

Path of the Panda

User's Manual



vtech®

V.SMILE™

Kung Fu Panda™ &
© 2008 DreamWorks
Animation L.L.C.

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

Welcome to the Valley of Peace, home to Po the panda. Being a huge kung fu fan, Po is desperate to see his heroes, the Furious Five, compete to decide who will become the new defender of the land; the Dragon Warrior. While trying to get a good view of the competition, Po crash lands at the feet of Master Oogway and is unexpectedly chosen to become the Dragon Warrior. Meanwhile, the villainous Tai Lung has escaped from prison and a threatening shadow descends over the Valley of Peace. Master Shifu will have to train Po well if he is to become a kung fu legend and defeat Tai Lung!

GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press the **ENTER** button to confirm your selection.



1. Po's Rescue Mission

In this play mode, you can help Po to complete missions through 7 exciting adventure games in the Valley of Peace. Start playing from the beginning by entering the Story mode, or practice your skills in each of the missions individually by entering the Quick Play area.

Story Mode:

Play 7 missions one by one according to the story.



Quick Play:

Play each of the missions individually in any order.

Story Mode

Start the Adventure from the beginning by choosing **Story Mode** or start the Adventure from the last place you played before exiting by choosing

Continue Game.

New Game:

Start the Adventure from the beginning.



Continue:

Start the Adventure from the last place you played before exiting the game.

Quick Play

Start Your Game

In the **Quick Play** menu, choose any of the missions you'd like to play. Move the joystick to select the game you want and press **ENTER** to play.



2. Kung Fu Training

In the Kung Fu Training menu, choose from either of two games you'd like to play. Move the joystick to select the game you want and press **ENTER** to confirm your choice.



3. Kung Fu Competition

In this play mode, you can choose either of the competition styles you'd like to play. Start playing a single match by entering the **Versus Play** mode or participate in a Kung Fu tournament by entering **Tournament Play**. Move the joystick to select the game you want and press **ENTER** to confirm your choice.



4. Kung Fu Scroll

In the Kung Fu Scroll menu, choose from either of two languages you'd like to learn. Move the joystick to select the language you want and press **ENTER** to confirm your choice.



5. Options

In the Options screen, you can turn the music On or Off, choose between Limited, or Limitless power to play through the game and turn the Tutorial On or Off. Move the joystick to select the option you want.



STEP 2: Choose Your Game Settings

1. Po's Rescue Mission, Kung Fu Training and Kung Fu Competition each have two difficulty levels. Move your joystick left or right to choose Easy Level or Difficult Level from the game selection screen.
2. In the Kung Fu Training and Kung Fu Competition, you can choose between one player and two-player modes. Move your joystick to choose 1P (one player) or 2P (two players). Note: Two-player mode is not available when played on the **V.SMILE Pocket™** or **V.SMILE Cyber Pocket™**.
3. Move the joystick up and down to switch between level and player selection.
4. When you have finished the selection of level and player mode, move the joystick to choose the game and press the **ENTER** button to start the game with the selected game settings.

STEP 3: Start Your Game

- For Po's Rescue Mission, please go to the "**Activities - Po's Rescue Mission**" section.
- For Kung Fu Training, please go to the "**Activities - Kung Fu Training**" section.
- For Kung Fu Competition, please go to the "**Activities - Kung Fu Competition**" section.
- For Kung Fu Scrolls, please go to the "**Activities - Kung Fu Scrolls**" section.

FEATURES

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. A window will pop up to check that you really want to quit. Move the joystick right to the "**CHECK**" to leave the game or left to the "**CROSS**" to cancel the exit screen and keep playing. Press the **ENTER** button to choose.



LEARNING ZONE Button

The **LEARNING ZONE** button is a shortcut that takes you to the **Kung Fu Training** game selection screen. When you press the **LEARNING ZONE** button, the game will pause. A window will pop up to check that you really want to quit. Move the joystick right to the "**CHECK**" to leave the game or left to the "**CROSS**" to cancel the exit screen and keep playing. Press the **ENTER** button to choose.

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™** website. Please don't unplug the **V.Link™** during the downloading process.



Bonus Games on V.Smile™ Website

When you reach a certain score in Po's Rescue Mission, you'll be rewarded with special gold coins. You can save your score to the **V.Link™** and then plug the **V.Link™** into a PC. You'll then be able to use the gold coins to unlock special bonus games on the **V.Smile™** website.



How To Earn Gold Coins

Gold Coin

- | | |
|---------------|---|
| 1st gold coin | First mission is completed in the Story mode of Po's Rescue Mission |
| 2nd gold coin | Get a total score of 140 in the Story mode of Po's Rescue Mission |
| 3rd gold coin | Get a total score of 420 in the Story mode of Po's Rescue Mission |
| 4th gold coin | Get a total score of 560 in the Story mode of Po's Rescue Mission |

ACTIVITIES

Educational Curriculum

Po's Rescue Mission	Curriculum
Ancient Mission 1 - Bamboo Forest Rescue	Logic
Ancient Mission 2 - Unblock The Rivers	Logic
Ancient Mission 3 - Chinese Take-Out	Object Identification and Beginning Letters
Ancient Mission 4 - Master Architect	Geometry
Ancient Mission 5 - Bridge Builder	Geometry
Ancient Mission 6 - Mountain Hero	Mathematics
Legendary Mission	Mathematics

Kung Fu Training	Curriculum
Training 1 – You May Eat!	Foods
Training 2 – Dojo Star Throw	Spatial Skills
Kung Fu Competition	Curriculum
Versus Play	Mathematics
Tournament Play	Mathematics
Kung Fu Scrolls	Curriculum
Chinese Scroll	Chinese Number Writing and Pronunciation
English Scroll	English Number Writing and Pronunciation

Po's Rescue Mission - Game

Status Bar

In each game, the status bar stays on the screen to show you how you are doing.

Chances	Number of chances remaining to complete the game.
Score	The points you've earned during the current game.

Basic Operations



Move to the left	(←)
Move to the right	(→)
Climb downward	(↓)
Climb upward	(↑)
Jump	Enter
Kung Fu Moves	Color Buttons
Rescue Villager	Enter

Ancient Mission 1 – Bamboo Forest Rescue

Game Play

Help Po find 3 villagers who are lost in the bamboo forest. Use the joystick to move Po and press **ENTER** to jump. You will enter a mini game when you hear the cry “Help me! Help...” in the bamboo forest.



Find a path to get to where the villager is. Use the joystick to move Po and push the rock.



Curriculum: Logic.

- ★ Easy Level: Simple pattern Logic.
- ★★ Difficult Level: Complex pattern.

Ancient Mission 2 – Unblock The Rivers

Game Play

Help Po to create 3 water supplies for the Valley of Peace in the bamboo forest. Use the joystick to move Po and press **ENTER** to jump. You will enter a mini game when you stumble across a waterwheel in the bamboo forest.

Push the rock and redirect the flow of the water to the waterwheel. Use the joystick to move Po and push the rock.



Curriculum: Logic.

- ★ Easy Level: Simple pattern.
- ★★ Difficult Level: Complex pattern.

Ancient Mission 3 – Chinese Take-Out

Game Play

Help Po to deliver the take-out noodles to 3 stores in the Valley of Peace. In the Easy level, you need to find the stores that would sell some specific products. In the Hard level, you need to find the stores that sell something beginning with a given letter. Use the joystick to move Po and press **ENTER** to jump.



When you find a store, press the **RED** button to deliver the noodles or the **GREEN** button to leave, depending whether or not you think it is the right place.



Curriculum: Object Identification and Beginning Letters.

★ Easy Level: Shown a product image.

★★★ Difficult Level: Given the beginning letter of a product.

Other operations in Mission 3:

Move Po to catch the bowls on the bridge

(←) / (→)

Ancient Mission 4 – Master Architect

Game Play

Help Po find 3 missing building accessories in the Valley of Peace. He will need a window, a fence and an arch to complete the repairs. Use the joystick to move Po and press **ENTER** to jump.

Choose the correctly matching accessory to put it on the building. Press the colored button to make your choice.



Curriculum: Geometry .

★ Easy Level: Choose the accessory that is exactly the same as the opposite one.

★★★ Difficult Level: Choose the accessory that is symmetrical to the opposite one.

Other operations in Mission 4:

Move Po to catch the gifts on the bridge

(←) / (→)

Ancient Mission 5 – Bridge Builder

Game Play

Oh no! The bridge is out! Help Po find 5 logs to build a new bridge on the mountain. Use the joystick to move Po and press ENTER to jump.



After you have found some logs on the ground, press the correct colored button to choose a log that fits with the previous one.



Curriculum: Geometry .

★ Easy Level: Simple shape.

★★★ Difficult Level: Complex shape.

Other operations in Mission 5:

Swing on the branch	(←) / (→)
---------------------	-----------

Ancient Mission 6 – Mountain Hero

Game Play

Help Po find 3 villagers and rescue them from the cliff. Use the joystick to move Po and press **ENTER** to jump.

Press a colored button to choose the correct rope and rescue the villager .



Lower the rope to the villager's position. Move the joystick left or right to move the rope around the obstacles. Move the joystick down to speed up or up to slow down.



Curriculum: Mathematics.

★ Easy Level: Find the number that is between the given number.

★★★ Difficult Level: Find the number that is between the given number.

Other operations in Mission 6:

Swing on the branch	(←) / (→)
---------------------	-----------

Legendary Mission

Game Play

Defeat Tai Lung to protect the Valley of Peace. Gather some correct objects from the wooden boxes to increase your action points. You can perform a powerful Kung Fu special move to reduce Tai Lung's energy level when you have 3 action points. Use the joystick to move Po and press **ENTER** to jump.

Enter the colored buttons in the correct order as quickly as you can to use the Kung Fu special move or defend against a special attack from Tai Lung.



Curriculum: Mathematics.



Easy Level:

- Find the numbers that are less than / greater than a given single number.
- Find the shapes that are exactly the same as the given shape.
- Find the shapes that have 3 edges.



Difficult Level:

- Find the numbers that are less than / greater than a given double figure number.
- Find the shapes that might be upside down or turned around from the given shape.
- Find the shapes that have 4 or 5 edges.

Basic Operations

Move to the left	(←)
Move to the right	(→)
Move down	(↓)
Jump	(↑) / ENTER

Kung Fu Training - Game

Training 1 – You May Eat!

Game Play

Help Po grab the correct objects before time runs out. Watch out for Master Shifu! He might just leap in with his chopsticks if you're too slow! Use the joystick to move Po's chopsticks, press **ENTER** to grab an object and press **ENTER** again, or move the joystick back to put the object on the dish.



Curriculum: Foods.



Easy Level: Classification of food and non-food.



Difficult Level: Classification of food types.

Basic Operations

Move to the left	(←)
Move to the right	(→)
Move down	(↓)
Move up	(↑)
Collect an object / Put the object on the dish	ENTER

Training 2 – Dojo Star Throw

Game Play

Throw a star at the correct shape to complete the puzzle. Use the joystick to move the target. Press ENTER to throw a star.



Destroy as many punching bags as you can to reach a higher score in the bonus time.



Curriculum: Spatial Skills.

★ Easy Level: A total of 9 shapes in a puzzle.

★★★ Difficult Level: A total of 16 shapes in a puzzle.

Basic Operations

Move to the left	(←)
Move to the right	(→)
Move down	(↓)
Move up	(↑)
Throw a star	ENTER

Kung Fu Competition - Game

Versus Play

Game Play

Choose the characters and location to play a single Kung Fu competition.



During each competition, collect correct objects from the wooden boxes to increase your action points. You can perform a powerful Kung Fu special move to reduce Tai Lung's energy level when you have 3 action points. Use the joystick to move your character and press **ENTER** to jump.



Enter the colored buttons in the correct order to use the Kung Fu special move or defend against a special attack from your opponent.



Curriculum: Mathematics.



Easy Level:

- Find the numbers that are less than / greater than a given single number.
- Find the shapes that are exactly the same as the given shape.
- Find the shapes that have 3 edges.



Difficult Level:

- Find the numbers that are less than / greater than a given double figure number.
- Find the shapes that might be upside down or turned around from the given shape.
- Find the shapes that have 4 or 5 edges.

Basic Operations

Move to the left	(←)
Move to the right	(→)
Move down	(↓)
Jump	(↑) / ENTER

Tournament Play

Game Play

This mode features the same game play as Versus Play but you will play several rounds of competition in the Kung Fu tournament with the computer or another player.



Kung Fu Scroll - Game

Game Play

Select a number you want to learn. Use the joystick to move the target and press **ENTER** to throw a star to a number you want to learn.



Chinese Scroll

Game Play

Let's learn to write numbers in Chinese with Po. Follow the red dots and move the joystick or use the pen to write the Chinese number.

Curriculum: Translation of Numbers 1-10, Pronunciation and Writing in Chinese.



English Scroll

Game Play

Let's learn to write numbers in English with Po. Follow the red dots and move the joystick or use the pen to write the letter.

Curriculum: Pronunciation and Writing of Numbers 1-10 in English.



CARE & MAINTENANCE

1. Keep your **V.Smile™** 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.
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-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.

If you wish to buy additional joysticks for your **V.Smile™ Learning System**, please visit us online, or contact our Consumer Services Department.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

TECHNICAL SUPPORT

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. **VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

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

ADDRESS: 1155 West Dundee Road, 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.