

### Play, Move, Learn!

The ION Educational Gaming System, with motion-sensing technology, puts children live on TV and in the game.

# ION

EDUCATIONAL GAMING SYSTEM™

**PLAYSKOOL**

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DORA  
the  
EXPLORER

THE GREAT  
SOCCER BALL  
ADVENTURE™

PUTS YOUR CHILD  
ON TV AND  
IN THE GAME!

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**PLAYSKOOL**

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Get up Get active Get smart™

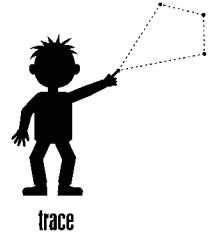
For use exclusively with  
the ION EDUCATIONAL  
GAMING SYSTEM.

Thank you for purchasing Dora The Explorer™  
 “The Great Soccer Ball Adventure™\*,” an action-packed  
 active learning Soccer disc for use exclusively with the ION  
 EDUCATIONAL GAMING SYSTEM. Be sure to read and  
 follow all instructions carefully before playing  
 the games!

**10 BASIC BODY MOVEMENTS**

Follow these 10 basic body  
 movements to play and navigate  
 through each game!

*Move your body to control the action!*



**LEVELS OF PLAY**

Each game presents three levels of play, which increase  
 in difficulty. At the beginning of each game, please select  
 your desired level: easy, medium, or hard. The game will  
 proceed through several rounds of play at that level.  
 Pressing the Back button will return you to the level  
 selection screen.

**5 ACTION-PACKED GAMES**

Swiper the Fox strikes again! This time, he’s thrown  
 Dora’s soccer ball on the Tall, Tall Pyramid in Mami  
 Bird’s nest. Put your best brain and body power to use as  
 you travel with Dora down the Rainbow River, into the  
 rainforest, and to the very tip-top of the Pyramid to get  
 the ball back!

GAME 1 – SOCCER PRACTICE™\*

GAME 2 – RAINBOW RIVER™\*

GAME 3 – HOME SWEET HOME™\*

GAME 4 – SECRET ENTRY™\*

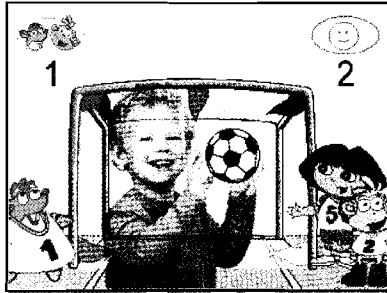
GAME 5 – PYRAMID SPINTACULAR™\*

BONUS GAME – WE DID IT!™\*

## GAME 1 – SOCCER PRACTICE™\*

### GAME PLAY

You're the goalie! Listen for Dora to call out the flag colors on the goal post in English and Spanish, and quickly reach out with your arms and use your hands to keep the soccer ball from hitting the flag and scoring a goal! Move, jump and wave to block the soccer ball!



### Learning Benefits

#### *Cognitive Reasoning*

- Color Recognition
- Object Recognition

#### *Literacy*

- Basic Spanish

#### *Social Development*

- Teamwork

#### *Math & Logic*

- Counting

LOOK AT  
WHAT YOU'LL  
LEARN!

### Levels of Play

You'll need to know your colors in English and Spanish to stop the shots. The soccer balls fly faster with each level, so stay on your toes! The levels go from all English to a mix of English and Spanish, to all Spanish.

## GAME 2 – RAINBOW RIVER™\*

### GAME PLAY

Help fix the boat by going fishing for shapes! Reach out and swing your arms to cast your fishing line. Tag the shape that fits the hole in your boat and then spin the reel to bring it in! After that, swing your arms to row the boat and make sure Dora and Boots arrive safely by following the colored streams down the river. Watch out for tricky obstacles in the water!



### Learning Benefits

#### *Cognitive Reasoning*

- Color Recognition
- Following Directions
- Matching

#### *Math & Logic*

- Shape Recognition

LOOK AT  
WHAT YOU'LL  
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### Levels of Play

Cast your fishing line and catch the shapes. Pay close attention to catching the correct ones, because with each level, you need to catch more shapes!

## GAME 3 – HOME SWEET HOME™\*

### GAME PLAY

Duck and hide your way through the rainforest to discover the lost baby animals. Move your body to mimic the animals' movements as you help Diego guide them back to their mothers.



### Learning Benefits

#### *Science & Discovery*

- Animal Behaviors & Habitats
- Animal Recognition

LOOK AT  
WHAT YOU'LL  
LEARN!

### Levels of Play

Follow Diego – he'll show you how each animal moves. Can you move just like the real animal? With each level, the animal movements become more challenging to mimic.

## GAME 4 – SECRET ENTRY™\*

### GAME PLAY

Wave your arms to wipe down the vines in the secret entry. To open the entry, you will need to match the shape on the screen with the shape on the doorway.



### Learning Benefits

#### *Math & Logic*

- Deductive Reasoning
- Shape Recognition
- Shape Tracing

#### *Cognitive Reasoning*

- Matching

LOOK AT  
WHAT YOU'LL  
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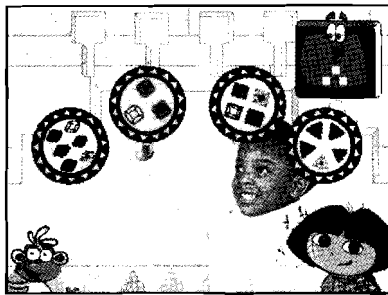
### Levels of Play

As the levels progress, the shapes are identified verbally and then described: you need to know your shapes and be a good listener to find the right match!

## GAME 5 – PYRAMID SPINTACULAR™\*

### GAME PLAY

Power the pyramid's elevator by using your hands to spin the dials that match the secret number codes. Keep the elevator moving and travel to the top of the pyramid to retrieve Dora's soccer ball!



### Learning Benefits

#### *Math & Logic*

- Counting
- Addition
- Number Recognition

LOOK AT  
WHAT YOU'LL  
LEARN!

### Levels of Play

Spin the matching dials to reach the top of the pyramid. Identify the correct number to unlock the code. As the levels progress, you determine the correct numbers by looking at dots, identifying numerals, and then doing math equations.

## BONUS GAME – WE DID IT!™\*

### GAME PLAY

Dance along with Dora and friends while recapping your adventures! Use your whole body to dance while reviewing and reenacting some of the fun things you did!



### Learning Benefits

#### *Creativity*

- Dance Movements

#### *Cognitive Reasoning*

- Following Directions

LOOK AT  
WHAT YOU'LL  
LEARN!

### Levels of Play

There are no levels in this bonus game.

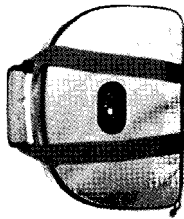
# ION

EDUCATIONAL GAMING SYSTEM™

Get up  
Get active  
Get smart™

The ION EDUCATIONAL GAMING SYSTEM puts  
your child on TV and actively in the game!

ION EDUCATIONAL GAMING SYSTEM



Protect and store your  
**ION EDUCATIONAL GAMING SYSTEM!**

**Carry Bag**

Each Sold Separately.

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COMING SPRING 2007



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