



Dora's Fix-it 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™ 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 and the Sing Along - a collection of songs for children to sing using the system's attached microphone. All 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

¡Hola! Welcome to Dora's Fix-it Adventure, where you can explore and learn with Dora and her friends!

Dora's friend Tico the squirrel has invented a wonderful new machine – the Air-Car-Boat-Mobile! He invites Dora and Boots for a ride, but before they can even climb aboard, something goes wrong and the machine flies apart, scattering its parts into four far away places!

Dora and Boots promise to help Tico find the lost parts, so he can rebuild his special invention. But Swiper the Fox overhears the friends talking, and vows to get to the parts first, so he can swipe them! Will you help Dora and Boots get to each part before Swiper, so that Tico can rebuild his Air-Car-Boat-Mobile? ¡Muy bien!

STEP 1: Choose Your Play Mode

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



Learning Adventure

In this play mode, you can come along with Dora and Boots on their Fix-it Adventure.

Learning Zone

In this play mode, you can play four shorter games that use specific learning skills.

Sing Along

In this play mode, you can sing a song with Dora.

Options

In this screen, you can turn the background music on and off.

STEP 2: Choose Your Game Settings

Use the joystick to choose “New Game” or “Continue Game.” Press the **ENTER** button when you have finished.



New Game

Continue Game


New Game: Start an adventure from the beginning.

Continue Game: Continue a previous adventure from where you left off.

Learning Adventure Mode: If you are playing for the first time or have selected “New Game,” you will be asked to choose the game settings. (Default settings will be Level = Easy, Player = 1 Player.) If you have selected “Continue Game,” the system will use the game settings from your previous game.

Learning Zone Mode: If you want to change the game settings in the Learning Zone, you can select the “Level & Player” icon at the right bottom corner of the Learning Zone menu screen and adjust the settings. (Default settings will be Level = Easy, Player = 1 Player.)

On the game settings screen:

1. Move the joystick left, right, up or down to scroll between different settings, and press the **ENTER** button to choose one.
2. Move the joystick down to the  icon and press **ENTER**.



STEP 3: Start Your Game

- For Learning Adventure, please see the “Activities – Learning Adventure” section of this manual.
- For Learning Zone, please see the “Activities – Learning Zone” section of this manual.
- For Sing Along, please see the “Activities – Sing Along” section of this manual.

FEATURES

● Joystick Operations

In the menu screens, move the joystick up, down, left or right to highlight a choice. Press the **ENTER** button to make your selection.

During a Learning Adventure game, use the joystick to move Dora along the path, or climb up and down a ladder. Press the **ENTER** button to jump.

During a Learning Zone game, use the joystick to move the selection arrow up, down, left or right. In the game “Feed the Ducks,” move the joystick up and down to count out pieces of food for the ducks. In the game “Frog Friends,” use the joystick to move the frog, and press the **ENTER** button to jump.

● Color Buttons

During a Learning Adventure game, you may run into the Swiper the Fox, who will try to get to Tico’s machine parts before you. Help Dora and Boots stop Swiper by pressing any of the colored buttons to say, “Swiper, no swiping!”





● HELP Button

When you press the **HELP** button, Dora will repeat the game instruction, or give you an additional hint. In Learning Zone games, pressing the **HELP** button will also pop up the question status bar, which will show you the number of questions you have answered.

● 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  to leave the game, or  to cancel the exit screen and keep playing. Press the **ENTER** button to make your choice.





If you choose to quit, you will go back to the previous screen or to the game selection 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  to go to the Learning Zone game menu, or  to cancel the exit screen and keep playing. Press the **ENTER** button to make your choice.

● Two-Player Mode

Two-Player Mode is only available if a joystick is plugged into the “Player 2” port on the main unit.

When both joysticks are connected, Player 1 will control all menu screen operations.

During a Learning Adventure game, two players can team up to help Dora on her adventure. As you play, you will come to checkpoints along the path. When Player 1 arrives at a checkpoint, Player 2 will take over and continue the adventure. The game will continue this way until the adventure has been completed, and all Tico’s machine parts have been found.

At each checkpoint, a status bar will pop up at the top of the screen to tell you how far you are along the game path.

Player 1’s icon is red, and Player 2’s icon is blue. When play switches from one player to another, the player icon will change colors and Dora will tell you whose turn it is.

The status bar will be hidden during regular play, and will only appear at checkpoints.

In the Learning Zone, two players can play head-to-head at the same time.



Player One

Status Bar

Player Two

ACTIVITIES

Educational Curriculum

Learning Adventure

Color Forest

Colors, color patterns, counting (1-10), Spanish

Number River

Numbers, number sequences, shapes, Spanish

Friendly Farm

Animal sounds, directions, Spanish

Ancient Pyramid

Logic skills, shapes, Spanish

Learning Zone

Animal Pond

Ordering skills

Letter Lock

Early spelling, letter writing

Animal Babies

Animal recognition, matching

Learning Adventure

Learning Adventure Game Selection Screen

In Learning Adventure mode, players help Dora and Boots use Map to find the way to go. To choose a game location, use the joystick to scroll through the locations, and press the **ENTER** button to start your game.



ACTIVITIES: Learning Adventure

Color Forest

Curriculum

Colors, color patterns, counting (1-10), Spanish

Game Play

The steering wheel of Tico's Air-Car-Boat-Mobile flew into Color Forest. Help Dora and Boots make their way through Color Forest and find the steering wheel before Swiper does!

Broken Bridge

The bridge is broken! Help Dora and Boots choose the color piece that will fix the bridge. Move your joystick to a color piece and press **ENTER** to choose it.



Easy level: Colors



Difficult level: Color patterns

Bridge Path

Help Dora and Boots choose the correct color bridge.



Easy level: English and Spanish color names



Difficult level: Spanish color names



Missing Logs

The log bridge is missing logs. Help Dora and Boots fix it by counting the correct number of logs. Move your joystick to one of the four number choices and press **ENTER**. Then press **ENTER** again to put the logs onto the bridge, one by one.



Easy level: English and Spanish numbers



Difficult level: Spanish numbers



Locked Gate

Help Dora and Boots open the gate by choosing the correct key in the bushes. Match the shape on the lock to the shape on the key.



Easy level: 2 locks, 4 key choices



Difficult level: 4 locks, 6 key choices



Crocodile Lake

Follow the friendly frog over the stones on the lake. There are crocodiles under the stones! Follow the correctly colored stones to cross the lake safely.

Move the joystick to control Dora's direction and press **ENTER** to help Dora jump over the stones.



Easy level: Colors



Difficult level: Color patterns



Logs and Turtles

Help Dora and Boots get across the water by stepping on the logs and turtles. Tico's steering wheel is on the other side! Move the joystick left, right, up or down to move Dora, and press **ENTER** to help Dora jump onto the logs and turtles.



Number River

Curriculum

Numbers, number sequences, shapes, Spanish

Game Play

The four tires have sunk into the Number River! Dora and Boots will need a boat to sail down the river and fish out the tires for Tico.

Fixing the Boat

Dora and Boots have found a boat, but it's missing some pieces. Fix the boat by finding the correct pieces to match the shape of the holes. Move the joystick to control the arrow and press the **ENTER** button to choose a piece.



Easy level: Shape names in English and Spanish.



Difficult level: Shape names in Spanish.



Number River

To find the four tires for Tico's Air-Car-Boat-Mobile, help Dora and Boots follow the numbers in the river in order. Move your joystick to choose the correct river path. Look out for floating logs and crocodiles. Don't forget about Swiper – he wants to get to the parts before Dora, so you need to hurry!



Easy level: English and Spanish numbers



Difficult level: Spanish numbers



Fishing for Tires

The four tires of Tico's Air-Car-Boat-Mobile are at the bottom of the river. Help Dora and Boots fish them out. Move the joystick to guide the end of the fishing line to a tire and press **ENTER** to pick it up. Make sure you don't pick up something else by mistake! Swiper is under the water too, trying to swipe the tires!



Friendly Farm

Curriculum

Animal sounds, directions, Spanish

Game Play

Tico's propellers flew off in different directions on the Friendly Farm. Help Dora and Boots follow the animal clues to find all four propellers. Use the joystick to move Dora along the path, and press the **ENTER** button to help her jump.

First clue – animal sounds

Dora and Boots hear different animal sounds coming from each path. Listen to the sound and check the picture bubble to help Dora and Boots choose the correct one.



Second clue – footprints

Dora and Boots see different animal footprints on each path. Help Dora and Boots choose the footprints that match the animal they are looking for.

Third clue – animal objects

Dora and Boots see different animal objects on each path. Help Dora and Boots choose the object that matches the animal they are looking for.

Fourth clue – road signs

Almost there! Dora and Boots see different animal pictures on each path. Help Dora and Boots choose the picture that matches the animal they are looking for.



Easy level:

Animal names in English and Spanish



Difficult level: Animal names in Spanish

Ancient Pyramid

Curriculum

Logic skills

Game Play

Tico's engine landed on top of a mysterious ancient pyramid! There are different kinds of gadget-puzzles inside the pyramid. Help Dora and Boots solve the puzzles, get to the top of the pyramid, and find Tico's engine!

Shape Bridge

Dora and Boots need to cross Shape Bridge, but one of the shapes in the puzzle is missing! Will you help? Use the joystick to choose a shape at the bottom of the screen, and press the **ENTER** button to select it. If you choose correctly, the stones will complete a bridge for Dora and Boots to cross.






Easy level: 3 answer choices



Difficult level: 5 answer choices



Ball Drop

Help Dora and Boots make the ball drop into the basket at the bottom of the puzzle. Click the  or  arrows to rotate the blocks to the left or to the right. When the blocks are lined up to make the ball fall into the basket, click the  icon. If the ball falls into the basket, the stones in the path will form a bridge for Dora and Boots to cross.



Easy level: 2 rows of blocks



Difficult level: 3 rows of blocks



Balance It!

To get across the bridge, Dora and Boots need your help to balance the scale. Use the joystick to choose the group of bars that will balance the scale, and press **ENTER** to select it. When the scale is balanced, the stones in the path will form a bridge for Dora and Boots to cross.



Easy level: Only one side of the scale has missing units.



Difficult level: Both sides of the scale have missing units.

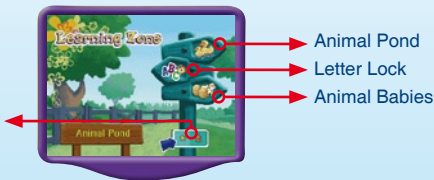


Learning Zone

Learning Zone Game Selection Screen

The Learning Zone play mode features four different learning games. All the games are curriculum based. Use the joystick to scroll through the games and press the **ENTER** button to start one.

Game settings icons. You can change the game settings by choosing one with your joystick and pressing the **ENTER** button.



ACTIVITIES: Learning Zone

Animal Pond

Curriculum

Order, logic

Game Play

Help the mami animals keep track of their babies by putting them in a certain order. Use your joystick to point to the first animal in the order, and press **ENTER** to select it. Then, move your joystick to the next animal until you have put all the babies in order.

★ **Easy level:** No obstacles.

★★ **Difficult level:** Obstacles.



Letter Lock

Curriculum

Writing

Game Play

Help Dora and Boots make their way through the Ancient Pyramid! Use your joystick to select and move the letter pieces on the wall, to make the first letter of the word. Then, use your joystick to trace the letter.

★ **Easy level:** Simpler words; beginning letter is given.

★★ **Difficult Level:** More difficult words; beginning letter is missing.



Animal Babies

Curriculum

Animal recognition, matching

Game Play

The Mami animals in the barnyard are looking for their babies. Listen to the sound made by the Mami animal, and use your joystick to find the matching baby animal behind the haystacks. Use the joystick to find the animal and press **ENTER** to choose it.



Easy level: 6 baby animals.



Difficult level: 8 baby animals. Animals are partially hidden.



Sing Along

Sing Along Screen

The Sing Along mode lets you sing along with Dora. Use the built-in **V.Smile™** microphone, if available, or simply sing along!

Move your joystick to scroll through the song choices. To turn Dora's singing on or off, move the joystick left or right to highlight your choice.

Use the joystick to choose which instrument you would like to hear as you sing.

When you are happy with your settings, move your joystick down to the checkmark and press **ENTER**.

Game Play

Use the microphone to sing along with Dora! The words of the song will fill in with color on the screen, as Dora sings them.



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 a time may cause fatigue or discomfort. We recommend that children take a 15 minutes 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.

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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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.

