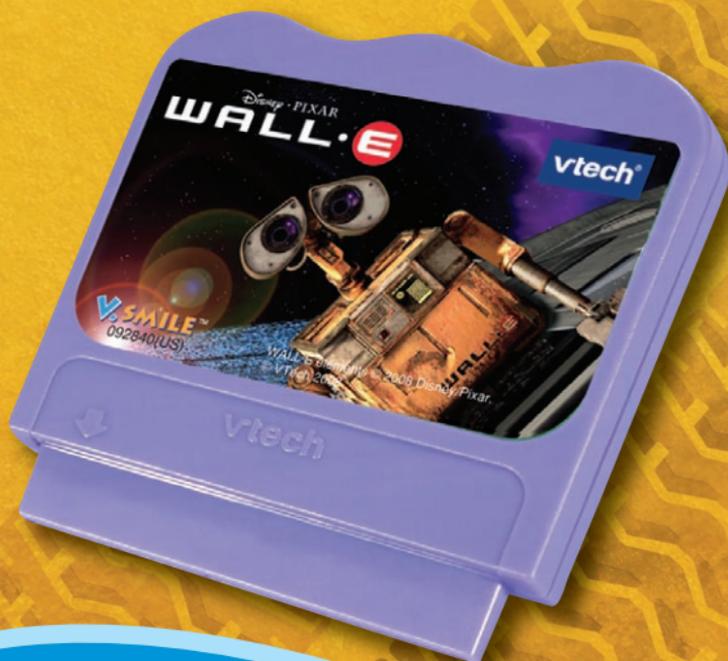


Disney • PIXAR

WALL•E

User's Manual



For use with

vtech[®]

V-SMILE[™]

Disney/Pixar elements
© Disney/Pixar

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 Smarttridges 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

In the future, Earth is polluted with trash. Humans have left the planet and live on ships in space. WALL•E is the last robot on Earth. WALL•E works everyday to clean up the planet. One day WALL•E meets a sleek robot named EVE and discovers a new purpose in life. Join WALL•E and EVE on an exciting adventure across the galaxy!

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. Learning Adventure

In this play mode, you can join WALL•E and EVE on a fantastic journey, just like in the movie!



Adventure Play

Start the adventure from the beginning by choosing New Game or start from the last place you played before exiting 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.



Continue Game

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

New Game

Start the adventure from the beginning.

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.



V.Link™ Connection

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 update your game record to the **V.Link™**. After the update is complete, 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 updating process.



Bonus Games on the V.Smile™ Web Site

When you reach a certain score, you will be rewarded 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:

1 st gold coin	Earn a total score of 250 or finish Learning Adventure Game 1.
2 nd gold coin	Earn a total score of 700 or finish Learning Adventure Games 1 & 2.
3 rd gold coin	Earn a total score of 900 or finish Learning Adventure Games 1, 2 & 3.
4 th gold coin	Earn a total score of 1200 or finish all Learning Adventure games.

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



2. Learning Zone

Practice specific skills in the four games of the **Learning Zone**. Move the joystick 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 Standard or Unlimited chances in the games. Move the joystick to select the option you want. Move the cursor to the checkmark, 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™**.



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, a **HELP** icon will pop up and give you instructions or a hint.



EXIT Button

When you press the **EXIT** button, the game will pause. An **EXIT** icon will appear onscreen to make sure you want to quit. Move the joystick left to the “✓” to leave the game or right to the “✗” 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 **Learning Zone** game selection screen. When you press the **LEARNING ZONE** button the game will pause. A window will pop up to make sure you really want to quit. Move the joystick left to the “✓” to leave the game or right to the “✗” to cancel the Learning Zone screen and keep playing. Press the **ENTER** button to choose.



ACTIVITIES

Educational Curriculum

Learning Adventure	Curriculum
Game 1 - A Day at Work	Colors
Game 2 - Searching for EVE	Shape Matching
Game 3 - Space Dash	Letter Matching
Game 4 - Race to the Holo-Detector	Number Order

Learning Zone	Curriculum
Game 1 - M-O Cleans Up	Following Directions
Game 2 - WALL•E's Collection	Patterns and Classification
Game 3 - Puzzle Shapes	Puzzles
Game 4 - Trash Chute Sorting	Sorting

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.



Game Status Bars

During some games, the status bars will appear on the screen to show your time, score, questions and energy.



Question - The question that should be answered.

Energy - The life remaining for current player.

Score - The points you have earned during the current game.

Time - How much time you have left in the game.

Learning Adventure

A Day at Work

Game Play

In an abandoned area on Earth, trash is everywhere. Help WALL•E clean up. Move WALL•E to a work area, then collect and cube the colored trash. Put the cube onto the correct colored trash tower. Pick up items for WALL•E's collection and avoid obstacles along the way!



Curriculum: Colors



Easy Level: Primary colors -- red, yellow and blue.



Difficult Level: Combine colors to make secondary colors – green, purple and orange

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the first round of questions or loses all energy.

Operations

Control

Move WALL•E

Collect trash

Put cube onto tower

Joystick Mode

Move the joystick to the left or right or up or down.

Press the Enter button.

Press the Enter button.

Searching for EVE

Game Play

Move WALL•E through the Axiom to search for EVE. Avoid the lights of the Stewards and the security cameras. When you reach a door, find the matching shape to help keep WALL•E moving forward. Press the color buttons to match the shape.



Curriculum: Shape Matching

★ Easy Level: Match simple shapes.

★★★ Difficult Level: Match more complex shapes. Finish the game before time runs out.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the first round of questions or loses all energy.

Operations

Control

Move WALL•E

Collect trash

Put cube onto tower

Joystick Mode

Move the joystick to the left and right.

Press the Enter button.

Press the Color buttons.

Space Dash

Game Play

Get WALL•E and EVE back together. Move WALL•E and EVE through space and avoid the flying space rocks. Look at the letter at the bottom of the screen. Blast the space rock with the correct letter.



Curriculum: Letter Matching

★ Easy Level: Match uppercase letters.

★★ Difficult Level: Match upper- and lowercase letters.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the first round of questions or loses all energy.

Operations**Control**

Move EVE/WALL•E

Blast a letter rock

Joystick Mode

Move the joystick to the left and right.

Press the Color buttons.

Race to the Holo-Detector**Game Play**

Help EVE get to the holo-detector. Look at the highlighted area at the bottom of the screen and find the elevator with the next number in the sequence. Watch out for Stewards!

**Curriculum: Number Order**

★ Easy Level: Simple sequences of numbers 12 or less.

★★ Difficult Level: Ascending/descending sequences of numbers 16 or less.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the first round of questions or loses all energy.

Operations**Control**

Move EVE

Move EVE into an elevator

Blast the laser

Joystick Mode

Move the joystick to the left and right.

Move the joystick up.

Press the Enter button.

Learning Zone

M-O Cleans Up

Game Play

Help M-O clean up all the dirt spots on the floor.



Curriculum: Following Directions



Easy Level: Follow the colored arrows to clean the dirt spots along the path.



Difficult Level: Clean all the dirt spots within the time limit.

2-Player Mode: Players will take turns to play this game. Each player will clean an entire area.

Operations

Control

Move M-O

Clean a dirt spot

Joystick Mode

Press the Color buttons.

Move the joystick up and down.

WALL•E's Collection

Game Play

Help WALL•E find the objects and rows that are different from the others.



Curriculum: Patterns and Classification

★ Easy Level: Select one different object from four objects in each row. Answer as many questions as possible within the time limit.

★★ Difficult Level: Select one different row from three rows. Answer as many questions as possible within the time limit.

2-Player Mode: Players will take turns to play this game. Each player will try to answer nine questions within the time limit.

Operations

Control

Highlight an object/a row of objects

Choose an object/a row

Joystick Mode

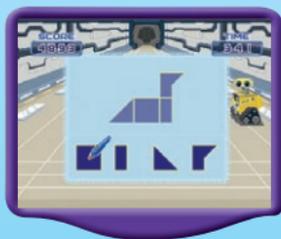
Move the joystick to the left or right or up or down.

Press the Enter button.

Puzzle Shapes

Game Play

Choose the correct shapes to complete the puzzle.



Curriculum: Puzzles

★ Easy Level: Complete a puzzle with the three shape pieces provided.

★★ Difficult Level: Complete a puzzle with the 4 shape pieces provided within the time limit.

2-Player Mode: Players will take turns to play this game. Players will try to complete 4 puzzles each. In Difficult level, each player must complete the puzzles within the time limit.

Operations

Control

Highlight a shape/Fill in the puzzle

Choose a shape

Rotate a shape

Joystick Mode

Move the joystick to the left or right.

Press the Enter button

Press the Green button.

Pen Mode

Drag the pen on the drawing pad.

Point to the drawing pad without release the pen from the drawing pad

Move the joystick to desired direction.

Trash Chute Sorting

Game Play

Help WALL•E catch the falling trash and put it into the correct recycling bin.



Curriculum: Sorting



Easy Level: Catch two different trash objects and put them into the correct bin. Catch and sort as many objects as you can within the time limit.



Difficult Level: Catch three different trash objects and put them into the correct bin. Catch and sort as many objects as you can within the time limit.

2-Player Mode: Players will take turns to play this game. Each player will try to catch and sort as many objects as possible within the time limit.

Operations

Control

Move WALL•E

Choose a recycling bin

Joystick Mode

Move the joystick to the left and right.

Press the Color buttons.

CARE & MAINTENANCE

1. Keep your V.Smile™ clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep the unit out of direct sunlight and away from direct source 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 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 actual problem you are experiencing.
- The actions you took right before the problem.

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

ADDRESS: 1155 West Dundee Rd, 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.

