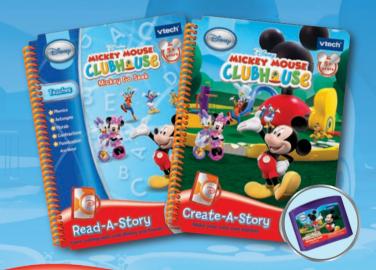


Create-A-Story

MICKEY MOUSE CLUBHAUSE



User's Manual

© 2008 VTech Disney elements © Disney

vtech

Dear Parent,

The gift of reading is the greatest gift you can give your child. That's why together with Disney, **VTech®** developed **Create-A-Story™**.

Now you can watch words come alive in your child's imagination with our innovative approach to reading. Designed with your child's creativity in mind, Create-A-Story^m allows your child to build their own fun filled adventure by choosing the elements of the story such as setting, props, and actions with all of their favorite Disney characters.

At VTech® we are dedicated to helping you help your child discover their gifts. We thank you for your trust in our uniquely developed products that encourage active minds through imaginative play.

sincerely,

Julia Fitzgerald Vice President, Marketing Vtech Electronics, NA

Julio Titz

To learn more about Create-A-Story™ and other VTech® toys, visit www.vtechkids.com



Experience the gift of reading with Mickey and friends! In the Read-A-StoryTM book, read along as Mickey and Donald play hide-and-seek, or choose from three different games on each page to learn reading skills. In the Create-a-StoryTM book, create your very own Mickey stories. Choose from different story parts, including places, characters, objects, actions and more! Then watch and listen as your story comes to life!



STEP 1: Choose Your Book

Choose a book and place it inside the console as shown.





STEP 2: Two Ways to Play

Connect to the TV to bring play to life in the TV Mode, or you can use the console solely in the On-the-Go Mode. In the TV Mode, watch as your stories play back and animate on the TV screen. In the On-the-Go **Mode**, listen to your stories through the speaker on the console.

STEP 3: Start Your Game

Turn the console on, and then use the pen to touch the yellow star 🔷 on each page to begin.





VOLUME UP/DOWN Buttons



Press the blue arrows on the Disney Create-A-Story console to increase or decrease the volume

MUSIC ON/OFF Button



Press the green circle on the Disney Create-A-Story console to turn the background music off. Press the green circle again to turn the background music back on

HELP Button



Press the red star on the Disney Create-A-Story console to hear helpful instructions.

CREATE-A-STORY BOOK

Would you like to create your very own stories? Join Mickey and friends in the Mickey Mouse Clubhouse to create over 600 different stories!



Step 1: Add Your Name

To personalize your stories, you can add your name and a friend's name. To add your own name, touch the orange pencil. Then touch the letters of your name. When you are done, touch the green checkmark.

To add your friend's name, touch the blue pencil. Then touch the letters of your friend's name. When you are done, touch the green checkmark.





Step 2: Choose a Page

Turn to a page and touch the yellow star with the pen to start. To create a new story using the same page, remember to touch the yellow star again to start over.



Step 3: Make Your Choices

Follow the instructions and choose the content of your story. You can choose from places, characters, objects, actions and more! What will Mickey do? It's up to you to decide.



Step 4: Play Your Story

Finally, touch the Play My Story speaker on the page to hear the story you created.



Step 5: Replay/Reset Your Story

After your story plays, you can either touch the Play My Story speaker to hear your story again, or you can create a new story by touching the yellow star on the page.





ACTIVITIES

Pages 1-2: Story Time with Mickey

Mickey and a friend have just finished playing hide-and-seek, and they are looking for something else to do. What will they do for fun? Choose a place, friend, object, and Mickey's action to find out!





Pages 3-4: My Very Own Story

A story is made up of a beginning, a middle, and an end. Choose from these three different parts to create you very own story!





Pages 5-6: A Cookie for You

Mickey and Minnie want to make a special cookie for their friend. Would you help them design it? Choose the shape of the cookie, decorate it, place it in a special jar, and then watch Mickey and Minnie give it to the friend of your choice!





Pages 7-8: Create a Story Together!

On these pages, create a story with a friend! You may play by yourself or you can choose someone to co-author your story.

Start by choosing two characters, a place, what happens in the story, and how the friends react.

Remember to add your name before starting this story. Please refer to Page 4 above for more details.





Pages 9-10: A Birthday Party from Mickey

You can make a new story just by changing a few words. Shall we try? Choose a friend, a place, and an object. Then watch how the story changes!







Join Mickey and Donald as they play hide-and-seek. Listen to the story or play games to learn early reading skills!

Play Entire Story



Touch Play Entire Story to hear the entire story read aloud.



Story Teller



Touch the speaker on the page to hear the story read aloud.



Skill Builder Games



Touch a Mousekegear to play a game.



Exploratory Play

Touch the pictures or words on the page to explore.





Educational Curriculum

Pages	Skill	Curriculum
1-2	Seek the Sounds	Phonics
	Letter Buddies	Consonant blends
	Same Sounds	Onomatopoeia
3-4	Seek the Sounds	Phonics
	Letter Swap	Word building
	Word Search	Words in print
5-6	Seek the Sounds	Phonics
	Let's Look and Find	Directions
	Opposite Adjectives	Antonyms
7-8	Seek the Sounds	Phonics
	Vowel Search	Vowel pairs
	2 for 1 Words	Compound words
9-10	Seek the Sounds	Phonics
	How Does It End?	Punctuation and sentence types
	Vocabulary Hunt	Vocabulary
11-12	Seek the Sounds	Phonics
	Clap and Count	Syllables
	Tool Time	Word categorization
13-14	Seek the Sounds	Phonics
	Fanfara Fun	Listening skills
	The One or Many Game	Plurals
15-16	Seek the Sounds	Phonics
	Letter Match	Capital and lowercase letters
	Contraction Action	Contractions
17-18	Seek the Sounds	Phonics
	Thumbs Up	Same or different sounds
	Who's Talking Now?	Quotations
19-20	Seek the Sounds	Phonics
	Clubhouse Quiz	Comprehension
	Chiming Rhyming	Rhyming



- Keep Create-A-Story™ 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 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 **Create-A-Story™** 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 while they play games on a TV. While **Create-A-Story**TM does not contribute to any additional risks, we do recommend that parents supervise their children while they play games on a TV. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on a TV screen 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.



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



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COMPANY: VTech® Electronics North America, L.L.C.

ADDRESS: 1155 West Dundee Rd, Suite 130, Arlington Heights, IL 60004 USA TEL NO.: 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.