

vtech®

User's Manual

ACTIVE LEARNING GAMES

V. SMILE®
MOTION™

Disney · PIXAR

**TOY
STORY**
3



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 **V.Smile[®] Motion[™] Active Learning System**! A big breakthrough for junior gamers, **V.Smile[®] Motion[™]** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

V.Smile[®] Motion[™] plugs directly into the TV to provide kids with a high-tech gaming experience using thrilling, age-appropriate learning games and a motion-activated, intuitive wireless controller. The **V.Smile[®] Motion[™] Active 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. Each Smartridge[™] game encourages active gaming while giving kids' minds a workout, too, as they learn basic math, reading, science, spelling and more.

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,

Your friends at **VTech**[®]

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



INTRODUCTION

Andy is all grown up! He's leaving for college soon. What will happen to all of his toys? Join Buzz, Woody, and the gang as they end up at Sunnyside Daycare. They're excited to play with kids again, but all is not as it seems. Soon the toys realize that they have to escape! Join the adventure as the toys try to get back to Andy.



GETTING STARTED

STEP 1: Choose Your Play Mode

Tilt the controller left and right to choose the play mode you want. Press **ENTER** to confirm your selection.



1. Learning Adventure

In this play mode, you can join Buzz and Woody on their adventure in four games.

Adventure Play Play all four games in order according to the story.



Quick Play Play any of the games individually in any order.



• Adventure Play

Start the adventure from the beginning by choosing **New Game** or start from where you left off by choosing **Continue Game**. If this is the first time you've played this Smartridge™, this screen will be skipped and you'll start from the beginning.

New Game Start the game from the beginning.

Continue Game Start the game from the last place you played before exiting the game.



• Quick Play

In the **Quick Play** menu, choose any of the games you'd like to play. Tilt the controller left and right to select the game you want and press **ENTER** to play.



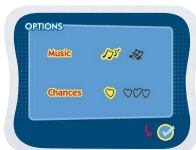
2. Learning Zone

Practice specific skills in the three games of the **Learning Zone**. Tilt the controller left and right to select the game you want and press **ENTER** to confirm your choice.



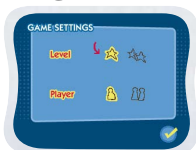
3. Options

In the Options screen, you can turn the music On or Off, and choose between Normal or Unlimited chances in the games. Move the joystick to select the options you want. Move the cursor to the ✓ icon, and then press **ENTER** to confirm your choices.



STEP 2: Choose Your Game Settings

1. **Level:** Move the joystick to choose Easy Level or Difficult Level. Press **ENTER** to confirm your selection.
2. **Number of Players:** Move the joystick to choose one player or two players. Press **ENTER** to confirm your selection.



Note: Two-player mode is not available when played on the V.Smile[®] Pocket[™] or V.Smile[®] Cyber Pocket[™].

3. After confirming all of your game settings, move the joystick to the ✓ icon and press **ENTER** to confirm your choices.
4. **Controller Mode:** Move the joystick to choose Motion Controller Mode or Joystick Mode. Press **ENTER** to confirm your selection and start your adventure!



STEP 3: Start Your Game

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



FEATURES

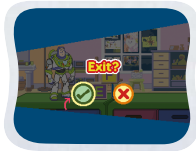
HELP Button

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 make sure that you really want to quit. Move the joystick to choose the ✓ icon to quit, or the ✗ icon to cancel the exit screen and keep playing. Press **ENTER** to confirm 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. A window will pop up to make sure that you really want to quit. Move the joystick to the ✓ icon to leave the game and enter the Learning Zone, or the ✗ icon to keep playing the current game. Press **ENTER** to confirm your choice.



V.Link™ Connection (Only for consoles that support V.Link™)

When you plug the **V.Link™** into the console, a selection – “**V.Link™ Connection**” – will appear in the main menu. You can select it to download your game score to the **V.Link™**. After downloading your score, plug the **V.Link™** into your computer and unlock bonus games on the **V.Smile™** Web Site. Please don't unplug the **V.Link™** during the downloading process.



Bonus Games on the V.Smile™ Web Site

When you reach a certain score in **Adventure Play** mode, you'll be rewarded with special gold coins. You can save your score to the **V.Link™** and then plug the **V.Link™** into your computer. The gold coins can be used to unlock special bonus games on the **V.Smile™** Web Site.

How to Earn Gold Coins:

Gold Coin	Condition
1 st gold coin	Earn a total score of more than 0 in Adventure Play.
2 nd gold coin	Earn a total score of 210 or more in Adventure Play.
3 rd gold coin	Earn a total score of 425 or more in Adventure Play.
4 th gold coin	Earn a total score of 700 or more in Adventure Play.



ACTIVITIES

Educational Curriculum

Learning Adventure

Curriculum

Learning Adventure 1 – Glider Getaway	Colors, Patterns, Insect Recognition
Learning Adventure 2 – Night Escape	Letter Identification and Rhyming
Learning Adventure 3 – To the Control Room	Counting and Addition
Learning Adventure 4 – On the Conveyor Belt	Beginning Letters and Spelling

Learning Zone

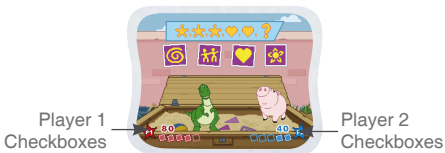
Curriculum

Learning Zone 1 – Build it Up	Shape Matching
Learning Zone 2 – Picture Stretch	Picture Matching
Learning Zone 3 – Sandbox Fun	Logic

Status Bars

For each game, the status bars appear on screen to show how you are doing.

- Energy** – How many chances you have left in the game.
- Score** – The points you have earned during the current game.
- Checkbox** – The number of questions you have completed during the current game.



Learning Adventure

Glider Getaway

Game Play

Help Woody escape from Sunnyside Daycare by using the kite to dodge obstacles. Follow the correct insect in order to pass through the flower patch safely.

Curriculum: Colors, Patterns, Insect Recognition

★ **Easy Level:** Fewer obstacles. Recognize colors and insects.

★★ **Difficult Level:** More obstacles. Recognize colors, patterns and insects.

Operations:

Control

Move forward or backward

Move up or down

Removing leaves on kite / Branches trap kite / Bird lands on kite

Motion Controller Mode

Tilt the controller left or right

Tilt the controller backward or forward

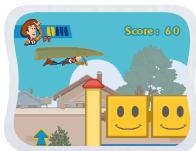
Tilt the controller left and right

Joystick Mode

Move the joystick left or right

Move the joystick up or down

Move the joystick left and right



Night Escape

Game Play

Help Buzz escape from the Caterpillar Room by completing letter-block ladders.

Curriculum: Letter Identification and Rhyming

★ **Easy Level:** Fewer obstacles. Find the correct letter.

★★ **Difficult Level:** More obstacles. Find the letter to finish the rhyming word.



Operations:

Control	Motion Controller Mode	Joystick Mode
Move left or right	Tilt the controller left or right	Move the joystick left or right
Jump	Press the ENTER button	Press the ENTER button
Choose the letter block	Press the ENTER button	Press the ENTER button
Balance on the blocks	Tilt the controller left or right	Move the joystick left or right
Escape from blocks	Tilt the controller left and right	Move the joystick left and right

To the Control Room

Game Play

Help Woody find the main control room so he can turn off the security monitors. Find the right path by following the glow-in-the-dark stars!

Curriculum: Counting and Addition

- ★ **Easy Level:** Fewer obstacles. Count the number of stars.
- ★★ **Difficult Level:** More obstacles. Answer an addition question.



Operations:

Control	Motion Controller Mode	Joystick Mode
Move left or right / Move on the pipe	Tilt the controller left or right	Move the joystick left or right
Jump	Press the ENTER button	Press the ENTER button
Jump on the wire/pipe	Press the ENTER button	Press the ENTER button
Balance on the pipe	Tilt the controller left or right	Move the joystick left or right
Climb up the pipe	Tilt the controller left and right	Move the joystick up
Slide down the pipe	Tilt the controller forward	Move the joystick down

On the Conveyor Belt

Game Play

The toys are on a conveyor belt at the dump! Help Buzz find metal objects to rescue himself and his friends.

Curriculum: Beginning Letters and Spelling

★ **Easy Level:** Fewer obstacles. Find the beginning letter of a word.

★★ **Difficult Level:** More obstacles. Find any letter of a word.



Operations:

Control

Move left or right

Remove the trap box
/ Get out of the sticky
road / Shake metal
object out

Jump

Pick up a box

Toss the metal object
to Buzz friend

Motion Controller Mode

Tilt the controller left or
right

Tilt the controller left and
right

Press the **ENTER** button

Press the **ENTER** button

Swing the controller up

Joystick Mode

Move the joystick left
or right

Move the joystick left
and right

Press the **ENTER** button

Press the **ENTER** button

Press the **ENTER** button

Learning Zone

Build it Up

Game Play

The Little Green Aliens are using toy cranes to create buildings.



Curriculum: Shape Matching

- ★ **Easy Level:** Simple shapes and buildings. Player only needs to pick the correct shape.
- ★★ **Difficult Level:** Complicated shapes and buildings. Player needs to place the shape correctly after picking it.

Operations:

Control	Motion Controller Mode	Joystick Mode
Move the claw left or right	Tilt the controller left or right	Move the joystick left or right
Pick a block	Press the ENTER button	Press the ENTER button
Place a block	Press the ENTER button	Press the ENTER button

Picture Stretch

Game Play

The pictures on the bulletin board are incomplete! Slinky Dog and Rex need to find the missing picture halves.



Curriculum: Picture Matching

- ★ **Easy Level:** 4 picture halves are available in one screen. Easier to spot picture differences.
- ★★ **Difficult Level:** 6 picture halves are available in one screen. Harder to spot picture differences.

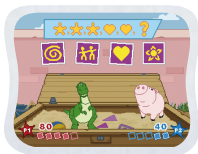
Operations:

Control	Motion Controller Mode	Joystick Mode
Move left or right	Tilt the controller left or right	Move the joystick left or right
Select a picture	Press the ENTER button	Press the ENTER button

Sandbox Fun

Game Play

Rex and Hamm are playing a game in the sandbox. Help them find the missing cards!



Curriculum: Logic

★ **Easy Level:** Finish a sequence with 4 images.

★★ **Difficult Level:** Finish a sequence with 6 images.

Operations:

Control	Motion Controller Mode	Joystick Mode
Dig the sand	Tilt the controller forward and backward	Move the joystick up and down
Move left or right	Tilt the controller left or right	Move the joystick left or right
Jump	Press the ENTER button	Press the ENTER button



CARE & MAINTENANCE

1. Keep your **V.Smile® Motion™** 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® Motion™** 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® Motion™ Active 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 specific problem you are experiencing.
- The actions you took right before the problem occurred.

If you wish to buy additional controllers for your **V.Smile® Motion™ Active 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



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.

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