

vtech®

V. SMILE®
V. MOTION™
ACTIVE LEARNING SYSTEM

Disney
MICKEY MOUSE CLUBHOUSE



USER'S MANUAL

Disney elements © Disney.

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?

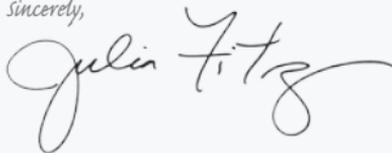
Our answer to this question is **V-Motion™ Active Learning System**! A big breakthrough for junior gamers, **V-Motion™** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

V-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-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.

In addition to the action-packed Smartridge game play, the **V-Motion™** includes the **V.Link™** (USB drive) that connects kids to **VTech**[®]'s secure online site to unlock bonus games and track their scores against other gamers.

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-Motion™ Active Learning System** and other **VTech**[®] toys, visit www.vtechkids.com.



INTRODUCTION

Pluto's favorite Super-Duper Bouncy Ball bounced far away, and Mickey and Pluto take off after it! They use a handful of Mouseketools to help in the hunt: a fishing rod, a zippy scooter, a hammer, and the Mystery Mouseketool. Join Mickey and Pluto on an adventure to catch the bouncy ball.



GETTING STARTED

STEP 1: Choose Your Play Mode

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

1. Learning Adventure

In this play mode, you can help Mickey find Pluto's bouncy ball in three exciting adventure games and four minigames.

Start playing from the beginning by entering **Adventure Play** or practice your skills in each of the games individually by entering the **Quick Play** area.

Adventure Play Play the games in story order and help Mickey and Pluto find the bouncy ball.

Quick Play Play the game of your choice in any order without having to follow the story.

• 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 where you left off last time you played.



• 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 the **ENTER** button to play.

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



2. Learning Zone

In the **Learning Zone** menu, you can play two fun games that focus on a specific learning skill. Move the joystick to select the game you want and press the **ENTER** button to confirm your choice.

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



3. Sing Along

In this play mode, you can sing a song with Mickey. Move the joystick to select the song you want, and then select the **OK** button and press the **ENTER** button to confirm your choice.



4. Options

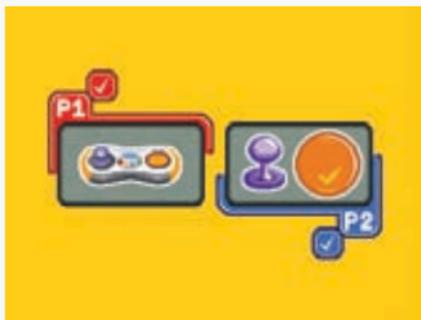
In the **Options** screen, you can turn the music On or Off. Move the joystick to select the option you want. Then press the **ENTER** button to confirm your choice.



STEP 2: Choose Your Game Settings

1. In **Learning Adventure** and **Learning Zone** each have two difficulty levels. Move your joystick left or right to choose  or . Then press the **ENTER** button to confirm your choice.
2. In **Learning Adventure** and **Learning Zone**, you can choose between one-player and two-player modes. Move your joystick left or right to choose  or . Then press the **ENTER** button to confirm your choice.
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 player and level selection.
4. When you have finished the selection of player and level settings, press the **ENTER** button to start the game.
5. 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 your joystick left or right to choose Motion Controller Mode or Joystick Mode. Press the **ENTER** button to start the game.

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.

STEP 3: Start Your Game

- For **Learning Adventure**, please go to the “Learning Adventure” section below.
- For **Learning Zone**, please go to the “Learning Zone” section below.
- For **Sing Along**, please go to the “Sing Along” 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 check that you really want to quit. Move the joystick to choose “Yes” to leave the game or “No” to cancel the exit screen and keep playing. Press the **ENTER** button 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 check that you really want to quit. Move the joystick left or right to select “Yes” to quit the game and enter the **Learning Zone**, or “No” to keep playing.

V.LINK™ Connection

When you plug the **V.Link™** into the console, The menu of “**V.Link™** Connection” will appear over 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™** Web Site. Please do not unplug the **V.Link™** during the downloading process.



Bonus Games on the V.SMILE™ Web Site

When you reach a certain score in **Learning Adventure**, you will 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 will then be able to 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	Play MG1 (Bounce the Bouncy Ball) in Adventure Play
2nd gold coin	Get a total score of 20 points in Adventure Play
3rd gold coin	Get a total score of 100 points in Adventure Play
4th gold coin	Get a total score of 450 points in Adventure Play



ACTIVITIES

Educational Curriculum

Learning Adventure	Curriculum
Collect the Balloons	Shapes, Colors and Logic
Follow the Flags	Number Order, Even/Odd Numbers and Number Comparison
Bouncing by Circle Lake	Measurement
Bounce the Bouncy Ball	Counting and Hand-eye Coordination
Fix the Toon Plane	Shapes, Counting and Puzzles
Pay Pete	Simple Addition and Money Values
Catch the Bouncy Ball	Rhythm
Learning Zone	Curriculum
Find the Letter	Letters (A-Z, as available in the characters' names)
Find the Balloons	Numbers and Simple Addition

Learning Adventure

Status Bar

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

Life	Number of chances remaining to complete the game. You can increase your life status by collecting hearts  .
Score	The points you've earned during the current game.

Basic Operations

Move to the left	(←)	Move to the right	(→)
Move down	(↓)	Move up	(↑)
Jump	[Joystick Mode] Press the ENTER button; [Motion Controller Mode] Tilt the controller backward		
Select choice	[Joystick Mode] Color Buttons; [Motion Controller Mode] Color Buttons		

Bounce the Bouncy Ball

Game Play

Mickey and Pluto play with the bouncy ball in the yard.

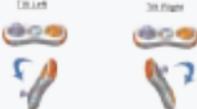


Curriculum: Counting and Hand-eye Coordination

★ **Easy Level:** Counts 1 to 20

★★ **Difficult Level:** Counts 1 to 40

Operation:

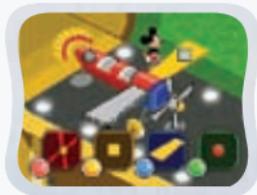
Control	Motion Controller Mode	Joystick Mode
Move the character	Tilt the controller left or right 	Move the joystick to the left or right (←) / (→)

Fix the Toon Plane

Game Play

Mickey and Pluto want to use the Toon Plane to fly around and look for the bouncy ball. But first they have to fix the plane.

Help Mickey put the correct shape onto the Toon Plane and hammer it into place.

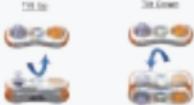


Curriculum: Shapes, Counting

★ **Easy Level:** Parts are regular shapes, no decoy parts

★★ **Difficult Level:** Parts are irregular shapes, 3 decoy parts

Operations:

Control	Motion Controller Mode	Joystick Mode
Select the part	Press the Color button	Press the Color button
Hammering	Tilt the controller up or down 	Press the Enter button

Collect the Balloons

Game Play

Goofy lost his balloons. Mickey and Pluto help Goofy collect all the balloons according to their color and shape. Fly into the wind tunnel to enter a minigame.



Curriculum: Shapes, Colors and Logic

★ **Easy Level:** 4 shapes in each question

★★ **Difficult Level:** 6 shapes in each question

Operations:

Control	Motion Controller Mode	Joystick Mode
Move the plane	Tilt the controller left or right or up or down 	Move the joystick to the left or right or up or down (←) / (→) / (↓) / (↑)
Control the fishing pole (Player 2 only)	Press the ENTER button;	Press the ENTER button

In this minigame, move the plane's wings left and right to collect as many Mickey icons as possible.

Curriculum: Hand-eye Coordination



Operation:

Control	Motion Controller Mode	Joystick Mode
Move the plane	Tilt the controller left or right 	Move the joystick to the left or right (←) / (→)

Follow the Flags

Game Play

Mickey and Pluto need to follow the correct flags in order to find the bouncy ball.



Curriculum: Number Order, Even/Odd Numbers and Number Comparison

★ **Easy Level:** Number Order (1-10), Number Identification, 2 choices (flags)

★★ **Difficult Level:** Number Order (1-20), Greater Than/Smaller Than, Even/Odd Numbers, 3 choices (flags)

Operation:

Control	Motion Controller Mode	Joystick Mode
Control the vehicle	Tilt the controller left or right or up or down 	Move the joystick to the left or right or up or down (←) / (→) / (↑) / (↓)

Pay Pete

Game Play

Mickey and Pluto have to pay Pete to get into Circle Lake. Help Mickey count out the amount that Pete needs.



Then move the coins onto the matching number spots on the table. When the coin touches the correct spot, it will flip up into Pete's hand.



Curriculum: Simple Addition and Money Values

- ★ **Easy Level:** 2 values (1: penny, 5: nickel), Counting (1-10)
- ★★ **Difficult Level:** 3 values (1: penny, 5: nickel, 10: dime), Counting and Addition (1-20)

Operations:

Control	Motion Controller Mode	Joystick Mode
Select the coins	Press the Color Buttons	Press the Color Buttons
Move the table	Tilt the controller left or right or up or down 	Move the joystick to the left or right or up or down (←) / (→) / (↑) / (↓)

Bouncing by Circle Lake

Game Play

The bouncy ball looks like it might bounce into the lake! Mickey and Pluto use their Super Springs to save the ball.

Task 1 – Measure height and distance. The arrow scrolls up and down.

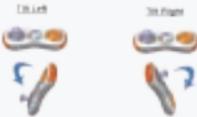
Task 2 – Estimate height and distance. The arrow scrolls left and right.



Curriculum: Measurement

- ★ **Easy Level:** Fewer obstacles, easy questions
- ★★ **Difficult Level:** More obstacles, hard questions

Operations:

Control	Motion Controller Mode	Joystick Mode
Move character	Tilt the controller left or right 	Move the joystick to the left or right (←) / (→)
Move the arrow	Move the joystick to the left or right or up or down (←) / (→) / (↑) / (↓)	Move the joystick to the left or right or up or down (←) / (→) / (↑) / (↓)
Answer the question	Press the ENTER button	Press the ENTER button

Catch the Bouncy Ball

Game Play

The bouncy ball is bouncing forward and backward over Mickey. Try to help him catch the bouncy ball when the ball touches the purple burst.



Curriculum: Rhythm

★ **Easy Level:** Normal speed

★★ **Difficult Level:** Faster speed

Operation:

Control	Motion Controller Mode	Joystick Mode
Jump	Tilt the controller up 	Press the ENTER button

Learning Zone

The Learning Zone features two different learning games: Find the Letter, and Find the Balloons.

Use the joystick to scroll through the games, and press the **ENTER** button to start one.

Basic Operations

Move to the left	(←)
Move to the right	(→)
Move to the down	(↓)
Move to the up	(↑)
Select the choice	[Joystick Mode] Press the ENTER button; [Motion Controller Mode] Press the ENTER button

Find the Letter

Game Play

Find a character whose name contains the letter being drawn in the bottom left corner.



Curriculum: Letters

★ **Easy Level:** First letter only (Character name is shown until player moves to another character.)

★★ **Difficult Level:** Any letter (Character name is only shown for a few seconds.)

Operations:

Control	Motion Controller Mode	Joystick Mode
Move the spotlight	Tilt the controller left or right 	Move the joystick to the left or right (←) / (→)
Answer the question	Press the ENTER button	Press the ENTER button

Find the Balloons

Game Play

Help Mickey and Pluto to collect all the balloons with the correct number.



Curriculum: Numbers and Simple Addition

★ **Easy Level:** Number recognition (1-10)

★★ **Difficult Level:** Simple calculation (1-20)

Operations:

Control	Motion Controller Mode	Joystick Mode
Move the Plane	Tilt the controller left or right or up or down 	Move the joystick to the left or right or up or down (←) / (→) / (↑) / (↓)

Sing Along

Sing Along Option Screen

The **Sing Along** mode has two different songs for you to sing along to. Use the built-in **V.Smile™** microphone, if available, or simply sing along!

Move your joystick to scroll through the song choices. To turn Mickey's voice on or off, move the joystick left or right to highlight your choice. When you are happy with your settings, move your joystick down to the OK icon and press the **ENTER** button.

Game Play

Use the microphone to sing along with Mickey! Follow the lyrics as they fill in with color on the screen.



CARE & MAINTENANCE

1. Keep your **V-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-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-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-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

DISCLAIMER AND LIMITATION OF LIABILITY

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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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