

vtech®

V. FLASH™

DREAMWORKS
**SHREK
THE THIRD™**
The Search for Arthur



USER'S MANUAL

Shrek the Third TM & © 2007
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Shrek is a registered trademark of
Dreamworks Animation L.L.C.



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' favorite characters. Best of all, every V.DISCS 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 work in a cool 3D environment on creative projects such as model building and custom animations.

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

Please carefully read the 'Care & Maintenance' & 'Warning' sections at the end of the Instruction Manual before getting started. The V.DISCS is protected by a plastic case, and it should not be removed from this case.

INTRODUCTION

Shrek the Third™ – The Search for Arthur

When Shrek® married Fiona becoming the next King and Queen of Far Far Away wasn't part of the plan. Recruiting Donkey and Puss In Boots for a new quest, Shrek sets out to bring back the rightful heir to the throne. Back in Far Far Away, Fiona's jilted Prince Charming storms the city with an army of fairy tale villains to seize the throne. Fiona must stop him to ensure there will be a kingdom left to rule.

GETTING STARTED

1. CHOOSE YOUR PLAY MODE

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



Game Zone

In this play mode, you can help Shrek® and his friends to find the true heir to the throne and get back to Far Far Away. Choose "Adventure Play" to play through the games in story order, or "Quick Play" to play each adventure game separately.

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 interesting facts based around three general "Shrek® World" areas: the Castle, Swamp, and Dock. Fun facts, pictures and videos provide an interactive learning experience.

For the details of Knowledge World, please refer to the "Activities – Knowledge World" section.

Creative Workshop

In this play mode, you can customize a stage play for Shrek® and his friends, or build a dream vacation house for them.

For the details of all Creative Workshop Activities, please refer to the "Activities – Creative Workshop" section.

Options

In order to turn the background music on or off, use the joystick to scroll up or down between "On" and "Off". Press the GREEN button to enter your choice.



2. CONTINUE OR LOAD GAME

Game Zone

Continue Game

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

After you have completed a game in Game Zone – Adventure Play, the **V.FLASH™** system will automatically save your place and game status. The **V.FLASH™** system will keep this record even after you turn the unit OFF, as long as you do not put another V.DISC in. When you turn the unit back ON and select Game Zone, you will see the screen at the right.



New Game

Choose this to start a new game from the beginning.

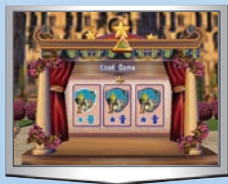


Load Game

This section will not be seen if you don't have a **V.FLASH™** Memory Card.

Choose this to load a stored game from a **V.FLASH™** Memory Card (sold separately). Use the joystick to scroll to the game you want to load, and press the GREEN button to enter your choice.

You can save up to 3 game records if a **V.FLASH™** Memory Card is inserted into the unit.



Knowledge World

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

Creative Workshop

Load Creation

This section will not be seen if you don't have a **V.FLASH™** Memory Card.

Choose this to retrieve your creation at any time for editing and viewing from a V.FLASH Memory Card (sold separately). Use the joystick to scroll to the creation you want to load, and press the GREEN button to enter your choice.

You can save up to 10 creative records if a **V.FLASH™** Memory Card is inserted into the unit.



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 okay with the current settings, press the GREEN button to confirm.



Player Selection

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

Two-player option is only available if two joysticks are inserted into the V.FLASH unit. The second joystick is sold separately.

Level Selection

To change the level to Easy, Medium, or Difficult, use the joystick to scroll between the numbered star icons.

Use the joystick to press the GREEN button to enter your choice.

Quick Play

If you are okay with the current settings, press the GREEN button to confirm.



Player Selection

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

Level Selection

To change the level to Easy, Medium, or Difficult, use the joystick to scroll between the numbered star icons.

Use the joystick to press the GREEN button to enter your choice.

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 the details of Game Zone, please refer to the "ACTIVITIES - Game Zone" section.

For the details of Knowledge World, please refer to the "ACTIVITIES - Knowledge World" section.

For the details of Creative Workshop, please refer to the "ACTIVITIES - Creative Workshop" section.

Features

1. HELP BUTTON

When you press the HELP button, you will hear the game instruction again, or a visual clue will be given for the current game.

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, the game will pause. 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 (the unsaved game will be lost) 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. An "Exit to Menu?" screen will pop up to make sure you want to quit in the game.

Move the joystick to "Yes" to leave the game (the unsaved game will be lost) and return to the previous Menu. Choose "No" to cancel the exit screen and continue play. Press the GREEN button to enter your choice.



ACTIVITIES

Educational Curriculum

Game Zone

Game 1 – A Trip to Town

Game 2 – Surely You Joust

Game 3 – Prince Charming's Revenge

Game 4 – Merlin's Number Magic

Game 5 – Theatre Rescue

Curriculum

Basic Counting/Monetary Skills

Pattern Recognition

Puzzle Logic

3D Spatial Movements

Problem Solving & Logic

Knowledge World

Topic 1 – In the Swamps

Topic 2 – At the Castle

Topic 3 – Docks and the Sea

Animals, Plants & Geography

Castles, Knights & Medieval History

Ships, Oceans & Marine Life

Creative Workshop

Activity 1 – Stage Play

Creative Writing

Activity 2 – Shrek® and Fiona's Dream Vacation House

Creative Design

GAME ZONE

Game Zone Status Bar

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



- The Score Bar shows the total game score. You can earn points by collecting the coins along the game path and answering questions correctly.
- The Energy Status shows the energy level for the current player. You can recover your energy level by collecting the Heart icon if it gets low.
- The Game Timer shows you how much time you have left in the game. The game will be over if you do not finish it within the time limit.
- The Question Bar shows the current question you must answer along the game path.

V. FLASH™ Controller Operation



1	L Button	Camera Left rotation
2	ENTER Button	Confirm choice
3	Joystick	Control character movement in games
4	ABCD Buttons	Show "How to Play" screen
5	HELP Button	Repeat game instructions or hints
6	MENU Button	Exit current game to Main Menu
7	EXIT Button	Exit current game to previous Menu
8	R Button	Camera Right rotation
9	YELLOW Button	Repeat game instruction or Control Camera zoom
10	GREEN Button	Confirm choice
11	BLUE Button	Control character for special movements
12	RED Button	Cancel the choice

The controls work slightly differently in each game. The "How to Play" screen shown at the beginning of each game explains that game's controls.

Character Selection Page

This page will not be seen if it is in 2-player mode. In 2-Player mode, Player 1 will use the first character and Player 2 will use the second character.

In 1-player mode, in Game Zone 3, Game Zone 4 and Game Zone 5, there is a character selection page for player to choose your favorite character to play in those games. Move the joystick to choose and press the GREEN button to confirm the player.



How to Play

At the beginning of each game in the Game Zone, Knowledge World and Creative Workshop, a "How to Play" screen shows you the game settings and game controls.



Game Zone 1: A Trip to Town

• Game Play

Help Shrek® to collect the coins in the street, and use these coins to buy the things he needs on the shopping list. He must buy everything on the list in order for them to set sail on their journey to find Arthur.



Curriculum

Word/Picture Match

Easy Level

Simple word and picture match

Medium Level

Normal word and picture match

Difficult level

Difficult word and picture match

Game Zone 2: Surely You Joust

• Game Play

Help Shrek® to show Arthur how to compete in this event. Look at the pattern and then guide Shrek® to get the flag that completes the pattern.

Collect the Heart icon to recover the energy level and collect the clock to add extra time.



Curriculum	Pattern Recognition
Easy Level	Simple Pattern Matching
Medium Level	Pattern Matching and Pattern Logic
Difficult Level	Complex Pattern Logic

Game 3: Prince Charming's Revenge

• Game Play

Help Fiona and Pinocchio move the furniture in the room to block the doors before Charming and his men break in. Press the GREEN button to push or pull the furniture.



Curriculum	Puzzle Solving Skill
Easy Level	Simple solution using less furniture
Medium Level	More difficult solution using more furniture
Difficult Level	Complex solution using more furniture

Game 4: Merlin's Number Magic

• Game Play

Help Merlin collect items for his spell. Move the joystick to help Shrek® move around and collect the falling objects within the time limit. The more objects Shrek® collects here, the more chances for Shrek® and Arthur to hit the magic number to earn points in the Mini-Game.

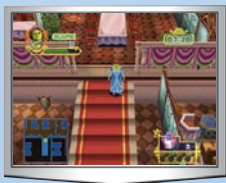


Curriculum	3D Spatial Skills
Easy Level	Smaller map area
Medium Level	Slightly larger map area
Difficult Level	Large map area

Game 5: Theatre Rescue

• Game Play

Help Fiona and Arthur rescue Shrek® without letting the villains discover them. Collect all the keys in the rooms and then open the locked door to the room where Shrek® is being held. Collect magic bottles along the way to make the enemies sleep for a short time, and collect bonus items to add points.



Curriculum**Problem Solving & Logic**

Easy Level

Fewer enemies and obstacles in the rooms

Medium Level

Slightly more enemies and obstacles in the rooms

Difficult Level

More enemies and obstacles in the rooms

Reward Screen

After each game, you will see a reward screen.

Score: This shows the score you earned in the game just completed.

Total score: This shows the cumulative score from each Game Zone game played thus far.

Highest Score: This shows the current high score for the whole game.

**Saving Game Status**

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

After pressing the GREEN button on the reward screen to enter the Game Save screen, 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 save over it with a new record.

**KNOWLEDGE WORLD****Knowledge World Menu**

The Knowledge World Menu features 3 different topics: In the Swamps, At the Castle, Docks and the Sea. Move your joystick to choose a topic and press the GREEN button to confirm.

The topic name is shown on the top of the screen.



V. FLASH™ Controller Operation



1	HELP Button	Confirm/Play voice
2	L Button	Move to the previous fact
3	ENTER Button	Confirm/Play voice
4	Joystick	Move between choices
5	ABCD Button	Show "How to play" screen
6	MENU Button	Exit the game to Main Menu
7	EXIT Button	Exit the game to Knowledge World Menu
8	R Button	Move to the next fact
9	Yellow Button	Fact instruction
10	Green Button	Confirm/Play voice
11	Blue Button	Play video
12	Red Button	Cancel/Back

Knowledge World Sub-topic Menu

Each topic has 5 to 8 sub-topics. Choose the one you are interested in and press the GREEN button to go to the Fact Screen..

Topic 1: In the Swamps Topic 2: Docks and the Sea Topic 3: At the Castle



Knowledge World Fact Screen

In the Fact Screen, you can read fascinating facts about each of the entries. Move the joystick or press the L or R button to the next or the previous fact. If you press the YELLOW button, the fact will be read aloud. If there is a video for the fact, press the BLUE button to see it. If you want to choose a new entry, press the RED button to go back to the Sub-topic Screen.



CREATIVE WORKSHOP

Creative Workshop Menu

The Creative Workshop menu features two creative activities. Use the joystick to scroll between Stage Play and Shrek® and Fiona's Dream Vacation House. Press the GREEN button to enter your choice.



ACTIVITY 1 – STAGE PLAY

In this activity you can be the director of short plays starring Shrek®, Fiona, Donkey, Arthur and Merlin.



Game Play

Step 1: Choose a Story

Use the joystick to scroll between the 2 stories, "Home Sweet Swamp" and "Merlin's House." Press the GREEN button to enter your choice.



Step 2: Enter your choice

After you have selected a story, use the joystick to choose the emotion, objects or lines for the character. You can see the different animations and voices by scrolling through the selections. Press the GREEN button to enter your choice.



Step 3: Review the Entire Story Content

You can review the whole story you've selected by pressing the BLUE button to go to the Book Mode.

In Book Mode, the red words are the selections you have confirmed. The blue words are the selections you haven't yet confirmed.



Step 4: Watch the Play

You can run through the whole play by pressing the BLUE button from the Book Mode and entering Action! Mode. Press the GREEN button to start the play and press the RED button to stop it.



Step 5: Save Your Play

If you have a memory card inserted, you can save the play you made and make changes to it later.




ACTIVITY 2: SHREK® AND FIONA'S DREAM VACATION HOUSE

In this activity, you can design and build your own Dream Vacation House and garden for Shrek® and Fiona. You can also choose your favorite objects to decorate the vacation site.



Step 1: Help Shrek® Get Started

Choose Shrek® and select the House icon . Scroll through the menu of building options to select an object to start with. Press the GREEN button to confirm your choice.

Select the House icon first.



Choose an object from the list.




You will see a highlighted area on the land. Move the highlight anywhere you like within this area and press the GREEN button to start building the object there.

Select a place for your object.



Shrek® has completed the building.

Next, you are invited to decorate the house. Select the Decoration icon .

Select the Decoration icon.




There are several objects in the list.

Select a location and press confirm to place the object.



All done!!

Step 2: Help Fiona Choose the Plants & Flowers

Choose Fiona and select the Flower icon . Choose different plants and flowers from the list.

Select the Flower button and start.




Here are several plants for selection.

Move the cursor with the joystick and press the GREEN button to confirm. Similar to the house building, you will see a highlighted area on the land. Move the highlight anywhere you like within this area and press the GREEN button to start.

You can design your own garden.



Nice job, Fiona!!

Here is another Garden Decoration icon  for Fiona. Select this to add even more items to the garden area of the house.

Choose the Garden Decoration icon.



Select an object.

Move the cursor to your chosen place.



It looks good!!

Step 3: Remove Objects

Choose Shrek® or Fiona and select the Remove icon . Move the highlight to the unwanted object and press the GREEN button to remove.

To remove an object, press the Remove button.



Object will be removed after player confirms.

Step 4: Save Your Dream Vacation House

If you have a memory card inserted, you can save the Dream Vacation House and the garden and make changes to it later.

Save Creation

During the creation in each Creative Workshop activity, you can go to the save screen by pressing the YELLOW button. 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 each Creative Workshop activity. If all the save slots are full and you want to save a new creation, you will need to choose an old creation and save over it with your new creation.

Load Creation

If you want to edit a saved creation, you can choose "Load Game" in each creative workshop activity menu. 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.



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 **vtech**[®] **V.FLASH**[™] Memory Card may be required for saving certain portions of the game. The memory card is sold separately. Refer to the software 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

In case the data side (bottom side) of the **V.DISC** needs to be cleaned, please follow the following procedure:

1. Lay the **V.DISC** on a flat surface with the bottom 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

Remark: While a game is saving, if insufficient memory is found in the **V.FLASH™** system, you may need to delete some files or else play the game without saving it. (Please refer to the **V.FLASH™** main console Instruction Manual for more detail.)

OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

vtech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook.

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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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V. FLASH™



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Made in China

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