

vtech®

V. SMILE™

TV LEARNING SYSTEM



User's Manual

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 you feel confident in allowing your children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?*

*Our solution to this on-going debate 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 a kid-friendly design, age-appropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The **V.Smile**[™] **TV Learning System** engages your child 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 school skills in a fun, engaging way. Both of these educational modes offer your 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 while learning. The library is organized into three levels of educational play – Early Learners (ages 3-5), Junior Thinkers (ages 4-6) and Master Minds (ages 5-7) – so that the educational content of the system grows with your child.*

*At **VTech**[®], we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child 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**[™] **TV Learning System** and other **VTech**[®] toys, visit www.vtechkids.com*

A Healthy, Balanced “TV Diet”

By Dr. Helen Boehm

Television was long considered the “uninvited” guest in American households. However, today many realistic and caring parents are partnering with television to create electronic classrooms - right in their own living rooms. They are no longer asking if children should watch TV but, rather, which programs and on-screen activities should be part of their children’s TV intake.

The same balanced and structured approach to developing healthy eating habits translates to watching less, different and better television! This “TV diet” gives families a menu for regulating children’s viewing, choosing “healthy” program content and reducing the quantity and potency of television consumed.

So, what does a healthy, balanced “TV diet” look like?

A well balanced diet is best...

Consider a healthy mixture of age-appropriate programming and activities that educate, engage and entertain! A variety of viewing and interactive experiences can turn a TV screen into an electronic classroom for learning and fun.

Trim the fat...

It is important to reduce children’s sedentary behavior and eliminate unhealthy programs that contain violent, aggressive or disrespectful behaviors.

Move out of the candy store...

Parents are children’s first teachers and their most powerful role models. It is difficult to improve children’s viewing when parents are modeling other TV viewing behaviors. Consider adapting your own TV habits as a healthy example for your child.

Plan menus and season to taste...

Whenever possible, eliminate channel surfing and encourage the viewing of specific, pre-selected shows. The PG-TV ratings help parents make more informed selections that take into account the content and age-appropriateness of programs. For example, Y-7 shows are designed for

children 7 and older who can distinguish between fact and fantasy. A TV-Y7-FV rating indicates that “fantasy violence” is present in an episode of an animated program.

Control couch potatoes...

Children benefit from participation in movement, fitness activities and sports. These bodily actions are not only important for a child's physical growth and development but also to monitor their emotional stability, social skills and obesity. Limit sedentary screen time and blend physical and mental pursuits, like active on-screen games and video activities, into the TV mix.

Starvation diets don't work...

Many parents have found that restricting all TV-time is an impractical, long-term strategy. It is possible, however, to set realistic limits that are welcomed by both parent and child! Make viewing a choice and not a habit. Eliminate some TV time by setting a few basic rules, such as restricting television during meals or before the day's homework is completed.

News fast...

The realism of TV news can be overwhelming and scary for young children and reinforces their profound safety concerns. Exposure to TV news images, particularly without a context for scenes of terrible suffering, can cause vivid and long lasting fears.

Food for thought...

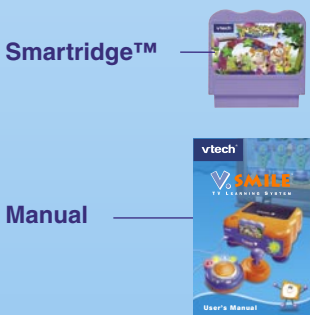
Whenever possible, connect viewing with learning. Many programs and characters are based on books and many on-screen subjects -- from geography to sports -- can inspire a lifelong interest in reading. Choose age-appropriate video activities that encourage interaction and challenge critical thinking.

Dr. Helen Boehm is the author of [The Right Toys](#), [Fearless Parenting](#) and many magazine articles on parenting and responsible children's media. A distinguished psychologist and nationally known authority on children's development, play, and media, Dr. Boehm headed Public Responsibility and Network Standards at MTV/Nickelodeon and was Vice President of the Fox Children's Network.

INTRODUCTION

Thank you for purchasing the **VTech® V.Smile™ TV Learning System!**

The **V.Smile™ TV Learning System** is a unique video gaming system created especially for younger players. With **V.Smile™**, children can take off on wonderful journeys to a variety of places such as an amusement park, a cartoon world, or even a magical fairy tale land. As they explore these worlds, children absorb learning concepts through creative gaming and adventure play. Each game universe features child-directed play and hidden surprises, so that the adventure is never the same twice!



INSTRUCTIONS

INCLUDED IN THIS PACKAGE

- V.Smile™ TV Learning System main unit
- One joystick
- One Smartridge™
- One instruction manual

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety.

GETTING STARTED

BATTERY INSTALLATION

- Make sure the unit is turned **OFF**.
- Locate the battery cover on the bottom of the main unit.
- Remove the battery cover.
- Insert 3 "C" size batteries as illustrated.
- Replace the battery cover.



BATTERY NOTICE

- Do not try to recharge non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix different types of batteries. Do not mix new and used batteries.
- Only use batteries of the recommended or equivalent type.
- Always insert batteries properly matching the plus (+) and minus (-) signs.
- Batteries that have run out of energy must be removed from the toy.
- Do not short-circuit the supply terminals.
- Do not use more batteries than recommended.
- Remove batteries from the toy if it will not be used for an extended period of time.

AC ADAPTOR



- Use a standard 9V --- 300mA $\text{+}\rightarrow\text{--}$ AC/DC adaptor. We recommend the use of a **VTech®** 9V AC/DC adaptor.
- Make sure the unit is turned **OFF**.
- Plug the power jack into the 9V DC socket at the back of the unit.
- Plug the AC adaptor into a wall socket.

NOTE: The use of an adaptor will override the batteries. When the toy is not going to be in use for an extended period of time, unplug the adaptor.

Standard Guidelines for Adaptor Toys

- The toy is not intended for use by children under 3 years old.
- Only use the recommended adaptor with the toy.
- The transformer is not a toy.
- Never clean a plugged-in toy with liquid.
- Never use more than one adaptor.
- Do not leave the toy plugged-in for extended periods of time.

CONNECTING TO A TV

NOTE: Before you connect the **V.Smile™ TV Learning System** to a TV, check to make sure that the unit is working. Once you have turned the unit **ON**, the power indicator light (**ON Button**) should glow. If the **ON Button** does not glow, check to see that the adaptor is connected correctly, or that the batteries are installed correctly. If the batteries are not installed correctly, the **V.Smile™ TV Learning System** will not function and damage to the unit could result. Make sure that your TV and the unit are turned **OFF** before you begin making connections.

Connect the **V.Smile™ TV Learning System** to your TV or monitor by plugging the colored cables on the unit into the matching color video and audio input jacks on your TV set.



For TVs with stereo audio inputs:

- Connect the yellow plug on the **V.Smile™** cable to the yellow video input terminal on your TV.
- Connect the white and red plugs on the **V.Smile™** cable to the white and red audio input terminals on your TV.



For TVs with a mono audio input:

- Connect the yellow plug on the **V.Smile™** cable to the yellow video input terminal on your TV.
- Connect the white or red plug on the **V.Smile™** cable to the white or red audio input terminal on your TV.

CONNECTING TO A VCR

If there is no video IN and audio IN terminal on your TV set, you can connect **V.Smile™** to a VCR.



- Connect the yellow plug on the **V.Smile™** cable to the yellow video input terminal on your VCR.
- Connect the white and red plugs on the **V.Smile™** cable to the white and red audio input terminals on your VCR.

CONNECTING THE JOYSTICK

Plug the joystick into the **PLAYER 1** joystick port located on the front panel of the main unit.

TO BEGIN PLAY

- Make sure the unit is turned **OFF**.
- Insert a **Smartridge™** into the **Smartridge™** slot on the front of the main unit. The **Smartridge™** should lock into place. Please use care when removing the **Smartridge™** from the slot.
- Turn on the TV.
- Set your TV input mode to accept input from the port to which **V.Smile™** is connected. In many cases this will involve setting the TV to "video" mode; however, since all TVs vary, please refer to your TV or VCR manual for further details.
- Turn the **V.Smile™ TV Learning System** on by pressing the **ON Button**.

PRODUCT FEATURES

- ON Button** Press this button to turn the unit **ON**.
- OFF Button** Press this button to turn the unit **OFF**. Always do this before removing a **Smartridge™**.
- RESTART Button** Press this button when the unit is **ON**, to start the game over from the beginning.
- Storage Compartment** You can store up to six **Smartridges™** inside the storage compartment when they are not in use.

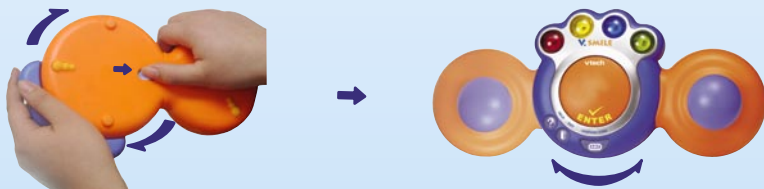
JOYSTICK FUNCTIONS



- ENTER Button** Press this button to make a choice, or to perform certain game actions.
- 4 Color Buttons** Use these buttons to choose answers in certain activities, or to perform certain game actions.
- EXIT Button** Press this button to exit or pause a game.
- HELP Button** Press this button to hear helpful hints in certain games.
- LEARNING ZONE Button** Press this button to enter the Learning Zone play mode.

The **V.Smile™** joystick accommodates both right- and left-handed players. To switch the joystick to the left- or right-hand side of the buttons:

- Pull the knob on the underside of the joystick as shown, to release the lock.
- Turn the joystick around to the other side until you hear a locking sound.



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.
6. The AC adaptor should be regularly examined for damage to the cord, plug, enclosure and other parts. In the event of such damage, the **V.Smile™** must not be used with this adaptor until the damage has been repaired.

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™ TV 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.

TROUBLESHOOTING

Problem	Possible Reason	Solution
The power light does not come on when the ON Button is pressed.	1. Incorrect or missing power connection	1. Check that new batteries are correctly installed, or an AC/DC adaptor (9V 300mA, center-positive) is properly connected to the main unit.
	2. Program needs to be reset	2.1 Disconnect all power supplies (batteries and adaptor) OR 2.2 Press the Reset Button located on the bottom of the main unit, using a ballpoint pen.
The power light is ON , but there is no picture on the screen.	1. Incorrect TV connection	1. Make sure that the yellow plug of the main unit is connected to the video IN terminal (usually yellow) of the TV.
	2. Incorrect TV mode selected	2. Make sure that the TV is set to "video" mode. Some TVs have several video inputs - please make sure you have selected the video input that matches the video port connected to the V.Smile™ unit.
The power light is ON , but there is no picture (or incorrect picture) on the TV, and pressing the OFF Button has no effect.	1. Program needs to be reset	1.1 Press the Reset Button located on the bottom of the main unit, using a ballpoint pen OR 1.2 Disconnect all power supplies (batteries and adaptor).
The TV picture is black and white.	1. Non-matching color system	1. Make sure that the TV is set to the correct TV system (e.g. NTSC or Auto).
	2. Cable connection problem	2. Make sure that the video cable is firmly connected to the video input of the TV.
There is a picture on the TV, but no sound.	1. TV setting	1. Raise the volume of the TV, and make sure it is not set to "Mute".
	2. Cable connection problem	2. Make sure that the white and/or red plug is firmly connected to the audio input of the TV.
The joystick does not work.	1. Improper Joystick connection	1. Make sure that the joystick is firmly connected to the PLAYER 1 port.
	2. Joystick was reconnected after program start	2. Turn the unit OFF and then ON again.

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.

Internet : www.vtechkids.com

Phone : 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada

OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

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Company: **VTech®** Electronics North America, L.L.C.

Address: 1155 West Dundee Road, Suite 130, Arlington Heights, IL
60004 USA

Phone : 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada

NOTICE: 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.

DEVELOPMENTAL BENEFITS



Language Development & Phonics –

Introduces the alphabet and letter sounds.



Spelling & Advanced Phonics –

Introduces age-appropriate spelling words to enhance reading readiness.



Word Building –

Expands vocabulary through age-appropriate words.



Cognitive Development –

Stimulates critical thinking skills through challenging memory and logic games.



Basic Math Skills –

Enhances basic math skills, including counting, number identification and arithmetic.



Science Facts –

Introduces early science concepts through exploration of various environments and associated vocabulary.



Discovery & Exploration –

Two different learning modes heighten curiosity and encourage exploration at a child's own pace.



Social Studies –

Introduces concepts of community, safety, geography and cultures.



Independent Play –

Interactive games and instructional voice prompts allow children to control the pace and difficulty of play.



Cooperative Play –

Encourages sharing and cooperation through “take-turn” activities.



Letter Names & Sounds –

Teaches letters and their sounds, the building blocks of reading.



Motor Skills –

Interactive right- and left-handed joystick and oversized buttons help strengthen fine motor skills.



Visualization & Memory –

Engaging graphics and visualization activities help build memory skills.



Imaginative Play –

Stimulates imagination and exploration through interaction with popular children's characters.



Problem Solving –

Develops logic skills and strategic thinking through various gaming situations.



Musical Creativity –

Enhances music skills and creativity with music and sound activities.

V. SMILE™

TV LEARNING SYSTEM

Expand your V.Smile Smartridge™ library with these great games for never-ending fun!

Early Learners Ages: 3-5

- Counting
- Phonics
- Colors & Shapes
- Letters
- Numbers
- Basic Vocabulary



Junior Thinkers Ages: 4-6

- Spelling
- Math Computation
- Patterns & Logic
- Music
- Vocabulary
- Time-Telling Skills



Master Minds Ages: 5-7

- Vocabulary
- Problem Solving
- Geography
- Spelling
- Advanced Math
- Art & Creativity



and many more...

Each sold separately and subject to availability.

