



Tinker Bell

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 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 Smarttridges 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

To learn more about the **V.Smile™ TV Learning System** and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

Tinker Bell is the newest fairy in Pixie Hollow, but she doesn't think her talent as a tinker is special. So, she tries to learn the talents of other fairies. Help Tink learn an important lesson: magical things happen when you believe in yourself!

GETTING STARTED

STEP 1: Choose Your Play Mode

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



1. Learning Adventure

In this play mode, you can fly with the fairies in three different adventure games, two mini games, and one bonus game.

Adventure Play: Play all the games in order according to the story.

Quick Play: Play each of the games individually in any order.

Note: The bonus game will play after the “Lost Things” adventure game, if a bonus item is collected during that game.

Adventure Play

Start the adventure from the beginning by choosing **New Game** or start the adventure from where you left off by choosing **Continue Game**.

New Game: Start the adventure from the beginning.

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



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.

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



2. Learning Zone

Practice specific skills in the three games in Learning Zone. Move the joystick to select the game you want and press **ENTER** to play.

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



3. Options

In the Options screen, you can turn the Music On or Off, and choose between Limited or Unlimited chances in the games. Move the joystick to select the options you want. Move the cursor to the **OK** button and press **ENTER** to confirm your choices.



STEP 2: Choose Your Game Settings

1. **Number of Players:** Move the joystick to choose one player or two players. Press **ENTER** to confirm your selection.

Note: Two-player mode is not available when played on the **V.Smile® Pocket™** or **V.Smile® Cyber Pocket™**.

2. **Level:** Move the joystick to choose Easy level or Difficult level. Press **ENTER** to confirm your selection.

3. Move the cursor to the **OK** button and press **ENTER** to confirm your choices.



STEP 3: Start Your Game

- For Learning Adventure games, please go to the **Activities – Learning Adventure** section below.
- For Learning Zone games, please go to the **Activities – Learning Zone** section below.

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 make sure that you really want to quit. Move the joystick to choose “Yes” to quit the game or “No” to cancel the exit screen and keep playing. Press **ENTER** to confirm your choice.



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 that you really want to quit. Move the joystick left or right to select “Yes” to quit the current game and enter the **Learning Zone**, or select “No” to keep playing the current game. Press **Enter** to confirm your selection.

V.Link™ Connection (Only for consoles that support V.Link™)

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

Bonus Games on 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. You can use the gold coins to unlock special bonus games on the **V.Smile™** Web Site.



How to Earn Gold Coins

1st gold coin Finish Dewdrop Decorating game in **Adventure Play**

2nd gold coin Get a total score of 80 points in **Adventure Play**

3rd gold coin Get a total score of 200 points in **Adventure Play**

4th gold coin Get a total score of 300 points in **Adventure Play**

* **Note:** V.Link™ connection is only available in these or later models:



ACTIVITIES

EDUCATIONAL CURRICULUM

Learning Adventure

Dewdrop Decorating

Making Rainbows

Thistle Chase

Lost Things

Bonus Game: Create a Necklace*

Ladybug Painting

Learning Zone

Fairy Fashion

Flower Matching

Springtime Voices

***Note:** The bonus game Create a Necklace will play after Lost Things if you collect special bonus items during that game.

Curriculum

Patterns & Sequencing

Shapes

Number Order, Counting,
Odd and Even Numbers

Beginning Letters, Spelling

Creativity

Counting, Addition

Curriculum

Creativity

Memory

Music Identification

How to Play

At the beginning of each game in **Learning Adventure** and **Learning Zone**, a “How to Play” screen shows you the game settings and controls.

Status Bar

For each game, the status bar appears onscreen to show how you are doing.



Energy: Shows the number of chances remaining to complete the game. You can increase your life status by collecting pixie dust.

Score: Shows the points you've earned during the current game. You can increase your score by answering questions correctly, and by collecting berries.

Timer: Shows how much time you have left in the game.

Learning Adventure

Dewdrop Decorating

Tinker Bell is the newest fairy in Pixie Hollow. Upon arrival, she discovers her talent—she's a tinker fairy. But Tink wants to learn another talent—a more exciting talent. Tinker Bell asks Silvermist to show her how to be a water fairy. Silvermist begins by showing Tink how to put dewdrops on spider webs.

Game Play

Silvermist needs to collect dewdrops to place on a spider web. Help her collect the correct color to complete the pattern shown on the web.

Curriculum: Patterns & Sequencing

- ★ **Easy Level:** Simple matching sequence, with 1 color missing from a 4-part pattern.
- ★★ **Difficult Level:** Difficult matching sequence, with 1 color missing from an 8-part pattern.



Operations

Fly Silvermist up and down	Move the joystick (↑) / (↓)
Fly Silvermist left and right	Move the joystick (←) / (→)
Collect a dewdrop / Discard a dewdrop / Place the dewdrop on the spider web	Press ENTER

Making Rainbows

Tinker Bell tries to be a water fairy, but she just doesn't seem to have the talent for it. Tink asks Iridessa to teach her to be a light fairy. Iridessa is happy to help her friend, so she shows Tink how to make rainbows.

Game Play

Iridessa needs to fly through clouds of mist to make rainbows. Help Iridessa find the correct shapes.

Curriculum: Shapes



Easy Level:

The question shows a picture of the shape you need to find.



Difficult Level:

The question shows the name of the shape you need to find.



Operations

Fly Iridessa left and right	Move the joystick (←) / (→)
Fly Iridessa up and down	Move the joystick (↑) / (↓)

Thistle Chase

Tinker Bell tries to be a light fairy, but she doesn't seem to have the talent for that either. But then, Tink notices some Sprinting Thistles that are about to run right through Pixie Hollow. She decides to try to chase away the Sprinting Thistles before they destroy the fairies' preparations for spring.



Game Play

Tinker Bell rides a mouse to chase away the Sprinting Thistles. Help Tink choose the correct path to ride on by choosing the correct number. Collect a piece of cheese to help the mouse run faster!

Curriculum: Number Order, Counting, Odd and Even Numbers

★ **Easy Level:** Number order from 1 to 10

★★★ **Difficult Level:** Skip Counting, Even and Odd numbers from 1 to 10

Operations

Move left and right	Move the joystick (←) / (→)
Jump over an obstacle / Switch places with the other player (in two-player mode)	Press ENTER

Lost Things

Tinker Bell tried to chase away the Sprinting Thistles, but the stampeding thistles destroyed everyone's hard work. Tinker Bell is determined to set things right. She decides to collect Lost Things in order to make tools to help fix all the problems caused by the Sprinting Thistles.



Game Play

Tink needs to find as many Lost Things as possible. Help Tink look for Lost Things and spell words.

Bonus: Look for sparkling stars; they will lead you to special bonus objects to collect.

Curriculum: Beginning Letters, Spelling

★ **Easy Level:** First letter of the word is missing

★★★ **Difficult Level:** Any one letter of the word is missing

Operations

Fly Tink left and right	Move the joystick (←) / (→)
Fly Tink up and down	
Confirm a choice	Press ENTER

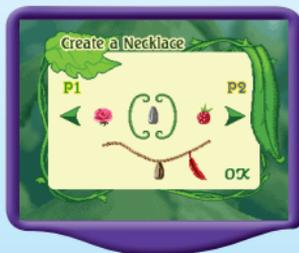
Bonus Game: Create a Necklace

If you collect special bonus objects in the game “Lost Things,” you can play a bonus game to make a necklace for Tinker Bell!

Game Play

Use the special things you collected to make a necklace for Tink.

Curriculum: Creativity



Operations

Choose an object / Select a position for the object	Move the joystick (←) / (→)
Confirm a choice	Press ENTER

Ladybug Painting

Using the Lost Things and her tinkering talent, Tinker Bell makes a spray painting tool to fix the colors on all the ladybugs.

Game Play

Help Tink count the number of ladybugs that she needs to paint. Then help her paint them!

Curriculum: Counting, Addition

★ **Easy Level:** Count the number of ladybugs (1 to 9)

★★ **Difficult Level:** Simple addition (1 to 9)



Operations

Fly Tink left and right	Move the joystick (←) / (→)
Fly Tink up and down	Move the joystick (↑) / (↓)
Confirm a choice / Paint the ladybug	Press ENTER

Learning Zone

Fairy Fashion

Game Play

Choose a hair decoration, skirt, sash, and shoes to make a new outfit for Tink!

Curriculum: Creativity



Operations

Move the cursor left and right	Move the joystick (←) / (→)
Confirm a choice	Press ENTER

Flower Matching

Game Play

Help Rosetta match up pairs of flowers.

Curriculum: Memory

★ **Easy Level:** 3 pairs of flowers with different colors

★★ **Difficult Level:** 4 pairs of flowers with the same color



Operations

Fly Rosetta left and right	Move the joystick (←) / (→)
Fly Rosetta up and down	Move the joystick (↑) / (↓)
Confirm a choice	Press ENTER

Springtime Voices

Game Play

Help Fawn find the butterfly that has a different sound than the others.



Curriculum: Music Identification

- ★ **Easy Level:** Short sounds with different pitch
- ★★ **Difficult Level:** Short melodies

Operations

Fly Fawn left and right	Move the joystick (←) / (→)
Fly Fawn up and down	Move the joystick (↑) / (↓)
Confirm a choice	Press ENTER

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 specific problem you are experiencing.
- The actions you took right before the problem occurred.

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

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