



REV IT UP IN RADIATOR SPRINGS

User's Manual



vtech®

V.SMILE™

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Disney/Pixar elements
© 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 parents responsibly allow their children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our answer to this question 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 kid-friendly design, age-appropriate curriculum, vivid graphics, and fun game-play into a unique experience that children will love and parents can support. The **V.Smile™ TV Learning System** engages children 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 skills in a fun, engaging way. Both offer the 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 and learn. 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 parents with a much-needed solution to the video game dilemma, as well as another innovative way for children 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,



Julia Fitzgerald
Vice President, Marketing
VTech Electronics, NA

To learn more about the **V.Smile™ TV Learning System** and other **VTech**® toys, visit www.vtechkids.com

INTRODUCTION

Disney · Pixar *Cars* - Rev it up in Radiator Springs

After the Piston Cup, Lightning McQueen heads back to Radiator Springs to hang out with his new-found friends! Mater and his best buddy remember all the crazy things that happened the first time Lightning stumbled across that little town, and now you can join in with all the action!

GETTING STARTED

CHOOSE YOUR PLAY MODE

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



LEARNING ADVENTURE

In this play mode, you can help Lightning McQueen play with his friends in Radiator Springs. You can choose Adventure Play to play through the story, or practice your skills in each adventure game individually by choosing Quick Play.

Adventure - Play the games in story order and help Lightning play all the games with his friends.

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. To continue your adventure, simply turn the unit back **ON** and select “Continue Game” under the Adventure Play menu. Please note that you can only do this if “Disney · Pixar *Cars* - Rev it up in Radiator Springs” has not been removed from the unit and power has not been turned off.

Continue Game - Start the adventure from the point you reached before exiting the game.

New Game - Start the adventure from the beginning.

QUICK PLAY

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

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



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 Piston Cup icon. Move left to the single Piston Cup icon for “easy” level and move right to the double Piston Cup icon for “difficult” level.

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



OPTIONS

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

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

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. **Normal/Unlimited** Mode Selection

To choose between Normal and Unlimited modes, move the joystick left or right to highlight “**Normal**” 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 Adventure Play and Quick Play.



CHOOSE YOUR GAME SETTINGS

If you are happy with the default settings, use the joystick to move the cursor to the **OK** icon and press **ENTER** when you are done.

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

START YOUR GAME

For Learning Adventure, please go to the “Activities-Learning Adventure” section.

For Learning Zone mode, please go to the “Activities-Learning Zone” 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. Choose one-player or two-player mode in the small selection menu at the bottom of the screen.

Note: Two-player mode is only available on the **V.Smile™ Learning System**.

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 really want to quit. Move the joystick to “√” to leave the game or to “X” to cancel the exit screen and keep playing. Press the **ENTER** button to make your choice.

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 really want to quit. Move the joystick to “√” to leave the game or to “X” to cancel the exit screen and keep playing. Press the **ENTER** button to make your choice.

V.LINK™ CONNECTION

When you plug the **V.Link™** into the console, a new selection – “**V.Link™ Connection**” - will appear under the main menu. You can select it to download your game score to the **V.Link™**. After the downloading process is complete, you can plug the **V.Link™** into your computer and unlock some fun web games on the **V.Smile™** Web Site. Please do not unplug the **V.Link™** during the downloading process.



BONUS GAMES ON THE V.SMILE™ WEB SITE

When you complete a number of Learning Adventure games, you will be rewarded with special gold coins. You can save your record to the **V.Link™** and then plug the **V.Link™** into a PC. You will then be able to use the gold coins to unlock special bonus games on the **V.Smile™** Web Site.



HOW TO EARN GOLD COINS

Gold Coin

- 1st gold coin Achieve a total score of at least 1 in Learning Adventure
- 2nd gold coin Achieve a total score of at least 120 in Learning Adventure
- 3rd gold coin Achieve a total score of at least 300 in Learning Adventure
- 4th gold coin Achieve a total score of at least 420 in Learning Adventure

*** Note:** **V.Link™** connection is only available in these or later models:



ACTIVITIES

EDUCATIONAL CURRICULUM


LEARNING ADVENTURE


Arriving in Radiator Springs
Tip the Tractors
Tractor Roundup
Tire Bouncing
Cold Rinse
Mater's Challenge


LEARNING ZONE


Neon Magic
Junkyard Fun
Pitstop Frenzy
Random Road Signs


LEARNING ADVENTURE


Lightning McQueen  This is the character you control on the screen.

Energy  This will decrease if Lightning comes in contact with an obstacle.

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

Checkered Flag  These are objects that add extra points to Lightning's score if touched.

Obstacle  These are objects that reduce Lightning's energy if touched.

Oil cans  These are objects that restore Lightning's energy if touched.



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-left
↗	Move up-right
↙	Move down-left
↘	Move down-right

ENTER BUTTON Rev Lightning's engine / Select an answer

GAME 1: ARRIVING IN RADIATOR SPRINGS

GAME PLAY

Help Lightning find his driver, Mack, on the Interstate but make sure he avoids other vehicles and traffic cones. Use the joystick to move Lightning. Check for the trucks you met by remembering the icon on their trailers.



Curriculum: Beginning Letter

★ Easy Level: Match the icon of the tools

★★ Difficult Level: Match the beginning letter of the tools

MINI GAME 1: TIP THE TRACTORS

GAME PLAY

Have fun tractor tipping with Lightning by revving his engine. You can get the correct value for the engine by watching the sleeping tractor.



Curriculum: Numbers

- ★ Easy Level: Count the floating smoke rings that the tractors blow
- ★★★ Difficult Level: Solve the addition problems the tractors are dreaming about

GAME 2: TRACTOR ROUNDUP

GAME PLAY

It's mayhem in Radiator Springs: some tractors have escaped. Round up the lost tractors by reading the map. Push the tractor until it runs into the pen, or press **ENTER** when you find a hidden tractor.



Curriculum: Observation & Map Skills

- ★ Easy Level: Round up 6 tractors
- ★★★ Difficult Level: Round up 8 tractors

GAME 3: TIRE BOUNCING

GAME PLAY

Play with Luigi's old tires. Each tire has a letter on it; bounce them to the character that is collecting the correct letters.



Curriculum: Missing Letters

- ★ Easy Level: Uppercase letters / Lowercase letters
- ★★★ Difficult Level: Missing letter

MINI GAME 2: COLD RINSE

GAME PLAY

Help Lightning avoid Red's water spray for 1 minute. Try to react as fast as you can to move Lightning left or right, collecting as many checkered flags as you can.

Curriculum: Hand-eye Coordination

- ★ Easy Level: Red moves slower
- ★★ Difficult Level: Red moves faster



GAME 4: MATER'S CHALLENGE

GAME PLAY

Mater has put some of his favorite shapes on the road. You can go faster by collecting the correct shapes in sequence. In some special areas, press **ENTER** to perform a dirt turn to help you to break your best record.

Curriculum: Shape & Sequence

- ★ Easy Level: Only one shape needs to be remembered
- ★★ Difficult Level: Up to 3 shapes need to be remembered

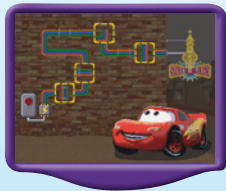


LEARNING ZONE

NEON MAGIC

GAME PLAY

Time to light up Radiator Springs! Some of the electric wires aren't connected properly. Repair the wires by pressing **ENTER** to rotate them and switch on the power box to light up the neon lights.



Curriculum: Logic

- ★ Easy Level: 3 parts of the wire need to be repaired
- ★★★ Difficult Level: 5 parts of the wire need to be repaired

JUNKYARD FUN

GAME PLAY

Sort the stuff in Mater's junkyard. Sort the items into 2 groups by placing them in the correct circle.



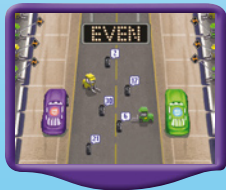
Curriculum: Classification

- ★ Easy Level: Separate 2 groups of objects
- ★★★ Difficult Level: Overlapping area that belongs to both groups

PITSTOP FRENZY

GAME PLAY

Use your crew to catch 4 tires with the correct number and place them on the car in your pit. Catch tires with the correct numbers to make the fastest tire changes.



Curriculum: Number

- ★ Easy Level: Odd and even numbers
- ★★★ Difficult Level: Simple addition

RANDOM ROAD SIGNS

GAME PLAY

Each road sign has a picture on it. Pair up the road signs with different cars and their functions.



Curriculum: Object Matching

★ Easy Level: Match the car pictures

★★ Difficult Level: Match the car picture with its function

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 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.

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.

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