



Disney



Simba's Big Adventure 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 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

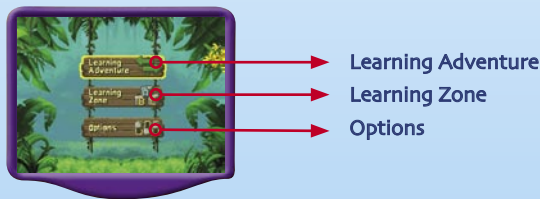
INTRODUCTION

In **Simba's Big Adventure**, play along with Simba, the curious and energetic lion cub, as he experiences the most glorious moments and toughest challenges of his life. As you explore the Pride Lands, you will see many exciting things, while learning fun school skills such as numbers, counting, colors, patterns, and much more!

GETTING STARTED

STEP 1: Choose Your Play Mode

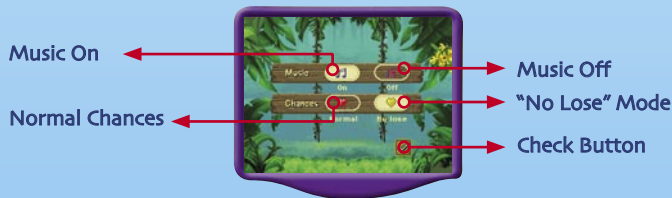
Move your joystick up and down to choose the play mode you want. Press the **ENTER** button when you are finished.



Learning Adventure - In this play mode, you can play eight exciting adventure games with Simba and his friends.

Learning Zone - In this mode, you can play four games that focus on a specific learning skill.

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 are finished.



- 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.
- No Lose** Select this to have unlimited chances to play, in each game.
- 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

Your High Score

Adventure Play You can explore Simba's world by playing through the story in the "Adventure Play" menu.

Quick Play You can practice your skills in each of the adventure games individually by selecting the games in the "Quick Play" menu.

High Score You can see your high score here.

After selecting Adventure Play, you can choose "New Game" to start a new game, or "Continue Game" to continue an old game.



Continue Game

New Game

Continue Game Choose this to continue a previous game. **V.Smile™** remembers your game status after you turn it **OFF**, and if you turn it back **ON** without inserting any other **Smartridge™**, you will have the choice of continuing your old game. Your previous settings will be kept.

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 hints during a game.



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

Path 1 – Game 1: Playing on the Savannah

Path 1 – Game 2: Looking for Bugs (Mini Game)

Path 2 – Game 3: Searching for Friends

Path 2 – Game 4: Leading the Way (Mini Game)

Path 3 – Game 5: Lost in the Jungle

Path 3 – Game 6: Jungle Jumping (Mini Game)

Path 4 – Game 7: Home to Pride Rock

Path 4 – Game 8: Musical Celebration (Mini Game)

Learning Zone

Zone 1: Falling Foliage

Zone 2: Animal Portrait

Zone 3: Animal Safari

Zone 4: Bug Race

Curriculum

Colors

Size Comparisons

Animal Identification

Animal Matching

Numbers and Counting

Pattern Matching

Science & Problem Solving

Musical Enjoyment

Curriculum

Colors

Animal Matching

Numbers and Counting

Pattern Matching

Basic Operations

(←)	Walk to the left	(←)+Enter	Jump to the left
(→)	Walk to the right	(→)+Enter	Jump to the right
(↓)	Crawl down	(↙)	Crawl to the left
Enter	Jump up	(↘)	Crawl to the right

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 you how you are doing.

Question - This shows the current question being asked, or the learning skill featured.

Energy - This shows Simba's energy level in the current game.

Score - This shows the number of points you've earned during play.



Learning Adventure Games

In Adventure Play mode, there are five different game introduction screens between the paths, to introduce the coming game. You can skip the introduction screens by pressing the **ENTER** Button.

PATH 1 – THE CURIOUS CUB

Game Introduction Screen 1



Game 1 – Playing on the Savannah

Game Play

In the Savannah, Simba finds many fun animal friends and beautiful flowers. Help Simba find an animal or flower of a certain color, and earn points.



Educational Curriculum

Colors



Easy level: Learn five different colors.



Difficult level: Learn eight different colors.

Game 2 – Looking For Bugs

Game Play

In the Savannah, Simba finds beetles of all different sizes. Help him find the largest and the smallest beetles. Timon and Pumbaa will keep you company!



Educational Curriculum

Size Comparisons



Easy level: Find the largest or smallest of two to three beetles.



Difficult level: Find the largest or smallest of four to five beetles.

PATH 2 – PLAYING IN THE PRIDE LANDS

Game Introduction Screen 2



Game 3 – Searching for Friends

Game Play

All kinds of animals are hiding everywhere - help Simba find and learn about them! Some animals can be seen through the grass, so that Simba can find them more easily. See how many animal friends you can find!



Educational Curriculum

Animal Identification



Easy level: As a hint, part of the animal's body will be visible in the grass.



Difficult level: No part of the animal will be visible as a hint.

Game 4 – Leading the Way

Game Play

Help Simba lead the baby animals across the river to their parents. When Simba jumps on a log floating down the river, the baby animal will follow him. He must then jump on the rock with the matching animal parent.



Educational Curriculum

Animal Matching



Easy level: Choose the correct animal parent from two choices.



Difficult level: Choose the correct animal parent from three choices.

PATH 3 – ADVENTURE IN THE JUNGLE

Game Introduction Screen 3



Game 5 – Lost in the Jungle

Game Play

Help Simba find his way out of the jungle maze. There are nine rivers for him to cross - for each one, he must collect the right number of logs to make a bridge. If he collects too many or not enough logs, the bridge will float away, and Simba will have to start all over!



Educational Curriculum

Numbers and Counting



Easy level: The number of logs available is the same as the number you need to collect.



Difficult level: The number of logs available is higher than the number you need to collect.

Game 6 – Jungle Jumping

Game Play

Bugs are crawling on the vines over Simba's head! Simba must jump up and tag the bug with the pattern shown on the status bar. A different pattern will be asked for in each round.



Educational Curriculum

Pattern Matching



Easy level: Each bug will be of a different color, for easier searching.



Difficult level: Many bugs will have similar colors, for more challenging searching.

PATH 4 – THE JOURNEY ENDS

Game Introduction Screen 4



Game 7 – Home to Pride Rock

Game Play

Simba must show that he is a brave lion cub, and solve many challenges on his way back to Pride Rock. Help him solve these challenges by using what you know about nature, and avoiding obstacles.



Educational Curriculum

Science and Problem Solving



Easy level: The placement of stones and logs is simpler, and there are two patterns on the stone path.



Difficult level: The placement of stones and logs is more difficult, and there are three patterns on the stone path.

Game 8 – Musical Celebration

Game Play

Simba has overcome all the challenges and come home to Pride Rock! All his animal friends gather to enjoy a musical party in his honor. Use the joystick and four colored buttons to trigger fun musical effects. Let's dance and have fun!



Educational Curriculum

Musical Enjoyment



Easy level: N/A



Difficult level: N/A

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.

The current question or hints



Game timer

Player's icon

Player's score

Learning Zone Games

Game 9 – Falling Foliage

Game Play

Each of the ants on the screen is carrying leaves of a certain color. Guide your falling leaf down onto the ant that is carrying the same color leaf.



Educational Curriculum

Colors



Easy level: Match four different colors with three leaf positions.



Difficult level: Match five different colors with five leaf positions.

Game 10 – Animal Portrait

Game Play

Rafiki will show you the outline of an animal. Can you create a portrait of the animal by selecting its head, body and tail from a group of pictures? This is a timed game, so see how many animal portraits you can make in the given time!



Educational Curriculum

Animal Matching



Easy level: Create an animal portrait by matching the animal's body and tail.



Difficult level: Create an animal portrait by matching the animal's head, body and tail.

Game 11 – Animal Safari

Game Play

In the Savannah, animals are always roaming around in the grass. Move the cursor to find and count a given number of animals. When you point the cursor at the animal you want, press **ENTER** to count it once. The number of times you have counted an animal will be shown on the status bar.



Educational Curriculum

Numbers and Counting



Easy level: You will have more chances for an animal to come out. Animals will stay out longer before hiding again.



Difficult level: You will have fewer chances for an animal to come out. Animals will stay out for less time before hiding again.

Game 12 – Bug Race

Game Play

There are bugs all over the place! Move Pumbaa up the screen to collect as many bugs as you can that match the given pattern.



Educational Curriculum

Pattern Matching



Easy level: Bugs are different colors, for easier searching.



Difficult level: Bugs are similar colors and moving more quickly, for more difficult searching.

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.

TROUBLESHOOTING

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™**, 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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NOTICE: 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.

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Expand your V.Smile Smartridge™ Library with these great games for never-ending fun!

Early Learners

Ages: 3-5

- Counting
- Phonics
- Colors & Shapes
- Letters
- Numbers
- Basic Vocabulary



Junior Thinkers Ages: 4-6

- Spelling
- Math Computation
- Patterns & Logic
- Music
- Vocabulary
- Time-Telling Skills



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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