

vtech®

User's Manual

ACTIVE LEARNING GAMES

V. SMILE®
MOTION™

DREAMWORKS®
SHREK
FOREVER AFTER™



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

Join Shrek, Donkey and Puss in Boots for some action-packed fun and games. Choose from a variety of locations, including bowling at the Candy Apple theme restaurant, flying witches' brooms through Rumpelstiltskin's palace, and dancing in the forest to the music of the Pied Piper. With seven learning games and a cast of great characters, there's always something new to be discovered in Shrek's world.



GETTING STARTED

Choose Your Play Mode

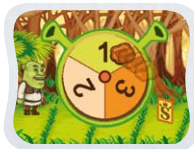
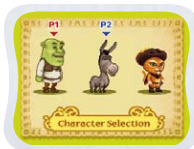
Use your controller or joystick to walk the characters along the road and select the mode you wish to play. Press the ENTER button when you have finished.



1. Board Game

Choose this mode to play a virtual board game with Shrek and friends. You can choose your own character to play with, and toss swamp mud at a rotating wheel to see how many places you move each turn. Each move may result in a fun surprise or the unlocking of a special game. The one who gets to the end first is the winner.

When you turn the unit off, **V.Smile® Motion™** remembers your place in the Board Game mode. To continue your game, simply turn the unit back and select **Continue** under the Board Game menu. Please note that you can only do this if Shrek Forever After has not been removed from the unit and power has not been turned off.



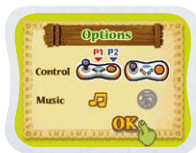
Continue - Start the adventure from the point you reached before exiting the game.

New game - Start the adventure from the beginning.

2. Free Play

In Free Play mode, all seven of the games are available for you to play in any order you'd like. The seven games are divided into two groups: Ogre Adventures and Ogre Brain Games. Highlight the group you want and press ENTER to begin play.

Note: For game details, please see the **Activities-Free Play** section.



3. Options

Move the joystick up and down to move the cursor between Control Methods or Music.

Music On/Off Selection

To turn the background music on or off, move the joystick left or right to highlight **On** or **Off**. Press the ENTER button to make your choice.

Control Methods Selection

To choose between Joystick Mode and Motion Controller Mode, move the joystick left or right to highlight **Joystick Mode** or **Motion Controller Mode**. Press the ENTER button to make your choice.

Choose Your Game Settings

If you are happy with the default settings, use the joystick to move the cursor to the **OK** icon and press **ENTER** when you are done.



FEATURES

2-Player Mode

You can play by yourself or with a friend. Choose one-player or two-player mode in the selection menu.

Note: Two-player mode is only available on the **V.Smile® Motion™ Learning System**.

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 Ogre Brain Games 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 Ogre Brain Games 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, the selection **V.Link™ connection** will be activated 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 you 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 complete part of the board game, you will be rewarded with special gold coins. You can save your record 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

| | |
|---------------------------|---|
| 1 st gold coin | Play any part of the board game |
| 2 nd gold coin | Your selected character passes by Rumpelstiltskin |
| 3 rd gold coin | Complete the board game. |
| 4 th gold coin | Complete and win the board game. |



ACTIVITIES

Educational Curriculum

Ogre Adventures

Bowling Bonanza

Vroom Broom

Ogre Boogie

Ogre Brain Games

Memory Madness

No Weigh!

Counting Fun

Baby Brain

Curriculum

Addition

Vocabulary, Uppercase and Lowercase Letters

Hand-Eye Coordination, Rhythm

Curriculum

Memory

Logic

Counting, Shapes

Greater than/Less than

How to Play

At the beginning of each game, a tutorial screen shows you the game settings and controls.

Ogre Adventures

Bowling Bonanza

Game Play

The Ogre babies are turning one, and everybody's gathered for a birthday party at the Candy Apple. It's time to test out those bowling skills with Shrek and friends.

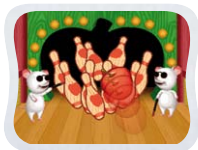
Curriculum: Addition




Easy Level: There will be 6 pins.



Difficult Level: There will be 10 pins. The position of the pins may change in each round.



Operations:

| | Motion Controller Mode | Joystick Mode |
|-----------------|--|---------------|
| Change position | Tilt the controller left or right  | ← → |
| Bowl apple | tilt controller left, right or backward | ENTER |

Vroom Broom

Game Play


Shrek needs to make his escape from Rumpelstiltskin's palace... on a witch's broom! Hang on for a wild ride and learn some new words along the way. Watch out for the witches; they have some surprises in store.



Curriculum: Vocabulary, Uppercase and Lowercase Letters

- ★ Easy Level: Match the uppercase and lowercase letters.
- ★★★ Difficult Level: Find the missing letter that completes the word.

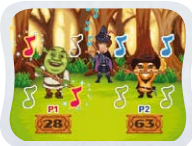
Operations:

| | Motion Controller Mode | Joystick Mode |
|--------|--|---------------|
| Move | Tilt the controller backward or forward  | ↑ ↓ |
| Answer | ENTER | ENTER |

Ogre Boogie

Game Play



The Pied Piper is playing some music, and Shrek just can't resist the urge to dance. Follow along and help Shrek make the right dance moves by following the patterns on screen.



Curriculum: Hand-Eye Coordination, Rhythm

- ★ Easy Level: Less difficult speed and patterns.
- ★★★ Difficult Level: More difficult speed and patterns.

Operations:

| | Motion Controller Mode | Joystick Mode |
|------|--|---|
| Move | Tilt the controller backward or forward, or left or right  |  |

Ogre Brain Games

Memory Madness

Game Play

There's a lot of artwork hanging inside the palace. Pay close attention, because soon one will be covered up. Remember which one is missing and find the matching picture.



Curriculum: Memory

★ Easy Level: 2 paintings on the wall.

★★ Difficult Level: 3 paintings on the wall.



Operations:

| | Motion Controller Mode | Joystick Mode |
|--------|---|---|
| Select | Steer the controller left or right  |  |
| Answer | ENTER | ENTER |

No Weigh!

Game Play

It's time for some fun with Gingy and his friends. Watch the scales closely and figure out which item in the bakery weighs the most.



Curriculum: Logic Thinking

★ Easy Level: 1 scale.

★★ Difficult Level: 2 scales, with more complex combinations.



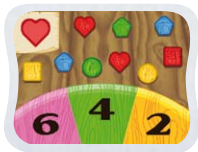
Operations:

| | Motion Controller Mode | Joystick Mode |
|--------|---|---|
| Select | Steer the controller left or right  |  |
| Answer | ENTER | ENTER |

Counting Fun

Game Play

The Ogre babies are playing with some toys, and some of the pieces have broken off. Listen for the clues and count up the correct number of pieces on the table.





Curriculum: Observation, Counting

★ Easy Level: Colors, Shapes.

★★ Difficult Level: More complex shapes.

Operations:

| | Motion Controller Mode | Joystick Mode |
|--------|---|---|
| Select | Steer the controller left or right  |  |
| Answer | ENTER | ENTER |

Baby Brain

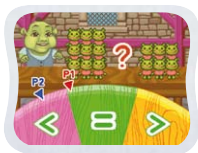
Game Play

There are a lot of toys in the Ogre babies' room. Let's take a look at some of the toy piles and figure out which one has the most toys in it.



Curriculum: Number Comparison

★ Easy Level: Each group only has 1-5 object(s).

★★ Difficult Level: Each group only has 1-9 object(s).



Operations:

| | Motion Controller Mode | Joystick Mode |
|--------|---|---|
| Select | Steer the controller left or right  |  |
| Answer | ENTER | ENTER |



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 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 1-877-352-8697 in Canada



OTHER INFO

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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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Printed in China

91-02306-228-000 (美)