloon down
 (↑) Move hot air balloon up
 Enter button Speed up

Mini Game: Race the Rain

Uh oh! Suddenly it starts to rain and Barney, BJ and Baby Bop need to carefully guide their balloon and avoid the wind and rain. Hang on tight – it's sure to be a fun ride!

There are winds moving toward you. Use the joystick to move the hot air balloon to dodge the winds.

There is no difference between Easy Level and Hard Level.

Basic operation

- (←) Move hot air balloon to the left
 (→) Move hot air balloon to the right
 (↓) Move hot air balloon down
 (↑) Move hot air balloon up
 Enter button Speed up



Adventure 3 – Forest Adventure

Game Play

Barney and his friends finally land on the beautiful island – The Land of Make Believe. Barney leads the group through the forest where they meet many different animals.

Use the joystick to move Barney left and right, and press **ENTER** to jump. Barney will collect food for the animals along the way. If you meet an animal on your way, use the joystick to select a food to give to the animal and press **ENTER** to feed it.



Curriculum: General Animal Knowledge



Easy Level: Fewer animals and foods



Hard Level: More animals and foods; no voice instruction of the food

Basic operation

- (←) Barney moves to the left
- (→) Barney moves to the right
- (↓) Barney moves down
- (↑) Barney moves up

Enter button 1. Jump 2. Confirm food selection

Mini Game: Ask the Animals

There are animals blocking the paths, and Barney must ask them politely to let him pass.

Listen and you will hear an animal sound. Recognize the sound and go to the animal that made the sound, then press **ENTER** to ask the animal to please move. If you ask the wrong animal, you'll lose one chance, so listen carefully to the sounds they make.

Curriculum: Manners & Politeness, Animal Sounds



Easy Level: Fewer animals and animal sounds



Hard Level: More animals and animal sounds

Basic operation

- (←) Barney moves to the left
- (→) Barney moves to the right
- (↓) Barney moves down





Enter button

Barney moves up

Confirm

Adventure 4 – Castle Search

Game Play

Barney and his friends finally arrive at the big castle where the Princess lives! The castle is very big, so Barney will need some help in finding her.

There are 3 different challenges in the castle.

- **Guidance Guard:** Listen to the helpful guard and cross the grid on the floor. Use the joystick to move Barney in any of 4 directions by following the guard's instructions.

- **Pair Up:** Barney needs to pair up the items on the table in order to go into the tower. In the easy level, Barney needs to pair up the matching objects. In the hard level, Barney needs to pair up the objects with their beginning letters.

- **Arrow Puzzle:** There is an arrow puzzle on the ground. When Barney moves onto an arrow shape, he will follow that arrow's direction and move automatically. Help Barney find a way to pass through the arrow puzzle and reach the opposite side.

Note: In the castle, Barney will come across some pretty dresses and accessories along the way. Barney can collect them by touching them, and bring these items with him. At the end of the story, Barney will give them to the Princess as presents.

Curriculum: Directions, Beginning Letters, Matching.

Basic operation



Barney walks left



Barney walks right



Barney walks down



Barney walks up

Enter button

Action/ confirm button



Mini Game: Follow the Stairs

Finally, Barney reaches the stairs leading to the Princess! Help Barney get up the stairs and meet the Princess.

There are steps in 4 different colors. Press the correct color button on the joystick that matches the color of the next step, and keep matching the colors until Barney reaches the top.



Curriculum: Color Matching

★ **Easy Level:** The color button will light-up as a hint.

★★ **Hard Level:** No hints are given.

Basic operation

(←) N/A

(→) N/A

(↓) N/A

(↑) N/A

Enter button N/A

Color buttons Move up the steps (match the color)

Learning Zone

Zone 1 – Sand Castles

Game Play

Baby Bop(1P) and BJ (2P) work together to build a sand castle on the beach, and now they need seashells to decorate it.

There is a pattern of shells in the sand castle. One or more of them is missing. Find the correct shell that completes the pattern and put it into the right place. Hurry, the waves will bring some shells to the shore and the player needs to pick up the correct one before it gets washed back to the sea. Also, watch out for the crabs along the beach!

Curriculum: Sequences

★ **Easy Level:** The sequences will be 6 seashells.

★★ **Hard Level:** The sequences will be 8 seashells.



Basic operation

(←)	Move BJ/Baby Bop to the left
(→)	Move BJ/Baby Bop to the right
(↓)	Move BJ/Baby Bop downward
(↑)	Move BJ/Baby Bop upward
Enter button	Select the shells/Put the shells into sand castle
Color button	N/A

Zone 2 – Dance Time**Game Play**

Let's dance in the castle! Barney teaches BJ to dance for the princess in the castle. Now it's your turn to try!

There are 4-color carpets on the floor. Barney will dance on a carpet from one color to another. While he is doing his dancing, watch closely! Then repeat the same dance moves that Barney performed by pressing the color buttons in the correct order.



Curriculum: Memory



Easy Level: Color will be highlighted as a hint; the color button will also light-up as a hint.



Hard Level: No hints are given.

Basic operation

(←)	N/A
(→)	N/A
(↓)	N/A
(↑)	N/A
Enter	N/A
4 color buttons	Jump to the corresponding color

Zone 3 – Picture Time**Game Play**

Barney, BJ and Baby Bop are in the forest and they're very curious to meet all the animals. In fact, they'd like to take pictures of them to bring back home!

Follow Barney's instructions and the tips (animal



pictures or names) given on the screen. Then use the joystick to move BJ/ Baby Bop around and find the correct animal. As you move the joystick, the yellow cursor arrow will move from one animal to the next. When the cursor is placed over the correct animal, press ENTER to take a picture.

There are 5 pictures in each question for each player.

Curriculum: Animal Identification

★ **Easy Level:** Tips given are animal pictures.

★★ **Hard Level:** Tips given are animal names.

Basic operation

(←)	Move BJ/Baby Bop to the left
(→)	Move BJ/Baby Bop to the right
(↓)	Move BJ/Baby Bop downward
(↑)	Move BJ/Baby Bop upward
Enter button	Take picture

Zone 4 – Flower Collecting

Game Play

Baby Bop and BJ are playing together in the grassland. It's time to collect some of the beautiful flowers they see, and they'd like to make a fun game out of it.

The required number of flowers is shown on the screen. Move the joystick to move BJ or Baby Bop to pick up the flowers. After collecting the required number of flowers, you should put them into the baskets located on the tree stumps.

Curriculum: Counting

★ **Easy Level:** The target number of flowers will be 1-10.

★★ **Hard Level:** The target number of flowers will be 11-20.

Basic operation

(←)	Walk right
(→)	Walk left
(↓)	Walk downward
(↑)	Walk upward



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 source 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™ 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 minutes break for every hour of play.

TROUBLE SHOOTING

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.

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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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.

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

Early Learners

- Counting
- Phonics
- Colors & Shapes
- Letters
- Numbers
- Basic Vocabulary



Junior Thinkers

- Spelling
- Math Computation
- Patterns & Logic
- Music
- Vocabulary
- Time-Telling Skills



Master Minds

- Vocabulary
- Problem Solving
- Geography
- Spelling
- Advanced Math
- Art & Creativity



and many more...

Collect and learn from them all!

Each sold separately and subject to availability.