



PARTYLAND PARK™

a carnival of play and learn fun

User's Manual



vtech®

V. SMILE™

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 three 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 and the Sing Along - a collection of songs for children to sing using the system's attached microphone. All 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

Enter Cranium® Partyland Park™ for a new experience in V.Smile game play! Unlike other Smartridges, Cranium Partyland Park lets you play games alone or with up to 3 friends. Join Data Head®, Star Performer®, Creative Cat® and Word Worm® for 7 different games that help you discover, perform, create and connect. **In Partyland Park, Everyone Shines!**™

When you're finished, enter the Sing Along section to make your own song and sing along using the attached microphone!

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 to select.



1. Fun for One

This play mode is for 1 player.

When you turn the unit **OFF**, V.Smile™ remembers your place in the Fun for One mode. If you turn the unit back **ON** without inserting a new Smartridge™, you will see the screen on the right after you select Fun for One as your play mode.

Choose New Game to start a new game from the beginning.

Choose Continue Game to keep playing the game you started. Your old game settings will be kept.



2. Play with Friends

This play mode is for up to 4 players.



3. Sing Along

This play mode features 5 classic children's songs to sing using V.Smile™'s microphone – and you can change the words to make your own hilarious songs!

4. Options

You can select different game options from this menu. Please refer to the “Options” section.



STEP 2: Choose Your Game Settings

1. Follow the voice instructions to choose your game settings.
2. Move the joystick left and right to scroll between different settings, and press the **ENTER** button to choose.
3. Move the joystick to choose “OK” to confirm your game settings.

Fun for One, Play with Friends and Sing Along modes each have their own settings. To change the settings:

- For Fun for One and Play with Friends, choose “New Game” from previous screen.
- For Sing Along, please go to the “Activities – Sing Along” section.

Note: Each play mode has two ways to play – Free Play and Challenge. Select these in the Game Settings screen. For more information, please go to the “Activities – Fun for One and Play with Friends” section.

STEP 3: Start Your Game

- For Fun for One and Play with Friends, please go to the “Activities – Fun for One and Play with Friends” section.
- For Sing Along, please go to the “Activities – Sing Along” section.

FEATURES

HELP Button

When you press the HELP button, the game will pause. A HELP icon will pop up and give you instructions or a hint.

After the Help instruction, the game will continue.



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 or right to “Yes” (leave the game) or “No” (cancel the exit screen and keep playing). Press **ENTER** to choose.



LEARNING ZONE Button

The LEARNING ZONE button is invalid in the Cranium Partyland Park game. When you press the LEARNING ZONE button, you will hear a sound effect.

ACTIVITIES

Educational Curriculum

Fun for One and Play with Friends	
Data Head's Mega Match-Ups	
Game 1 - Space Race	Patterns & Sequences
Game 2 - Zooper Zoo	Matching, Memory and Animals
Star Performer's Stage	
Game 1 - Monster Music Machine	Music, Rhythm and Matching
Game 2 - Let's Dance Dance Dance!	Following Directions
Creative Cat's Art Studio	
Game 1 - Mondo Matcher	Creativity, Patterns and Animals
Word Worm's Alphabet World	
Game 1 - Letter Lounge	Beginning Letters, Matching and Vocabulary
Game 2 - Lake Wordy Word	Spelling
Sing Along	
Song 1	Baa, Baa, Black Sheep
Song 2	Old MacDonald Had a Farm
Song 3	Pop! Goes the Weasel
Song 4	This Old Man
Song 5	Twinkle, Twinkle, Little Star

Fun for One and Play with Friends

Fun for One and Play with Friends Game Selection Screens

In both Fun for One and Play with Friends mode, you can choose “Free Play” or “Challenge” from the Game Settings screen. Free Play lets you pick any of the 7 games. In Challenge mode, we’ll randomly pick 4 games for you.



Data Head's Mega Match-Ups:

Game 1 - Space Race

Game 2 - Zooper Zoo

Word Worm's Alphabet World:

Game 1 - Letter Lounge

Game 2 - Lake Wordy Word

Creative Cat's Art Studio:

Game 1 - Mondo Matcher

Star Performer's Stage:

Game 1 - Monster Music Machine

Game 2 - Let's Dance Dance Dance!

Data Head's Mega Match-Ups – Space Race

Game Play

Let's zoom through space with Data Head! Use the joystick to move the rocket and collect the missing objects. Along the way, you'll find bonuses to help you: the stopwatch gives you extra time; the force field protects you from asteroids; and the magic wand breaks all asteroids on the screen. Remember to collect red gems for bonus points.

Play with Friends mode allows 2 players to play at the same time if 2 joysticks are connected to **V.Smile™**.



Educational Curriculum: Patterns & Sequences

★ Easy Level: Collect the object that is missing from the pattern at the top of the screen. The object you need to collect appears gray in the pattern.

★★ Difficult Level: Collect the object that is missing from the pattern at the top of the screen. There's a question mark (?) where the object is missing in the pattern.

Data Head's Mega Match-Ups – Zooper Zoo

Game Play

Let's match animals with Data Head! Press the colored buttons to pick the animal that makes the sound, or use the joystick to point at the animal that does not belong in the setting. When you've made your pick, a funny frog will jump onto the card you've selected. As you listen and match, remember to collect bonus red gems.



Play with Friends mode allows 2 players to play at the same time if 2 joysticks are connected to **V.Smile™**.

At the end of the game, use the microphone to make your own animal sounds.

Educational Curriculum: Matching, Memory and Animals

★ Easy Level: Listen to the animal sound, then pick the animal that makes the sound.

★★ Difficult Level: Identify the animal that doesn't belong in the setting (farm, jungle, ocean).

Star Performer's Stage – Monster Music Machine

Game Play

Let's make music with Star Performer! Wait for the instruments at the top of the screen to move into the circle, then press the colored buttons or use the joystick to match them to the instruments at the bottom of the screen. You get a green gem for each match, but be ready—the pace quickens after each round!



At the end of the game, enter a free jam where you pick which instruments to play when you want. Press the colored buttons to choose.

Educational Curriculum: Music, Rhythm and Matching

★ Easy Level: Use the colored buttons to match instruments in simple sequences.

★★ Difficult Level: Use the joystick to match instruments in trickier sequences.

Star Performer's Stage – Let's Dance Dance Dance!

Game Play

Let's dance along with Star Performer! Watch her dance, then use the colored buttons and the joystick to repeat her moves. Collect green gems as you guide Star Performer left, right, up and down or have her jump, turn around and do cartwheels and backflips!

At the end of the game, collect bonus green gems during a free dance. Dance over the gems for extra points.



Educational Curriculum: Following Directions



Easy Level: Repeat 3-4 dance steps using the colored buttons.



Difficult Level: Repeat 4-5 dance steps using both the colored buttons and the joystick.

Creative Cat's Art Studio – Mondo Matcher

Game Play

Let's create some animals with Creative Cat! Listen carefully, then press the colored buttons to spin the wheels on the Mondo Matcher. Don't forget to be on the lookout for blue gems.



Educational Curriculum: Creativity, Patterns and Animals



Easy Level: Make the animal shown at the beginning of each round.



Difficult Level: Make animals that swim in the ocean, live on the savanna, or fly in the sky.

Word Worm's Alphabet World – Letter Lounge

Game Play

Let's help Word Worm match letters to objects! Use the joystick to move the magnifying glass around until you find an object that begins with the letter on the screen. Remember to collect bonus yellow gems as you search.

Play with Friends mode allows 2 players to play at the same time if 2 joysticks are connected to **V.Smile™**.



Educational Curriculum: Beginning Letters, Matching and Vocabulary



Easy Level: Match letters to objects within a single screen.



Difficult Level: Match letters to objects on multiple screens.

Word Worm's Alphabet World – Lake Wordy Word

Game Play

Let's go fishing with Word Worm! Use the joystick to guide the fishing pole to the letters that complete the words. Press the **ENTER** button to land a fish. Be careful not to hook the swimming sheep!

Play with Friends mode allows 2 players to play at the same time if 2 joysticks are connected to **V.Smile™**.

At the end of the game, use the microphone to say one of the words you spelled!



Educational Curriculum: Spelling



Easy Level: Spell simple words with 3-4 letters each.



Difficult Level: Spell words with 4-5 letters each.

Fun for One and Play with Friends Result Screen

After each game, a result screen will appear. The more gems you collect, the higher your score!

In Fun for One mode, you'll see your total score as well as the high score.



In Play with Friends mode, you'll see each player's score as well as the high score.



Sing Along

Sing Along Selection Screen

The Sing Along mode features 5 classic children's songs that you can sing using V.Smile™'s microphone – and you can change the words to make your own hilarious songs!

1. Move the joystick to scroll through the song titles to choose a song.
2. Move the joystick left or right to choose “Quiet” or “Loud” volume.
3. Use your joystick to choose “Yes” if you would like to change the words in the song or “No” if you want to sing the original song.
4. Choose “OK” and press **ENTER** to confirm your settings.

To change the words to a song, use the joystick to scroll through the funny word choices that appear when the music pauses, then press **ENTER** to choose the word you want. After you've chosen all your words, go to “OK” and press **ENTER** to confirm your song.

Game Play

Use the microphone to sing along with the lyrics on the screen!



Lyrics

Baa Baa Black Sheep

Baa, baa, black sheep,

have you any wool?

Yes sir, yes sir,

three bags full.

One for the master,

one for the dame.

One for the little boy

who lives down the lane.

Baa, baa, black sheep,

have you any wool?

Yes sir, yes sir,

three bags full.

Old MacDonald Had a Farm

Old MacDonald had a farm,

ee i ee i o.

And on his farm he had a cow,

ee i ee i o.

With a moo-moo here

and a moo-moo there.

Here a moo, there a moo,

everywhere a moo-moo.

Old MacDonald had a farm,

ee i ee i o.

Pop! Goes the Weasel

All around the mulberry bush,
the monkey chased the weasel.
The monkey thought 'twas all in fun.
Pop! Goes the weasel.

A penny for a spool of thread,
a penny for a needle.
That's the way the money goes.
Pop! Goes the weasel.

This Old Man

This old man, he played one,
he played knick-knack on my thumb.
With a knick-knack paddywhack,
give a dog a bone.
This old man came rolling home.

Twinkle, Twinkle, Little Star

Twinkle, twinkle, little star,
how I wonder what you are!
Up above the world so high,
like a diamond in the sky.
Twinkle, twinkle, little star,
how I wonder what you are!

Educational Curriculum

Creativity, Singing, Music and Reading

Options

Options Menu

To turn the game timer on or off, move the joystick left or right to highlight your choice, then press **ENTER**.

To turn the background music on or off, move the joystick left or right to highlight your choice, then press **ENTER**.

Choose "OK" to save the current options and return to the game menu.



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™ 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.

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.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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