

vtech®

V. SMILE®
MOTION™
ACTIVE LEARNING SYSTEM

Soccer Challenge



USER'S MANUAL

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Dear Parent,

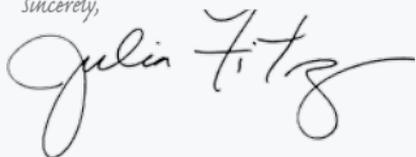
At **VTech**[®], we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can parents responsibly allow their children 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,



Julia Fitzgerald

Vice President, Marketing

Vtech Electronics, NA

To learn more about the **V.Smile**[®] **Motion**[™] **Active Learning System** and other **VTech**[®] toys, visit www.vtechkids.com.



INTRODUCTION

In Soccer Challenge, you will tour around the world and visit different countries to practice your soccer skills. These exciting, heart pumping practices will prepare you for the ultimate soccer challenge – The **Soccer Cup**. Build a powerful team and face off against your opponent to win the title of **Soccer Cup** Champion!



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. Soccer Play

In this play mode, you can select a team to play a friendly 5 vs. 5 soccer match or challenge them to the **Soccer Cup**.

Friendly Play is a 5-on-5 soccer match where you can compete against a computer team or against Player 2's team.

Soccer Cup is a soccer tournament with four teams competing to win the cup.



2. Learning Adventure

In this play mode, train around the world and practice in different countries to prepare your soccer team to compete in the **Soccer Cup**.

Adventure Play: Play all three games in sequence according to the story.

Quick Play: Play each of the games individually in any order.



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.



3. Learning Zone

Practice specific skills in the three games of the **Learning Zone**. Move the joystick to select the game you want and press **ENTER** 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. Move the cursor to the , then press **ENTER** to confirm your choice.



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.

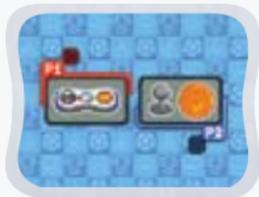
Note: Two-player mode is not available when played on the **V.Smile™ Pocket™** or **V.Smile™ Cyber Pocket™**.

3. Character: Move the joystick to select the character you would like to play with. Press **ENTER** to confirm your selection.



Note: Move the joystick up and down to switch between level, player and character selection. To confirm your selections move your joystick to **OK** and press **ENTER** to confirm your selection.

4. Controller Mode: Move the joystick to choose Motion Controller Mode or Joystick Mode. Press **ENTER** to confirm your selection.



STEP 3: Start Your Game

For Soccer Play, please go to the “Activities - Soccer Play” section.

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, the narrator will repeat the instructions or offer a helpful 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.



V.Link™ Connection (Only for consoles supporting V.Link™)

When you plug the **V.Link™** into the console, a new selection – “**V.Link™** Connection” – will appear under the main menu. You can select it to download your game score to the **V.Link™**. After downloading your score, plug the **V.Link™** into your computer and unlock some fun 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. The gold coins can be used to unlock special bonus games on the **V.Smile™** Web Site.

How to Earn Gold Coins:

1st gold coin	Finish Learning Adventure Game 1.
2nd gold coin	Earn a total score of 180 in Adventure Play in Learning Adventure.
3rd gold coin	Earn a total score of 360 in Adventure Play in Learning Adventure.
4th gold coin	Earn a total score of 800 in Adventure Play in Learning Adventure.



ACTIVITIES

Educational Curriculum

Learning Adventure	Curriculum
World Map	Geography
Passing Practice	Counting
Shooting Practice	Color; Shape Matching
Dribbling Practice	Vocabulary

Learning Zone	Curriculum
Goal Keeping	Classification; Odd and Even Numbers
Passing	Logic
Dribbling	Spelling



HOW TO PLAY

Soccer Play Game Selection Screen

Soccer Play has two different game modes: **Friendly Play** and the **Soccer Cup**. Use the joystick to choose the mode you want to play, and press the **ENTER** button to confirm your selection.

Soccer Game Mode 1: Friendly Play

Game Play

Friendly Play is a 5-on-5 soccer match where you can compete against a computer team or against Player 2's team. Let's start the match!

Soccer Game Mode 2: The Soccer Cup

Game Play

The **Soccer Cup** is a soccer tournament with four teams competing to win the Cup. You will be the champion if you win all your matches. Let the games begin!

Game Settings Menu

After you select the game mode, the screen will enter the game settings menu. You can select the difficulty level and the number of players in this menu.

For **Friendly Play** mode:

- One Player: Play the soccer match against the computer team.
- Two Player Competition Mode: Play the soccer match against your friend's team.
- Two Player Team Mode: You and your friend play together in the soccer match against the computer team.

For **Soccer Cup** mode:

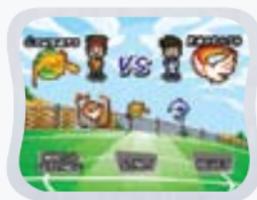
- One Player: Play in the **Soccer Cup** tournament against three computer teams.
- Two Player Competition Mode: Play in the **Soccer Cup** tournament against your friend's team and two computer teams.
- Two Player Team Mode: You and your friend play together in the **Soccer Cup** tournament against three computer teams.

Move the joystick to highlight the different settings, and press **ENTER** to choose one.

Note: A second joystick must be turned on or plugged into the Player 2 port on the console to activate Two Player Competition Mode and Two Player Team Mode.

After you select the difficulty level and the number of players, the screen will enter the team selection menu. Based on the number of players that you selected, you can choose Player One team, Player Two team or Computer team. Move the joystick to choose the team logo, and press the **ENTER** button to confirm your selection. After choosing the teams for your player(s) and the computer, move the joystick to **START**, and press the **ENTER** button to start the match. To reset your selection, move the joystick to **RESET**, and press the **ENTER** button to confirm.

To choose the length of the soccer match, move the joystick to **Match Settings**, and press the **ENTER** button to confirm. The screen will enter the match settings menu where you can select the soccer ball and stadium that you want to use, and choose how long of a match to play. Move the joystick to the different settings, and press the **ENTER** button to choose. After selecting your settings, move the joystick to **START**, and press the **ENTER** button to return to the team selection menu.



Status Bars

During some games, the status bars will appear on the screen to show your time, score, and position on the soccer field.

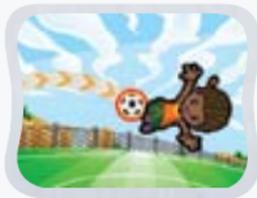
- Time – The time left in the soccer game.
- Score – The score of both teams.
- Radar – The current position of all the soccer players playing on the field.



Operations:

Control	Motion Controller Mode	Joystick Mode
Move.	Tilt the controller to the left or right or up or down.	Move the joystick to the left or right or up or down.
Short pass.	Press the ENTER button.	Press the ENTER button.
Spin around the defender.	Press the RED button.	Press the RED button.
Kick the ball higher.	Press the YELLOW button.	Press the YELLOW button.
Make a long pass.	Press the BLUE button.	Press the BLUE button.
Shoot.	Press the GREEN button.	Press the GREEN button.
Switch player.	Press the ENTER button.	Press the ENTER button.

Power Shot: Find a team logo on the field during Soccer Play and unlock a mini game. While playing the mini game, a ball will quickly appear on the screen. Time your kick perfectly and you will be able to use a power shot during the game.



Operations:

Control	Motion Controller Mode	Joystick Mode
Kick the ball.	Tilt the controller left or right.	Press the ENTER button.

World Map

Game Play

Travel the world with your soccer team and explore the different countries. Navigate across the map to learn the location and special landmarks of each country, and then enter the country to begin practicing for the **Soccer Cup**.



Curriculum: Geography

Control	Motion Controller Mode	Joystick Mode
Move the balloon.	Move the joystick to the left or right or up or down.	Move the joystick to the left or right or up or down.

Learning Adventure

Status Bars

During some games, the status bars will appear on the screen to show your time, score, and position on the soccer field.

- Time – The time remaining or the time used in the game.
- Score – The points you have earned during the current game.



Passing Practice

Game Play

Put your passing skills to the test by passing the ball to your teammate with the correct number to earn more points.



In boss stage, pass the ball passed the boss and to your teammate across the way. Watch out, the boss has some quick moves and will try to steal your pass!



Curriculum: Counting

★ **Easy Level:** Skip counting is +1 or +2.

★★ **Difficult Level:** Skip counting is +3 or +5.

2-Player Mode: Player 1 and Player 2 will play this game together.

Operations:

Control	Motion Controller Mode	Joystick Mode
Pass down the middle.	Tilt the controller forward.	Press the ENTER button.
Pass to the left or to the right.	Tilt the controller left or right.	Move the joystick to the left or right. Then press the ENTER button.

Shooting Practice

Game Play

Stay on target and shoot the ball at the correct pattern within the time limit to earn more points!



In boss stage, shoot the ball into the goal as many times as you can. The boss is fast, so you have to maneuver the ball quickly into the net!



Curriculum: Match shapes and colors.

★ **Easy Level:** Simple pattern.

★★ **Difficult Level:** Complex pattern.

2- Player Mode: Player 1 and Player 2 will compete head-to-head and try to reach the target goal first.

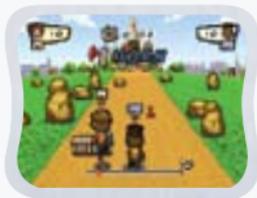
Operations:

Control	Motion Controller Mode	Joystick Mode
Shoot down the middle.	Tilt the controller forward.	Press the ENTER button.
Shoot to the left or to the right.	Tilt the controller left or right.	Move the joystick to the left or right. Then press the ENTER button.

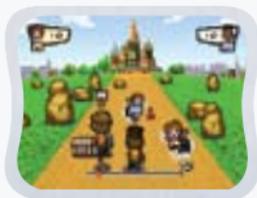
Dribbling Practice

Game Play

Ready to maneuver down the path! Dribble the ball as fast as you can, but watch out for the obstacles on the course.



In boss stage, dribble down the path as fast you can. Speed passed the boss and don't let him steal the ball!



Curriculum: Vocabulary

★ **Easy Level:** Simple vocabulary.

★★ **Difficult Level:** Complex vocabulary.

2-Player Mode: Player 1 and Player 2 will play this game together.

Operations:

Control	Motion Controller Mode	Joystick Mode
Dribble down the path.	Tilt the controller left or right.	Move the joystick to the left or right.
Jump.	Tilt the controller forward.	Move the joystick up.
Shoot down the middle.	Press the ENTER button.	Press the ENTER button.

LEARNING ZONE

Goal Keeping

Game Play

Time to put your defense to the test! Save the correct type of ball to earn more points.



Curriculum: Classification; Odd and Even Numbers

★ **Easy Level:** Classification.

★★ **Difficult Level:** Odd and Even Numbers.

2-Player Mode: Player 1 and Player 2 will compete head-to-head and the player who saves the most correct balls wins!

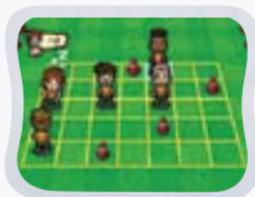
Operations:

Control	Motion Controller Mode	Joystick Mode
Bend your player left or right.	Tilt the controller left or right.	Move the joystick to the left or right.

Passing

Game Play

Practice passing the ball across the field! Pass the ball from teammate to teammate until it reaches the far side of the grid. You and your teammates can only pass in a straight line. Be careful to avoid the cones and the players from the opposing team on the field.



Curriculum: Logic

★ **Easy Level:** 5 teammates for each question.

★★ **Difficult Level:** 6 teammates for each question.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the question.

Operations:

Control	Motion Controller Mode	Joystick Mode
Change the direction that you and your teammates face.	Tilt the controller to the left or right or forward or backward to change direction.	Move the joystick to the left or right or up or down.
Pass.	Tilt the controller to the left or right or forward or backward.	Press the ENTER button.

Dribbling

Game Play

Practice your dribbling skills! Dribble your way through the sets of cones with the correct letters to spell the word. Watch out for the opposing players who will try to steal the ball from you!



Curriculum: Spelling

- ★ **Easy Level:** Two letters are missing; shadows of the missing letters are shown as clues.
- ★★ **Difficult Level:** Three letters are missing.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the question.

Operations:

Control	Motion Controller Mode	Joystick Mode
Dribble the ball around the field.	Tilt the controller to the left or right or forward or backward.	Move the joystick to the left or right or up or down.
Spin around the defender.	Press the ENTER button.	Press the ENTER button.



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

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.

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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.

