

vtech®

V. SMILE®  
**MOTION™**  
ACTIVE LEARNING SYSTEM

**HANDY MANNY**



**USER'S MANUAL**

Disney elements © Disney.

Dear Parent,

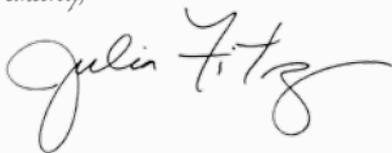
At **VTech**<sup>®</sup>, we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can parents responsibly allow their 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**<sup>®</sup> **Motion**<sup>™</sup> **Active Learning System**! A big breakthrough for junior gamers, **V.Smile**<sup>®</sup> **Motion**<sup>™</sup> takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

**V.Smile**<sup>®</sup> **Motion**<sup>™</sup> 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**<sup>®</sup> **Motion**<sup>™</sup> **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<sup>™</sup> game encourages active gaming while giving kids' minds a workout, too, as they learn basic math, reading, science, spelling and more.

At **VTech**<sup>®</sup>, 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**<sup>®</sup> 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**<sup>®</sup> **Motion**<sup>™</sup> **Active Learning System** and other **VTech**<sup>®</sup> toys, visit [www.vtechkids.com](http://www.vtechkids.com).



# INTRODUCTION

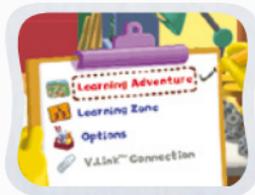
Manny and the tools have a lot of important jobs to do. Help them fix the movie theater marquee, work on Joe's construction site, and repair a trophy. Let's get to work fast. Muy rápido!



# GETTING STARTED

## STEP 1: Choose Your Play Mode

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



### 1. Learning Adventure

In this play mode, you can help Manny and the tools complete jobs in three different adventure games and three mini games.



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

**Quick Play** Play each pair of one adventure game and one mini game individually in any order.

#### • Adventure Play

Start the adventure from the beginning by choosing **New Game** or start the adventure from where you left off by choosing **Continue Game**.



**New Game** Start the adventure from the beginning.

**Continue Game** Start the adventure 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. Move the joystick to select the game you want and press **ENTER** to play.



**Note:** Each **Learning Adventure** game is paired with a mini game. The mini games cannot be played separately from the adventure games.

**Note:** For the details of all **Learning Adventure** games, please refer to the "**Activities - Learning Adventure**" section below.

## 2. Learning Zone

Practice specific skills in the four games in **Learning Zone**. Move the joystick to select the game you want and press **ENTER** to play.



**Note:** For the details of all **Learning Zone** games, please refer to the "**Activities - Learning Zone**" section below.

## 3. Options

In the Options screen, you can turn the Music On or Off, and choose between Limited or Unlimited chances in the games. Move the joystick to select the options you want. Move the cursor to the **OK** button and press **ENTER** to confirm your choices.



## STEP 2: Choose Your Game Settings

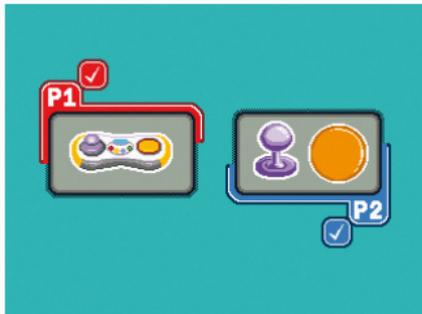
1. **Number of Players:** Move the joystick to choose one player or two players. Press **ENTER** to confirm your selection.

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



2. **Level:** Move the joystick to choose Easy level or Difficult level. Press **ENTER** to confirm your selection.
3. Move the cursor to the OK button and press **ENTER** to confirm your choices.
4. **Controller Mode:** In **Learning Adventure** and **Learning Zone**, you can choose from two different ways to play. You can play by using the joystick on your game controller, or you can choose to use your motion controller. Move the joystick to choose Motion Controller Mode or Joystick Mode. Press **ENTER** to confirm your selection.

**Note:** If you are playing on a **V.Smile™** console with a regular joystick, this option will not appear.



**Note:** For the details of Joystick Mode and Motion Controller Mode, please refer to the **Activities - Learning Adventure** and **Learning Zone** sections below.

## STEP 3: Start Your Game

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



## 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 “**Yes**” to quit the game or “**No**” to cancel the exit screen and keep playing. Press **ENTER** to confirm your choice.



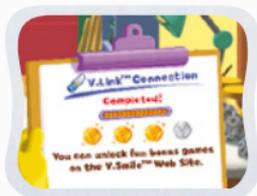
### LEARNING ZONE Button

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 left or right to select “**Yes**” to quit the current game and enter the **Learning Zone**, or select “**No**” to keep playing the current game. Press **ENTER** to confirm your selection.

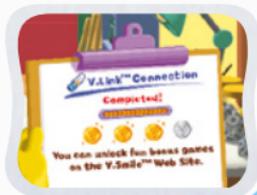
### V.Link™ Connection (Only for consoles that support V.Link™)

When you plug the **V.Link™** into the console, a new selection “**V.Link™ Connection**” will appear in the main menu. You can select it to download your game score to the **V.Link™**. After the update is completed, you can 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. You can use the gold coins to unlock special bonus games on the **V.Smile™** Web Site.



## How to Earn Gold Coins:

Gold Coin	Condition
1st gold coin	Finish Rusty's Little Light Lie game in Adventure Play
2nd gold coin	Get a total score of 300 points in Adventure Play
3rd gold coin	Get a total score of 450 points in Adventure Play
4th gold coin	Get a total score of 600 points in Adventure Play

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



## ACTIVITIES

### Educational Curriculum

Learning Adventure	Curriculum
Rusty's Little Light Lie	Spanish Phrases, Numbers, Colors, Patterns, Logic
Supremoguy	Logic, Problem Solving, Shape Matching
A Sticky Fix	Shape Matching, Directions, Numbers
Learning Zone	Curriculum
Tic Tac Toe	Logic
Measure & Cut	Numbers, Addition
Build a Mailbox	Logic, Puzzles, Shape Matching
The Leaky Pipes	Logic, Puzzles

### How to Play

At the beginning of each game in Learning Adventure and Learning Zone, a "How to Play" screen shows you the game settings and controls.

### Status Bars

For each game, the status bar appears on-screen to show how you are doing.

**Energy** Number of chances remaining to complete the game. You can increase your life status by collecting hats.

**Score** The points you've earned during the current game. You can increase your score by answering questions correctly, and by collecting nuts and bolts.

Energy



Player

Score



Score

## Learning Adventure

### Rusty's Little Light Lie

One day, Mayor Rosa called Manny and asked him to meet her at the new movie theater. She had an important job for Manny and the tools. As Manny and the tools walked to the theater, Manny greeted all the people they passed along the way. When they got to the theater, Mayor Rosa asked them to install light bulbs in the new marquee. Manny bought all the light bulbs from Kelly's shop, but Rusty accidentally broke them! Manny and the tools borrowed light bulbs from all their neighbors. Finally, they installed all the bulbs before the theater's big grand opening!

### Part 1 Game Play

Manny and the tools are walking to the movie theater to meet Mayor Rosa. Manny will walk along the street and greet people in Spanish along the way.



### Curriculum: Spanish Phrases

★ **Easy Level:** Short greeting phrases in Spanish

★★ **Difficult Level:** Slightly longer greeting phrases in Spanish

### Operations:

Control	Motion Controller Mode	Joystick Mode
Move Manny/cursor up and down	Tilt the controller forward and backward 	( ↑ ) / ( ↓ )
Move Manny left and right	Tilt the controller left and right 	( ← ) / ( → )
Choose a greeting	Press <b>ENTER</b>	Press <b>ENTER</b>

## Part 2 Game Play

Rusty suggests that they borrow light bulbs from their neighbors to fix the theater marquee. Help Manny look for houses with porch lights that are lit up. Then help him knock on the doors and ask to borrow light bulbs.



### Curriculum: Spanish Phrases, Numbers, Colors

- ★ **Easy Level:** Numbers from 1 to 5; Colors (red, blue, yellow, green)
- ★★ **Difficult Level:** Numbers from 6 to 10; Colors (red, blue, yellow, green, orange, purple, pink, white)

### Operations:

Control	Motion Controller Mode	Joystick Mode
Move Manny up and down	Tilt the controller forward and backward 	(↑)/(↓)
Move Manny/cursor left and right	Tilt the controller left and right 	(←)/(→)
Knock on the door	Tilt the controller forward and backward 	Press <b>ENTER</b>
Choose a number/color	Press <b>ENTER</b>	Press <b>ENTER</b>

## Part 3 Game Play

Manny and the tools arrive at the movie theater to fix the marquee. Rusty and Squeeze help install the bulbs. Swap the light bulbs in the lower row side-to-side to match the pattern of the light bulbs in the upper row.



### Curriculum: Patterns, Logic

★ **Easy Level:** Needs 1 swap

★★ **Difficult Level:** Needs 2 swaps

### Operations:

Control	Motion Controller Mode	Joystick Mode
Move Rusty and Squeeze left and right	Tilt the controller left and right 	( ← ) / ( → )
Choose a pair of light bulbs	Press <b>ENTER</b>	Press <b>ENTER</b>
Tighten the light bulbs	Steer the controller to the right 	Stir the joystick like a spoon

## Supremoguy

Manny received a phone call from Joe. Joe needed Manny's help at his construction site. When Manny and the tools got to the site, Felipe announced that he was "Supremoguy!" And Supremoguy could do all the work himself! The other tools felt left out. But Felipe got stuck at the top of the scaffolding and learned an important lesson. He didn't need to be a superhero when he was already part of a super team.

## Part 1 Game Play

Manny is helping Joe at the construction site. Help Manny climb up the scaffolding and work on different jobs on the construction site.



## Operations:

Control	Motion Controller Mode	Joystick Mode
Move Manny up and down	Tilt the controller forward and backward 	( ↑ ) / ( ↓ )
Move Manny left and right	Tilt the controller left and right 	( ← ) / ( → )

Manny finds some leaking pipes. Help Manny choose the correct valve to close and stop the leak.



## Curriculum: Logic



**Easy Level:**

Simple pattern for the pipes, and only 2 valves to choose from



**Difficult Level:**

More complex pattern for the pipes, and 2 to 4 valves to choose from

## Operations:

Control	Motion Controller Mode	Joystick Mode
Move Manny left and right	Tilt the controller left and right 	( ← ) / ( → )
Choose a valve	Press <b>ENTER</b>	Press <b>ENTER</b>
Tighten a valve	Steer the controller to the right 	Stir the joystick like a spoon

Manny finds some more problems that need fixing. Help Manny choose the right tool for the job.



### Curriculum: Problem solving

★ Easy Level: Small job with less work

★★ Difficult Level: Larger job with more work

### Operations:

Control	Motion Controller Mode	Joystick Mode
Move cursor left and right	Tilt the controller left and right 	( ← ) / ( → )
Choose a tool	Press <b>ENTER</b>	Press <b>ENTER</b>
Turn a screw with Turner	Steer the controller to the right 	Stir the joystick like a spoon
Tighten a nut with Squeeze	Steer the controller to the right 	Stir the joystick like a spoon
Pull a nail with Pat	Tilt the controller left and right 	( ← ) / ( → )
Hammer a nail with Pat	Tilt the controller forward and backward 	( ↑ ) / ( ↓ )
Cut a board with Dusty	Swing the controller up and down 	( ↑ ) / ( ↓ )

## Part 2 Game Play

Manny finds Felipe stuck at the top of the scaffolding. The other tools work together to help Felipe down safely. Connect the tools together in a chain to save Felipe!



### Curriculum: Shape Matching

- ★ **Easy Level:** Place 4 tools each time; one outline for each tool
- ★★ **Difficult Level:** Place 6 tools each time; the outlines overlap each other

### Operations:

Control	Motion Controller Mode	Joystick Mode
Move cursor left and right	Tilt the controller left and right 	(←) / (→)
Choose a tool/position	Press <b>ENTER</b>	Press <b>ENTER</b>

## A Sticky Fix

Mr. Noodlander brought a broken trophy to Manny's shop for repair. Manny fixed the trophy and Mr. Noodlander came back and picked it up. Later, Manny received a call from Mr. Noodlander. Mr. Noodlander needed Manny's help again and asked Manny to meet him. The trophy was a Good Citizen award and Mr. Noodlander gave it to Manny. Manny was surprised and everyone cheered!

## Part 1 Game Play

Manny needs to glue the trophy back together. Felipe and Turner each want to use the glue, and they accidentally get glued to each other! Manny encourages the tools to work together to fix the trophy.



### Curriculum: Shape Matching

- ★ **Easy Level:** 4 parts to choose from; 1 tool comes out to fix each part
- ★★ **Difficult Level:** More than 4 parts to choose from; 1 to 2 tools come out to fix each part

## Operations:

Control	Motion Controller Mode	Joystick Mode
Move cursor	Tilt the controller 	(←)/(→)/(↑)/(↓)
Choose a tool/position	Press <b>ENTER</b>	Press <b>ENTER</b>
Turn a screw with Felipe and Turner	Steer the controller to the right 	Stir the joystick like a spoon
Tighten a nut with Squeeze	Steer the controller to the right 	Stir the joystick like a spoon
Tighten a bolt with Rusty	Steer the controller to the right 	Stir the joystick like a spoon
Hammer a nail with Pat	Tilt the controller forward and backward 	(↑)/(↓)

## Part 2 Game Play

Mr. Noodlander calls to say that he needs Manny's help again. He asks Manny to meet him. But Mr. Noodlander says goodbye and hangs up before Manny can find out where he is! Help Manny drive around town to find Mr. Noodlander.



## Curriculum: Direction, Numbers

★ **Easy Level:** Directions: left, right, forward; Numbers: 1 to 9

★★ **Difficult Level:** Directions: east, west, north; Numbers: 10 to 99

## Operations:

Control	Motion Controller Mode	Joystick Mode
Move the truck left and right while driving forward	Steer the controller left and right 	(←) / (→)
Move the truck up and down while driving sideways	Tilt the controller forward and backward 	(↑) / (↓)
Honk the horn	Press <b>ENTER</b>	Press <b>ENTER</b>
Move the truck left and right to park	Tilt the controller left and right 	(←) / (→)
Confirm a parking space	Press <b>ENTER</b>	Press <b>ENTER</b>

## Learning Zone

### Tic Tac Toe

#### Game Play

Line up screws on the board vertically, horizontally, or diagonally.

#### Curriculum: Logic

★ **Easy Level:** Playing board with 3x3 grid; place 1 screw per turn

★★ **Difficult Level:** Playing board with 4x4 grid; place 2 screws per turn



## Operations:

Control	Motion Controller Mode	Joystick Mode
Move the cursor left and right	Tilt the controller left and right 	(←) / (→)
Move the cursor up and down	Tilt the controller forward and backward 	(↑) / (↓)
Confirm a position (To change your mind, press <b>ENTER</b> again.)	Press <b>ENTER</b>	Press <b>ENTER</b>
Turn a screw	Steer the controller to the right 	Stir the joystick like a spoon

## Measure & Cut

### Game Play

Stretch and Dusty work together to measure and cut some boards. Mark the correct length on the boards and then cut them.



### Curriculum: Numbers, Length, Addition

★ **Easy Level:** Match the number shown

★★ **Difficult Level:** Solve an addition equation

## Operations:

Control	Motion Controller Mode	Joystick Mode
Move Stretch left and right	Tilt the controller left and right 	(←) / (→)
Confirm the measurement	Press <b>ENTER</b>	Press <b>ENTER</b>
Cut the board with Dusty	Swing the controller up and down 	(↑) / (↓)

# Build a Mailbox

## Game Play

Help Pat and Stretch build mailboxes. Turn each of the pieces to match the pattern shown. Remember to help Pat hammer each piece into place!



## Curriculum: Logic, Puzzles, Shape Matching

★ **Easy Level:** Simple pattern, player must turn each piece to match the pattern

★★ **Difficult Level:** More complicated pattern, player must turn each piece and move it side-to-side to match the pattern

## Operations:

Control	Motion Controller Mode	Joystick Mode
Turn the piece	Steer the controller to the left or right 	Red Button Green Button
Move the piece side-to-side	Move the joystick left and right (←)/(→)	(←)/(→)
Confirm the placement of a piece	Press <b>ENTER</b>	Press <b>ENTER</b>
Hammer the piece into place	Tilt the controller forward and backward 	(↑)/(↓)





## 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 joysticks for your **V.Smile® Motion™ Active Learning System**, please visit us online, or contact our Consumer Services Department.

Internet: [www.vtechkids.com](http://www.vtechkids.com)

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



## 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. **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.

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