Disney · PIXAR

UP

User's Manual

vtech®

For use with

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 parents responsibly allow their children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our answer to this question 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 kid-friendly design, age-appropriate curriculum, vivid graphics, and fun game-play into a unique experience that children will love and parents can support. The **V.Smile™ TV Learning System** engages children 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 skills in a fun, engaging way. Both offer the 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 and learn. 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 parents with a much-needed solution to the video game dilemma, as well as another innovative way for children 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,

Julia Fitzgerald
Vice President, Marketing
VTech Electronics, NA

INTRODUCTION

Carl Fredricksen always dreamed of a great adventure. He finally decides to make his dream come true when he ties thousands of balloons to his house and flies away to South America. He soon discovers he's not alone as an 8-year-old Wilderness Explorer named Russell accidentally stowed away on the trip. When they arrive, they discover a land stranger than anything they could've imagined where the biggest danger comes from Carl's childhood hero, explorer Charles F. Muntz. When Muntz captures Russell, Carl will risk everything to rescue him and bring them both safely home.

GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press the **ENTER** button to confirm your selection.

1. Learning Adventure

In this play mode, you can join Carl, Russell, Kevin, and Dug on a fantastic journey - just like in the movie!

Adventure Play

Play all four games in sequence following the story.

Quick Play

Play any of the games individually in any order.

· Adventure Play

Start the adventure from the beginning by choosing **New Game** or start from the last place you played before exiting by choosing **Continue Game**. If this is the first time you've played this Smartridge™, this screen will be skipped and you'll start from the beginning.

Continue Game

Start the adventure from the last place you played before exiting the game.

New Game

Start the adventure from the beginning.

· Quick Play

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

· Bonus Games on the V.Smile™ Web Site

When you reach a certain score in **Adventure Play** mode, you'll be rewarded with special gold coins. You can save your score to the **V.Link**™ and then plug the **V.Link**™ into your computer. The gold coins can be used to unlock special bonus games on the **V.Smile**™ Web Site.

How to Earn Gold Coins:

Gold Coin	Requested Score
1st gold coin	Earn a total score of 500
2nd gold coin	Earn a total score of 1300
3rd gold coin	Earn a total score of 1700
4th gold coin	Earn a total score of 2500

2. Learning Zone

Practice specific skills in the two games of the **Learning Zone**. Move the joystick to select the game you want and press **ENTER** to confirm your choice.

3. Options

In the Options screen, you can turn the music On or Off, and choose between Standard or Unlimited chances in the games. Move the joystick to select the option you want. Move the cursor to the checkmark, then press **ENTER** to confirm your choices.

4. V.Link™ Connection
**(Only for consoles supporting the V.Link™ accessory)**

When you plug the **V.Link**™ into the console, a new selection – "V.Link Connection" - will appear under the main menu. You can select it to download your game score to the **V.Link**™. After downloading your score, plug the **V.Link**™ into your computer and unlock some fun bonus games on the **V.Smile**™ Web Site. Please don't unplug the **V.Link**™ during the downloading process.

STEP 2: Choose Your Game Settings

1. **Number of Players:** Use the joystick to move the cursor to **Player** and then move the yellow selection box to choose one player or two players. Note: Two-player mode is not available when played on the **V.Smile Pocket™** or **V.Smile Cyber Pocket™**. Press **ENTER** to confirm your selection.

2. **Level:** Use the joystick to move the cursor to Level and then move the yellow selection box to choose Easy Level (only one star) or Difficult Level (two stars). Press **ENTER** to confirm your selection.

3. **Controller Mode:** If you are using the V.Smile Plus console / Cyber Pocket, you may use either the pen or the joystick to play the Twisty Rocks game. Before entering the game, use the joystick to move the cursor to Control Setting and press **ENTER** to enter the Control screen. Move the joystick to choose Pen mode or Joystick mode. Press **ENTER** to confirm your selection. To exit the Control screen, move the cursor to the checkmark and press **ENTER**.
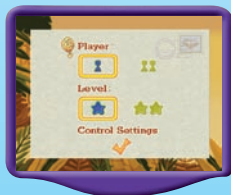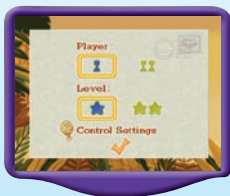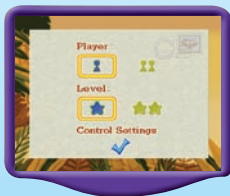
4. After confirming all of your game settings, move the cursor to the checkmark, then press **ENTER** to start your adventure!

STEP 3: Start Your Game

For Learning Adventure games, please go to the "Activities – Learning Adventure" section.

For Learning Zone games, please go to the "Activities – Learning Zone" section.

FEATURES

HELP Button

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

EXIT Button

When you press the **EXIT** button, the game will pause. An EXIT icon will appear onscreen to make sure you want to quit. Move the joystick left to the ✓ to leave the game or right to the ✗ 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 make sure you really want to quit. Move the joystick left to the ✔ to leave the game or right to the ✖ to cancel the Learning Zone screen and keep playing. Press the **ENTER** button to choose.

ACTIVITIES

Educational Curriculum

Learning Adventure	Curriculum
Learning Adventure 1 – Journey to Paradise Falls	Shape Matching
Learning Adventure 2 – Jungle Exploration	Patterns
Learning Adventure 3 – Go, Kevin, Go!	Counting Subtraction
Learning Adventure 4 – Carl and Dug to the Rescue	Colors

Learning Zone	Curriculum
Learning Zone 1 – Twisty Rocks	Picture Matching
Learning Zone 2 – Campfire Cookout	Addition Counting

Status Bars

Throughout each game, status bars will be displayed on the screen to communicate important information to the player such as the current question or the player's time, score, and energy.

- Question – The question that should be answered.
- Energy – The life remaining for the current player.
- Score – The points you have earned during the current game.
- Time – How much time you have left in the game.

Saving Game Status

Your game status will be saved automatically inside the **V.Smile**™ system after you reach a checkpoint or complete a game.

You can also save your record onto **V.Link**™ (sold separately and subject to availability) in the **V.Link Connection** screen under **Main Menu**.

Basic Operations

←	Move to the left
→	Move to the right
↑	Move up
↓	Move down
Red Button	Answer question
Yellow Button	Answer question
Blue Button	Answer question
Green Button	Answer question
ENTER Button	Confirm selection

Special Operations

← →	Move the joystick left and right continuously to get rid of cloud in Journey to Paradise Falls (LA1)
Move the joystick in a circle	Move the joystick in a circle to turn the wheel in Carl and Dug to the Rescue (LA4) to roast the marshmallows in Campfire Cookout (LZ2)
ENTER Button	Press **ENTER** to jump in Jungle Exploration (LA2) to make Dug point when he sees an enemy dog in Carl and Dug to the Rescue (LA4)

Learning Adventure

Journey to Paradise Falls

Game Play

Help Carl and Russell fly the house to South America, avoiding all the obstacles along the way. Collect the balloons that match the shapes at the bottom of the screen.

Curriculum: Shape Matching

⭐ **Easy Level:** Less obstacles; collect three of the same shapes in each question

⭐⭐ **Difficult Level:** More obstacles; collect three different shapes in each question

Operations:

Control	Joystick Mode
Steer the house	Move the joystick to the left, right, up or down
Get out of a cloud	Move the joystick left and right

2-Player Mode:

- Player 1 plays the first stage, and Player 2 plays the second stage

Jungle Exploration

Game Play

Carl and Russell are exploring the jungle, and Russell wants to take advantage of this opportunity to discover some South American plants in their natural environment. Help Carl and Russell avoid the animals and obstacles along their journey. When they stop to collect plant samples, choose the plant or fruit that completes the pattern.

Curriculum: Patterns

⭐ **Easy Level:** Less obstacles; fill in one missing plant sample in a simple pattern

⭐⭐ **Difficult Level:** More obstacles; fill in two missing plant samples in a more complex pattern

Operations:

Control	Joystick Mode
Move Carl or Russell left or right	Move the joystick left or right
Jump	Press the **ENTER** button
Climb up or down trees / vines	Move the joystick up or down
Move the cursor to select the answer	Move the joystick left or right
Confirm your answer selection	Press the **ENTER** button

2-Player Mode:

- Head-to-head cooperation along the jungle path

- Player 1 will act as Carl

- Player 2 controls Russell

- Players take turns filling in the patterns in the question area

Go, Kevin, Go!

Game Play

Carl, Russell, and Kevin are fleeing from Muntz's lair, but the dogs are in pursuit. Move Kevin left or right to avoid the obstacles on the path. When dogs block the way, count the dogs on the screen and select the tennis ball with the correct number. Then Carl will throw a tennis ball to distract them.

Curriculum: Counting; Subtraction

⭐ **Easy Level:** Less obstacles; choose the correct answer from three choices

⭐⭐ **Difficult Level:** More obstacles; choose the correct answer from four choices

Operations:

Control	Joystick Mode
Move Kevin left or right	Move the joystick left or right
Move the cursor to select the answer	Move the joystick left or right
Confirm your answer selection	Press the **ENTER** button

2-Player Mode:

- Players cooperate to advance
- Player 1 controls Kevin along the path while Player 2 answers the questions

Carl and Dug to the Rescue

Game Play

Carl and Dug sneak onto Muntz's blimp to rescue their friends. Help them navigate through the blimp by activating the devices that they will need to advance. Press the color buttons in the correct order to activate some devices. Be careful to avoid the obstacles and watch out for enemy dogs along the way.

Curriculum: Colors

⭐ **Easy Level:** Less obstacles; simple sequence with one or two colors

⭐⭐ **Difficult Level:** More obstacles; more complex sequence with three or four colors

Operations:

Control	Joystick Mode
Move Carl or Dug left or right	Move the joystick left or right
Push the box	Move the joystick left
Activate the switch	Press the color buttons in the correct order
Turn the wheel	Move the joystick in a circle
Make Dug point to distract an enemy dog	Press the **ENTER** button when an enemy dog approaches

2-Player Mode:

- Player 1 will act as Carl in Stage 1
- Player 2 controls Dug in Stage 2

Learning Zone

Twisty Rocks

Game Play

Russell and Dug are playing a game with the Twisty Rocks. Help them find the rocks that match the shapes or pictures in the question box.

Curriculum: Picture Matching

⭐ **Easy Level:** Find the rock that matches the shape; choose the correct answer from three choices

⭐⭐ **Difficult Level:** Find the rock that matches the picture; choose the correct answer from four choices

Operations:

Control	Joystick Mode	Pen Mode
Move the cursor to select the answer	Move the joystick left or right	Drag the pen along the drawing pad
Confirm your answer selection	Press the **ENTER** button	Drag the rock to the shape in the question box and release the pen

2-Player Mode:

- Players take turns playing the game
- Player 1 will act as Russell
- Player 2 controls Dug

Campfire Cookout

Game Play

Carl, Russell, and Dug are relaxing and roasting marshmallows around the campfire. Help Carl figure out how many marshmallows to roast for Russell and Dug.

Curriculum: Addition; Counting

⭐ **Easy Level:** Visual aid allows player to count the total number of marshmallows; answer is between 2 and 10

⭐⭐ **Difficult Level:** No visual aid; answer is between 10 and 18

Operations:

Control	Joystick Mode
Move the cursor to select the answer	Move the joystick left or right
Confirm your answer selection	Press the **ENTER** button
Roast the marshmallows	Move the joystick in a circle

2-Player Mode:
- Players take turns playing the game

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

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.

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