

vtech®

V.FLASH™

Disney · PIXAR



IN THE FAST LANE



USER'S MANUAL

© Disney/Pixar



Dear Parent,

VTech®, with the introduction of our **V.FLASH™**, offers kids a cool, fun, and educational alternative to the world of violent video games. We know that kids want to play popular video games, and we also understand parents' reluctance to put potentially inappropriate content into their hands. As kids get older they want to be able to play independently and make choices for themselves, and parents want to feel comfortable that these choices are going to be healthy and beneficial to their kids.

With **V.FLASH™** – an educational video game system designed for kids 6-10 – **VTech®** continues its tradition of providing unique and fun alternatives to the existing video game systems. **V.FLASH™** combines age-appropriate educational content with outstanding 3D graphics, fast-paced game play, real video and pictures, and three unique modes of play to provide a state of the art experience that kids and parents will both love. Also, **V.FLASH™** can play all of your standard music CDs, making it both a cool video game system as well as your own personal stereo!

V.FLASH™ works with a full library of V.DISCS, each of them featuring some of your kids' favourite characters. Best of all, every V.DISC comes with three modes of play, so your child is free to explore, play and learn in any way that they choose. Game zone offers fast-paced video game fun, with all the action but none of the violence. Knowledge World features a virtual encyclopedia of pictures, videos and facts. Creative Workshop lets kids show their creative side by making their own animations and custom 3D models.

Best of all, the library of software will continue to grow, as **VTech®** seeks to provide parents with an almost endless selection of wholesome video games that meet the individual needs and likes of their children.

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 **V.FLASH™** and other **VTech®** toys, visit:

www.vtechkids.com

INTRODUCTION

Disney-Pixar *Cars* - In the Fast Lane

McQueen needs to keep in top form and at peak performance to have a chance of winning the Piston Cup this season. Join McQueen's winning team by helping him train to win the championship!

GETTING STARTED

1. Choose Your Play Mode

In the Main Menu, use the joystick on the **V.FLASH™** controller to scroll up and down to the play mode you want. Press the **GREEN** button  to enter your choice.



Game Zone

In this play mode, you can help McQueen sharpen his skills in four racing circuits and two mini-games. There's even a tutorial to help you get familiar with the game controls. Choose "Adventure Play" to play through the games in story order, "Quick Play" to play each adventure game separately, or "Tutorial" to play an instructional game in Mater's junkyard.

For the details of all Game Zone games, please refer to the "Activities – Game Zone" section.

Knowledge World

In this play mode, you'll discover all about real life cars through fun facts, cool pictures and videos.


Creative Workshop

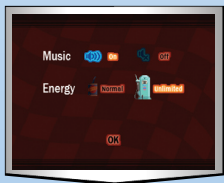
In this play mode, you can customize McQueen's look and style, and set up your own training courses.

Options


Use the joystick to scroll between Music and Energy.

Music On/Off Selection

To turn the background music on or off, use the joystick to scroll left or right between "On" and "Off." Press the **GREEN** button  to enter your choice.



Normal/Unlimited Mode Selection

To choose between normal and unlimited modes, use the joystick to scroll left or right between **"Normal"** and **"Unlimited."** Press the **GREEN** button  to choose. In the **"Unlimited"** mode, McQueen will have an unlimited amount of energy.

2. Continue or Load Game

Game Zone

New Game

Choose this to start a new game from the beginning.

Continue Game

This option will not be seen if it is your first time playing the game. To resume your adventure, simply turn the unit **ON** and select Adventure Play under the Game Zone menu. A continue game menu will pop up, giving you the option to continue the last game you played. Select **"Yes"** to continue the last game or **"No"** to begin a new game.

Please note that you can only do this if your **"Disney-Pixar Cars - In the Fast Lane"** V.DISC has not been removed from the unit.


If you choose not to continue the last game, you will see the screen on the right:



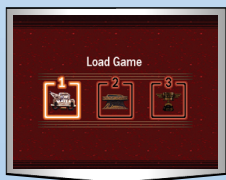
Load Game

This option will not be seen if it is your first time playing the game.

Choose this to load a stored game from a **V.FLASH™ Memory Card** (sold separately).

Move the joystick left or right to select the game you want to load, and press the **GREEN** button  to enter your choice.

You can save up to three game records if a **V.FLASH™ Memory Card** is plugged into the unit.



Knowledge World

There is no saving or loading feature in this play mode.

Creative Workshop

Continue Creation


This option will not be seen if it is your first time playing the game.


When you turn the unit **OFF**, **V.FLASH™** remembers your status in the Creative Workshop game. To resume your last creation, simply turn the unit **ON** and select Creative Workshop in the Main Menu. A menu will pop up giving an option to continue the last creation you made. Select **"Yes"** to continue your last creation or **"No"** to begin a new creation.

Please note that you can only do this if your **"Disney-Pixar Cars - In the Fast Lane"** V.DISC has not been removed from the unit.

Load Creation

After you have completed a creation in the Creative Workshop, you can choose to save it on a **V.FLASH™ Memory Card** (sold separately). After that, your creation can be retrieved at any time for editing and viewing.

To edit a saved creation, choose **"Load"** in any Creative Workshop activity. The load screen of the activity will pop up. Use the joystick to move the cursor to any of the creations and press the **GREEN** button  to enter your choice.

To delete any saved creation, press the **YELLOW** button .




3. Choose Your Game Settings

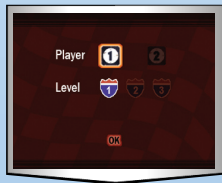
Game Zone

The Adventure Play and Quick Play modes each have their own settings on the game selection page.

Adventure Play

If you are happy with the current settings, press the **GREEN** button .

Use the joystick to scroll between the Player and Level settings.




Player Selection


To change the number of players, use the joystick to scroll between the one-player or two-player (cooperative play) icons.

Level Selection

To change the level to easy, medium or difficult, use the joystick to scroll between the numbered road-sign icons.

Use the joystick to scroll to the “OK” icon and press the **GREEN** button  to enter your choice.

Quick Play

If you are happy with the current settings, press the **GREEN** button .

Use the joystick to scroll between the Player and Level settings.




Player Selection

To change the number of players, use the joystick to scroll between the one-player or two-player (cooperative play) icons.

Level Selection

To change the level to easy, medium or difficult, use the joystick to scroll between the numbered road-sign icons.

Use the joystick to scroll to the game you want to play and press the **GREEN** button  to enter your choice.

Tutorial

To play an optional tutorial in Mater's junkyard, choose “Tutorial” from the Game Zone menu. Here you will learn each of the basic controls step by step.

Knowledge World

There are no settings required for this play mode.

Creative Workshop

There are no settings required for this play mode.

4. Start Your Game

For Game Zone, please go to the “Main Menu – Game Zone” section.

For Knowledge World, please go to the “Main Menu - Knowledge World” section.

For Creative Workshop, please go to the “Main Menu – Creative Workshop” section.


FEATURES

1. HELP Button

When you press the **HELP** button, you will hear the game instructions again, or hear the question repeated when in question mode.

2. MENU Button


If you want to return to the Main Menu quickly, simply press the **MENU** button. When you press the **MENU** button during a game, an “Exit to Main Menu?” screen will pop up to make sure you want to go to the Main Menu.

Move the joystick to “**Yes**” to leave the game or to “**No**” to cancel the exit screen and keep playing. Press the **GREEN** button  to enter your choice.



3. EXIT Button

When you press the **EXIT** button, the game will pause. A “Quit Game?” screen will pop up to make sure you want to quit.

Move the joystick to “**Yes**” to leave the game and return to the previous menu. Choose “**No**” to cancel the exit screen and continue playing. Press the **GREEN** button  to enter your choice.



ACTIVITIES

Educational Curriculum

Game Zone

Game 1 – Warming Up at Mater’s Junkyard

Game 2 – Doc’s Turning Lesson

Mini Game 1 - Interstate Speed Training

Game 3 – Backwards Driving Coach

Mini Game 2 - Tractor Agility Training

Game 4 – The Big Race

Curriculum

Geometry

Categorization

Skip Counting/Multiplication

Problem Solving

Computation

Fractions

Knowledge World

Topic 1 – How Do Cars Work?

Topic 2 – The History of Cars

Topic 3 – Service Vehicles

Curriculum

How Cars Work

The History of Cars

Service Vehicles

Creative Workshop

Activity 1 – Sarge’s SUV Boot Camp

Activity 2 – Ramone’s House of Body Art

Activity 3 – Luigi’s Casa Della Tires

Curriculum

Obstacle Course Design

Race Car Customization

Race Car Customization

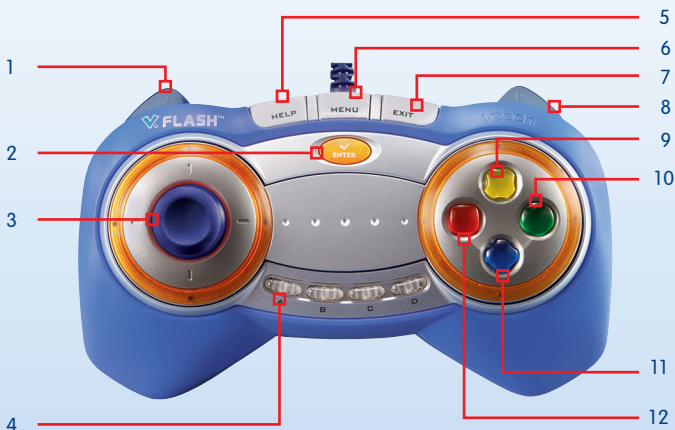
Game Zone Status Bar

In all Game Zone races, the status bar on the screen shows your game status.



| | |
|---------------|---|
| McQueen | This is the character the player controls with the joystick. |
| Laps | This is the number of laps completed and the total number of laps that need to be completed. |
| Energy Status | This shows McQueen’s energy level... keep collecting lightning bolts to keep his energy up. |
| Best Lap | This is the best lap record stored in the console’s internal memory. |
| Skill Item | This lists the skills that the player has acquired for use in the game. |
| Time | This is the amount of remaining time to complete the race. |
| Mini-map | This is a mini-map that shows the player’s position in the race. |
| Checked Flags | This shows the number of questions answered and the total number of questions that need to be answered. |

Controller Operation



| | | |
|----|----------------------|--|
| 1 | L Button | Scroll through skill items |
| 2 | ENTER Button | Confirm choice |
| 3 | Joystick | Control McQueen's movement in the games |
| 4 | ABCD Buttons | Answer questions |
| 5 | HELP Button | Repeat game instructions or question |
| 6 | MENU Button | Exit current game to Main Menu |
| 7 | EXIT button | Exit current game to previous menu |
| 8 | R Button | Activate Powerslide (if available) |
| 9 | Yellow Button | Activate skill item (for Game Zone only) |
| 10 | Green Button | Acceleration |
| 11 | Blue Button | Show / Hide Status Bar |
| 12 | Red Button | Braking |

Game Zone 1: Warming Up at Mater's Junkyard

• Game Play

Help McQueen do some warm-up exercises before he starts his intensive training. Collect the checkered flags to answer questions about geometry.



Curriculum: Geometry

Easy Level: Recognize 2D shapes

Medium Level: Recognize 3D shapes

Difficult Level: Recognize 3D geometric properties

Game Zone 2: Doc's Turning Lesson

• Game Play

Help McQueen work on his turning skills with Doc's help. Collect the checkered flags to answer categorization questions.



Curriculum: Categorisation

Easy Level: Find the object that belongs to a given group

Medium Level: Find the object that does not belong to a given group

Difficult Level: Find the object that does not belong

Game Zone 3: Backwards Driving Coach

• Game Play

Help McQueen practice driving on uneven roads and driving in reverse, with Mater's help. Collect the checkered flags to solve puzzles.



Curriculum: Problem Solving

Easy Level: Solve simple puzzles

Medium Level: Solve slightly more difficult puzzles

Difficult Level: Solve more complex gear puzzles

Game Zone 4: The Big Race

• Game Play

Help McQueen win the Piston Cup by using all the skills he learned in training. Collect the checkered flags to answer questions about fractions.



Curriculum: Fractions

Easy Level: Match shapes to fractions

Medium Level: Recognize simple fractions using 2D shapes

Difficult Level: Recognize simple equivalent fractions using 2D shapes

Mini Game 1 - Interstate Speed Training

• Game Play

Further to Doc's challenge, McQueen has to get back to Radiator Springs as fast as he can. Some of Mack's truck friends are there to make things slightly more difficult! Answer the questions correctly to clear the road blocked by the trucks. When you have earned enough experience points, you'll unlock a new skill.



Curriculum: Skip Counting/Multiplication

Easy Level: Skip counting

Medium Level: Recognize multiples of single-digit numbers

Difficult Level: Simple multiplication

Mini Game 2 - Tractor Agility Training

• Game Play

To help enhance McQueen's control skills, Doc has set up a training area on the tractor field. When you have earned enough experience points, you'll unlock a new skill.



Curriculum: Computation

Easy Level: Addition & subtraction of one-digit numbers

Medium Level: Addition & subtraction of two-digit numbers

Difficult Level: Simple addition & subtraction of three-digit numbers

Result Screen

After each race (not mini-games), you will see a result screen.

Questions: This shows the number of questions you have answered correctly (or incorrectly!).

Your Best Lap: This shows the shortest time you took to complete a single lap in the last race.

Best Lap: This shows the best lap record. Please note the record can only be kept if your **"Disney-Pixar Cars - In the Fast Lane"** V.DISC has not been removed from the unit.



Saving Game Status

You can choose to save the current game status on a **V.FLASH™ Memory Card** (sold separately).


After choosing the save icon, choose any empty slot to save a new game record.

You can save up to 3 game records. If all the save slots are full and you want to save a new record, you need to choose an old game record and overwrite it with your new record.




Knowledge World

Knowledge World Menu

The Knowledge World Menu features 3 car-related topics. Use the joystick to select a topic and press the **GREEN** button  to go the Entry Menu.



Knowledge World Entry Menu

In the Entry Menu, you can select a specific entry to explore. Use the joystick to scroll between entries. When you have chosen an entry, press the **GREEN** button  to start scrolling through facts about that entry.

Knowledge World Fact Screen

This screen shows you a fact about the entry you chose.

Choose the “audio” button, or press the **YELLOW** button to hear the fact read aloud. If the fact has an accompanying video, choose the “video” button, or press the **BLUE** button to see it. To explore a different entry, select the “exit” button on the screen to go back to the Entry Menu. Choose the Left or Right arrow button on the screen, or use the L and R buttons to move between the facts.

Topic 1: How Do Cars Work?



Topic 2: The History of Cars




Topic 3: Service Vehicles



Creative Workshop

Creative Workshop Menu

The Creative Workshop menu features three creative games. Use the joystick to scroll between **Sarge's SUV Boot Camp**, **Ramone's House of Body Art** and **Luigi's Casa Della Tires**. Press the **GREEN** button  to enter your choice.

To move quickly between Luigi's and Ramone's you can use the L and R buttons when the 'L' or 'R' icons are shown on screen.




Activity 1 –Sarge's SUV Boot Camp

In this activity you can design your own training course.


Game Play

Step 1: Choose a track

Choose one of the tracks to edit and press the **GREEN** button  to continue to the next screen. A menu will pop up giving the options to edit the obstacle course or to race on it. Select “Race” to drive on the obstacle course with default settings. Select “Edit” to customize the obstacle course.





Step 2: Pick up an obstacle

In the toolbox, use the joystick to scroll between the options. Select an obstacle and press the **GREEN** button  to enter your choice.




Step 3: Place an obstacle

Use your joystick to move the cursor to a location and press the **GREEN** button  to place the obstacle. You can go back to the toolbox at any time by pressing the **RED** button .

Tip: You can use the joystick to scroll around the map more quickly by pressing the R button as you scroll.



Step 4: Set up objective

In the toolbox, use the joystick to move the cursor over the "Sec" (time) option or the "laps" option. When the time option is highlighted, press the **GREEN** button  to cycle through the time limit options. The number of laps in the race can also be changed in a similar way.

Step 5: Start your obstacle course

When you are happy with your obstacle course, use the joystick to move to the "Race" button and press the **GREEN** button .


Choose "Exit" to leave the activity and return to the Creative Workshop Menu.

Activity 2 – Ramone’s House of Body Art

In this activity, you can customize McQueen’s look by changing the colors of his body work, 95 sticker or lightning bolt.


Game Play

Step 1: Choose a part

Use the joystick to scroll between the spray can, "95" and lightning bolt icons. Press the **GREEN** button  to enter your choice.




Step 2: Choose a style

After you have selected a part to customize, use the joystick to scroll between the style options and press the **GREEN** button  to enter your choice.



Step 3: Restyle McQueen

When you are happy with your design options, use the joystick to move to the **“OK”** button and press the **GREEN** button .

Ramone will do what he does best and give McQueen a hot new look!

Choose **“Exit”** to leave the activity and return to the Creative Workshop Menu.

Activity 3 – Luigi’s Casa Della Tires

In this activity, you can customize McQueen’s wheels and tires.

Game Play

Step 1: Choose a tire style

Use the joystick to scroll between the different tire styles.

Step 2: Enter your choice

Press the **GREEN** button  to choose a tire style. Guido will change McQueen’s tires.

Choose **“Exit”** to leave the activity and return to the Creative Workshop menu.




Saving/Loading Creations

If an external **Memory Card** is inserted in the **V.FLASH™** system, you can save or load your creations in the Creative Workshop activities.

The **“Save”** and **“Load”** buttons will be disabled if no **Memory Card** is inserted in the **V.FLASH™** system.

- Save Creation

After you have completed a creation, you can choose **"Save"** in each Creative Workshop activity. The save screen of the activity will pop up.


Use your joystick to scroll to any of the slots. Press the **GREEN** button  to enter your choice.

You can save up to 10 customized designs for McQueen and 10 customized obstacle courses. If all the save slots are full and you want to save a new creation, you will need to choose an old creation and overwrite it with your new one.

To delete a saved creation, press the **YELLOW** button .



- Load Creation

If you want to edit a saved creation, you can choose **"Load"** in each creative workshop activity. The load screen of the activity will pop up. Use your joystick to move the cursor to any of the creations and press the **GREEN** button .

To delete a saved creation, press the **YELLOW** button .



CARE & MAINTENANCE

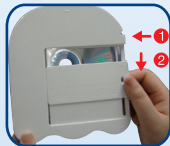
1. Keep your V.DISC case clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat and humidity.
3. Unplug the AC adaptor when not using it.
4. Avoid dropping it. Never try to dismantle it.
5. Always keep the V.DISC away from water.
6. This disc is **VTech**[®] formatted software and is intended for use with the **VTech**[®] **V.FLASH**[™] Home Edutainment System only. If the disc is used with other devices, damage to the disc or to the device may result.
7. A **V.FLASH**[™] Memory Card may be required for saving certain portions of the game. The Memory Card is sold separately. Refer to the **V.FLASH**[™] main console user manual for full details.
8. If paused, images may be displayed on the TV screen for an extended period of time and a faint image may be left permanently on the screen.

9. Do not open the plastic V.DISC case, as this may result in warping or other damage to the disc.
10. Do not use cracked or deformed audio discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.

CD Cleaning Procedure

If the data side (bottom side) of the V.DISC needs to be cleaned, please follow these steps:

1. Lay the V.DISC on a flat surface with the back side facing up.
2. While pushing the little latch, pull down the disc door as illustrated.
3. Clean the CD with only recommended methods for cleaning other standard CDs.
4. After cleaning, release the disc door, and make sure it returns to the original position.



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. When using the headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.

This product requires an undisturbed environment to operate properly. Make sure it is placed on a hard flat surface (carpet is not recommended) with sufficient space between the product and other items.

Do not tap or hit the product while it is operating.

Do not lift or move the product during operation.

Do not press or sit on the V.DISC.

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.

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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Company: **VTech**® Electronics North America, L.L.C.

Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

Phone : 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

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.

DATA FROM KNOWLEDGE WORLD

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