



Disney
PRINCESS

Disney's

Cinderella

Cinderella's Magic Wishes

User's Manual



For use with

vtech®

V.SMILE™

Disney's Cinderella © 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 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 7. 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 5 - 7) – 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

Enter the enchanted world of Cinderella, and help her become a true princess. Use your math, spelling, logic, and music skills to help make all of Cinderella's dreams come true!

GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick to the play mode you want, and press **ENTER**.



Learning Adventure

Learning Zone

Options

Learning Adventure - Play an adventure-style game with Cinderella and her friends.

Learning Zone - Play four separate games that focus on specific learning skills.

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 have finished.



Music On

Music Off

Normal Chances

Unlimited Chances

Check Button

Music On - Select this to turn on the music.

Music Off - Select this to turn off the music.

Normal Chances - Select this to have the normal number of chances to play, in each game.

Unlimited Chances - Select this for unlimited play.

Check Button - Select this to enter the options.

STEP 2: Choose Your Game Settings

Learning Adventure Game Settings

Once you have selected the Learning Adventure mode, you can choose between “Adventure Play” or “Quick Play.” You can also see your score on this screen.



Adventure Play

Quick Play

High Score

Adventure Play - Help Cinderella make her dreams come true by playing the games in story order.

Quick Play - Play the games in any order you choose.

High Score - You can see your high score here.

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



Continue Game

New Game

Continue Game - 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 Game" under the Adventure Play menu. Please note that you can only do this if "Cinderella's Magic Wishes" has not been removed from the unit, and power has not been turned off.

New Game - Choose this to start a new game.

STEP 3: Start Your Game

- For **Learning Adventure**, please see the “Activities - Learning Adventure” section.
- For **Learning Zone**, please see the “Activities - Learning Zone” section.

FEATURES

HELP Button

When you press the **HELP** button, the activity instructions will be repeated, or you will hear a hint.

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. Choose “√” to leave the game, or “X” to cancel the “EXIT” screen and keep playing. Press **ENTER** to choose. The **EXIT** button also takes you 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, an “Exit” screen will pop up. If you want to quit and go to the Learning Zone menu, choose “√”. To continue playing, choose “X”.

ACTIVITIES

Educational Curriculum

Learning Adventure

Game 1: A Caring Helper

Game 2: Loves Animals

Game 3: A Wonderful Singer

Game 4: A Good Friend

Game 5: A Kind Sharer

Game 6: A Fine Dressmaker

Game 7: Elegant with Words

Game 8: A Lovely Dancer

Learning Zone

Zone 1: Brick Builder

Zone 2: Mice Mayhem

Curriculum

Mathematics

Pattern Skills

Music

Spatial Skills

Vocabulary & Measuring Skills

Creativity

Spelling

Spatial Skills

Curriculum

Spelling

Mathematics

Zone 3: Food Basket

Classification

Zone 4: Musical Notes

Music

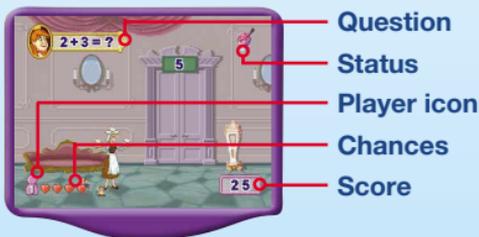
Learning Adventure

Learning Adventure Quick Play Menu

The Learning Adventure mode features eight adventure-style games. Move the joystick left and right to choose a game, and press the **ENTER** button to start.

Learning Adventure Game Status Bar

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



Question - shows the current question.

Player Icon - shows which player is playing the game.

Status - shows the game status.

Chance - shows the number of chances left in the game.

Score - shows the points you have earned.

Learning Adventure Games

Introduction

In Adventure Mode, you will see a story introduction before the game. Press **ENTER** to skip the introduction screens and begin play.

Princess Checklist

In Adventure Play mode, a Princess Checklist will be shown after each game. Help Cinderella check off everything on the list, so she can become a true princess!



A Caring Helper

Game Play

Help Cinderella deliver ice cream to her stepmother and stepsisters. Find the room number that answers the math problem at the top of the screen. Hurry - the ice cream is melting!



Educational Curriculum: Mathematics



Easy level: one-digit addition



Difficult level: one- and two-digit addition

Operations

Up - walk upward

Down - walk downward

Left - walk to the left

Right - walk to the right

ENTER - choose the door

Loves Animals

Game Play

Cinderella wants to help the chickens cross the river. Choose the log that fits in the gap on the bridge, so the chickens can go home.

Educational Curriculum: Pattern Skills



Easy level: 3 choices per question



Difficult level: 4 choices per question

Operations

Up - N/A

Down - N/A

Left - move the cursor left

Right - move the cursor right

ENTER - choose the log



A Wonderful Singer

Game Play

Cinderella loves to sing! Move the magic wand to catch the notes as they scroll by, so Cinderella can sing her song.

Educational Curriculum: Music



Easy level: songs with fewer notes



Difficult level: songs with more notes

Operations

Up - move the magic wand up

Down - move the magic wand down

Left - N/A

Right - N/A

A Good Friend

Game Play

Oh no! Cinderella's friend Gus is lost in the garden! Help him find his way home by following the corn. Cinderella will give you a hint about where to go.

Educational Curriculum: Spatial Skills



Easy level: direction clues are shown



Difficult level: direction clues are shown some of the time

Operations

Up - walk upward

Down - walk downward

Left - walk to the left

Right - walk to the right

ENTER - jump

A Kind Sharer

Game Play

Help Cinderella make a cake for her mouse friends. Choose the type of cake, collect and measure the ingredients, and decorate the cake any way you want.



Educational Curriculum: Vocabulary & Measuring Skills

★ Easy level: fewer ingredients

★★★ Difficult level: more ingredients

Operations

Up - move the cursor up

Down - move the cursor down

Left - move the cursor left

Right - move the cursor right

ENTER - confirm the selection

A Fine Dressmaker

Game Play

Help Cinderella make a dress for the royal ball. Choose your favorite style, and decorate the dress any way you want.

Educational Curriculum: Creativity

★ Easy level: N/A

★★★ Difficult level: N/A

Operations

Up - move the cursor up

Down - move the cursor down

Left - move the cursor left

Right - move the cursor right

ENTER - make your choice

Elegant with Words

Game Play

Cinderella and the Prince have gone for a moonlit boat ride on the lake. Move the boat to find the missing letters, and help Cinderella and the Prince return to the palace.

Educational Curriculum: Spelling

★ Easy level: letter hints are given

★★★ Difficult level: no hints are given

Operations

Up - move the boat upward



Down - move the boat downward

Left - move the boat to the left

Right - move the boat to the right

ENTER - N/A

A Lovely Dancer

Game Play

Cinderella is dancing with the Prince at the palace. Help her dance to the rhythm by moving the joystick in the direction of the arrow that appears in the middle of the screen.



Educational Curriculum: Spatial Skills

★ Easy level: follow the arrow

★★★ Difficult level: follow the arrow or colored balls

Operations

Up - match to the “UP” arrow

Down - match to the “DOWN” arrow

Left - match to the “LEFT” arrow

Right - match to the “RIGHT” arrow

ENTER - N/A

4 colored buttons - match to the colored balls

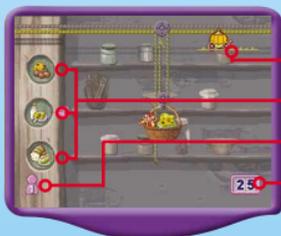
Learning Zone

Learning Zone Game Selection Screen

The Learning Zone features four curriculum-based learning games. Use the joystick to highlight a game, and press the **ENTER** button to start it.

Learning Zone Game Status Bar

In all the learning games, the status bar will stay on the screen to show you how you are doing.



Game progress

The current question or hints

Player's icon

Player's score

Learning Zone Games

Brick Builder

Game Play

Lucifer is chasing Gus and Jaq! Help the mice find the missing letters to fill the gaps in the wall before Lucifer breaks through.

Educational Curriculum: Spelling

★ Easy level: hints are given

★★★ Difficult level: no hints are given

Operations

Up - N/A

Down - N/A

Left - move the cursor left

Right - move the cursor right

ENTER - choose the letter

Mice Mayhem

Game Play

Gus and Jaq are collecting corn in the yard. Help them collect the right amount of corn and bring it back to the hole before the chickens eat it all up. Be sure not to move when Lucifer wakes up.

Educational Curriculum: Mathematics

★ Easy level: one-digit addition

★★★ Difficult level: two-digit addition

Operations

Up - move upward

Down - move downward

Left - move to the left

Right - move to the right

ENTER - pick up corn or put corn into the mouse hole



Food Basket

Game Play

Help Gus and Jaq sneak some food past Lucifer and into their hole. Choose the hole that matches the food they are carrying. Look out for Lucifer!



Educational Curriculum: Classification

★ Easy level: Match the food in the basket to the food on the hole.



Difficult level: Match the food in the basket to the food type on the hole.

Operations

Up - move the basket up

Down - move the basket down

Left - speed up the basket

Right - N/A

ENTER - N/A

Musical Notes

Game Play

Music is scrolling by on a musical sheet. When the note on the sheet matches the note under the box, press **ENTER** and match the note.



Educational Curriculum: Music

★ Easy level: songs with fewer notes



Difficult level: songs with more notes

Operations

Up - N/A

Down - N/A

Left - N/A

Right - N/A

ENTER - match the note

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 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 of 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 occurred.

If you wish to buy additional joysticks for your **V.Smile™ TV 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

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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

Ages: 3-5

- Letters
- Phonics
- Colors
- Numbers
- Music
- Shapes



Junior Thinkers

Ages: 4-6

- Vocabulary
- Logic
- Math
- Phonics
- Time-Telling
- Music



Master Minds

Ages: 5-7

- 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.

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