



Remy's New Recipes User's Manual



Disney/Pixar elements
© 2007 Disney/Pixar

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. Both 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

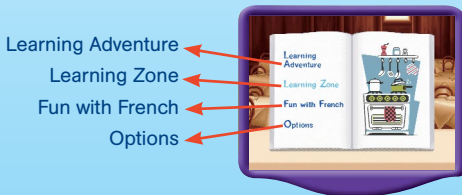
INTRODUCTION

Gusteau's restaurant is closed, but Remy's new restaurant, La Ratatouille, will open soon. Join Remy as he seeks inspiration and ingredients for his own dishes. Along the way, you'll learn directions, numbers, food categories, spelling and more. Are you ready for an adventure with Remy? Let's go!

GETTING STARTED

Step 1: Choose Your Play Mode

Move the joystick up and down to choose the play mode you want and press **ENTER**. You can also use the pen to choose your play mode.



1. Learning Adventure

In this mode, you can help Remy create his new dishes. You can choose **Adventure Play** to follow the story, or practice your skills in each adventure game individually by choosing **Quick Play**.



Adventure Play: Enjoy each game in story order and join Remy's adventure in Paris.

Quick Play: Play the adventure game of your choice without having to follow the story.

• Adventure Play

When you turn the unit OFF, V.Smile™ remembers your place in the Learning Adventure game. If you turn the unit back ON without inserting a new Smartridge™, you will see the screen below.

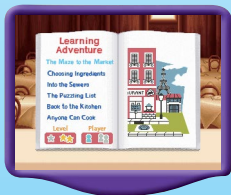
Choose this to start a new game from the beginning.

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



• Quick Play

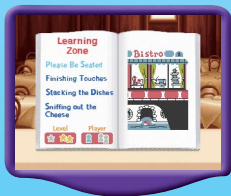
In the **Quick Play** menu, choose any game you like. Use the joystick to highlight a game and press **ENTER** to begin to play.



Note: For game details, please see the “Activities – Learning Adventure” section.

2. Learning Zone

In the **Learning Zone** menu, use the joystick and **ENTER** button to choose any game you like. To change the game level, move the joystick down to the bottom icon. Move left to the single star icon for easy level, and move right to the double star icon for difficult level.



Note: For game details, please see the “Activities – Learning Zone” section.

3. Fun With French

In the Fun With French menu, use the joystick and Enter button to choose any section you like. You can choose either French Expressions or Food Vocabulary.

4. Options

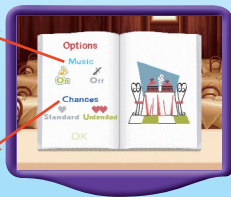
Move the joystick up and down to move the selection between **Music** and **Chances**.

1. Music On/Off Selection

To turn the background music **On** or **Off**, move the joystick left or right to highlight “**On**” or “**Off**.” Press the **Enter** button to make your choice.

2. Standard/Unlimited Mode Selection

To choose between **Standard** and **Unlimited** modes, move the joystick left or right to highlight “**Standard**” or “**Unlimited**”. Press the **Enter** button to make your choice.



In the **Unlimited** mode, you will have an unlimited number of chances to play the games in **Learning Adventure**.

Step 2: Choose your Game Settings

- If you are happy with the current settings, use the joystick to move the cursor to the **OK** icon and press **Enter** when you are finished.
- The **Quick Play** and **Learning Zone** modes each have their own settings on the game selection page.

Step 3: 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.
- For **Fun with French**, please go to the “Activities-Fun with French” section.

FEATURES

2-Player Mode

In **Learning Adventure** mode, you can take turns playing with a friend. In **Learning Zone** mode, two players can play together in some games. Choose **One-Player** or **Two-player** mode in the small selection menu at the bottom of the screen.

Note: Two-player mode is not available on **V.Smile Pocket®**.

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. An “Exit?” icon will pop up to make sure you want to quit. Move the joystick to “Yes” to leave the game or to “No” to cancel the exit screen and keep playing. Press the **Enter** button to make your choice. 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, the game will pause. An “Exit?” icon will pop up to make sure you want to quit. Move the joystick to “Yes” to leave the game or to “No” to cancel the exit screen and keep playing. Press the **Enter** button to make your choice.

ACTIVITIES

Educational Curriculum

Learning Adventure	Curriculum
The Maze to the Market	Following Directions, Observational Skills, Road Safety
Choosing Ingredients	Colors, Numbers, Addition, Food Categories
Into the Sewers	Visual Attention, Map Reading
The Puzzling List	Puzzles, Logic Skills
Back to the Kitchen	Spelling
Anyone Can Cook	Cooking Methods, Counting, Motor/ Drawing Skills
Learning Zone	Curriculum
Please Be Seated	Alphabetical Order, Directions
Finishing Touches	Colors, Food Types and Counting
Stacking the Dishes	Logic
Sniffing Out the Cheese	Mathematics and Logic
Microphone section	Curriculum
Fun with French	French Expressions, Food Vocabulary

Learning Adventure



Remy This is the character you control on the screen.

Chances These will decrease if Remy comes in contact with an obstacle.



Score These are the points you have earned in the current game.











Cheese These are objects that add extra points to Remy's score when collected.



Hearts These are objects that restore Remy's energy when collected.

Basic Controls

The basic controls are the same in all games, but certain controls may not be available in all games. For details, please see the game descriptions.

	Move to the left		Move to the right
	Move up		Move down
	Move up and left		Move up and right
	Move down and left		Move down and right
ENTER Button	Jump / Select an answer		

Game 1: The Maze to the Market

Game Play

Remy needs to find his way back to the market. Help him find his way, but make sure he avoids the passers-by and obstacles. Find the correct visual hints to lead Remy to the market. The hints are about the colors, the door numbers, or the characteristics of the shops. There are also roads to cross and traffic lights to respect.



Curriculum: Following Directions, Observational Skills, Road Safety

- ★ Easy Level: Observational skills -- find the visual hint.
- ★★ Difficult Level: Number Logic – the door number may not be shown in every shop, player has to guess it by observing the door numbers around.

Game 2: Choosing Ingredients

Game Play

Remy needs to explore the market to get inspiration for his new recipes. He has to sniff the ingredients to make the right choice. Help him choose foods of a specific color or belonging to a specific food category. In easy level, press the color buttons that match the color of the food to make your selection.



Then, count the number of ingredients you need and put them into the right category. In difficult level, find the right food and then calculate how much of it you need. Watch out for the shopkeepers -- Remy must run from them!

Curriculum: Colors, Numbers, Addition, Food Categories

- ★ Easy Level: Find specific color and number of food.
- ★★ Difficult Level: Find food in a specific category, then figure out how much of it you need.

Game 3: Into the Sewers

Game Play

Remy leaves the marketplace with his list of ingredients for new recipes when a big gust of wind blows it into the sewer. Remy goes down into the sewer to look for his list. Find all the torn pieces of the list and avoid the obstacles. Jump on the stones or on the cans to cross the sewer.



Curriculum: Visual Attention, Map Reading

- ★ Easy Level: The map is easier, the scattered puzzle pieces can be found more easily.
- ★★ Difficult Level: The map is more difficult. It is more difficult to find the scattered puzzle pieces.

Game 4: The Puzzling List

Game Play

Put the pieces of the puzzle together so that the list is readable again. Use the pen or the joystick to move the puzzle pieces on the screen. Press the Enter button to pick up the puzzle pieces or drop them.



Curriculum: Puzzle, Logic Skills

- ★ Easy Level: The completed puzzle will be shown dimly on the background of the puzzle box. The pieces are in the right position.
- ★★ Difficult Level: No puzzle picture will be shown. Some pieces will need to be rotated.

Game 5: Back to the Kitchen

Game Play

When he comes out of the sewer, Remy is lost, but he smells the odor that comes from Linguini's terrible cooking. He has to follow the odor to get back to Linguini! Remy needs to collect the missing letters in the words in the scent clouds along the path. Jump to pick up the letters.



Curriculum: Alphabetical Order, Spelling

- ★ Easy Level: The missing letters are shown dimly.
- ★★ Difficult Level: The missing letters are not shown. There are dashes to indicate how many letters are missing.

Game 6: Anyone Can Cook

Game Play

Remy now has all the ingredients to cook his new dishes. For old times' sake, he'll prepare them with Linguini. Use the joystick or the pen to simulate the cooking actions. For example, press the pen tip onto the writing pad to simulate chopping.



Curriculum: Cooking Methods, Counting, Motor/Drawing Skills

- ★ Easy Level: More time to perform the cooking actions.
- ★★ Difficult Level: Less time to perform the cooking actions.

Learning Zone

Please Be Seated

Game Play

Place the name cards into the correct places in alphabetical order on the table.



Curriculum: Alphabetical Order, Directions

★ Easy Level: Arrange 3 name cards.

★★ Difficult Level: Arrange 4 to 5 name cards.

Finishing Touches

Game Play

Help Remy put the finishing touches on each dish by adding garnish to it. Remy must add a specific color or category of food to each dish. Press the Enter button to pickup or drop a piece of food.



Curriculum: Colors, Food Types, Counting

★ Easy Level: Pick a specific color and a specific number of food.

★★ Difficult Level: Pick a specific color and a specific category of food.

Stacking the Dishes

Game Play

Help Remy stack the dishes onto one tray. Put the largest dish at the bottom, and keep adding dishes until the smallest is on top. Use the joystick or the pen to move on the screen. Press the Enter button to pick up or drop a dish. Select "Reset" to start over.



Curriculum: Logic

★ Easy Level: Fewer dishes and more trays open.

★★ Difficult Level: More dishes and fewer trays open.

Sniffing Out the Cheese

Game Play

Help Emile find the cheese among the pipes. The pipes on the wall have numbers and equations on them. The pipes are connected, one has the equation and another has the corresponding answer. If Emile enters one end of the pipe, he will automatically get out on the other end of the corresponding pipe. Use your math skills to lead him to the cheese.



Curriculum: Counting, Mathematics, Logic

- ★ Easy Level: The pipes are connected through dots and numbers.
- ★★ Difficult Level: The pipes are connected through numbers and equations.

Fun With French

There are 2 options to choose before entering the game: French Expressions and Food Vocabulary.

French Expressions

In this section, Remy and Emile will learn French expressions used to order food in a restaurant.



Food Vocabulary

In this section, Remy will learn some food vocabulary in French.

A book appears on the screen. Select a food to learn its French name.



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™ 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 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.