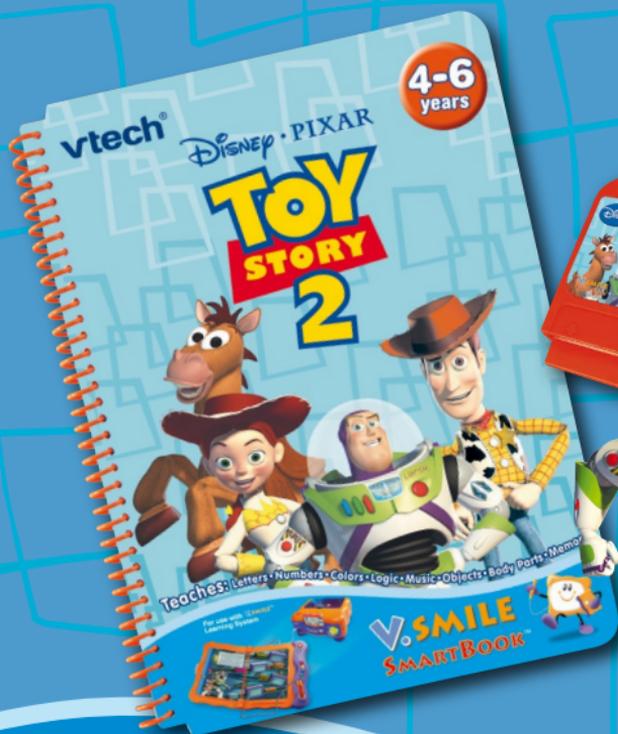


Disney • PIXAR

TOY STORY 2

User's Manual



vtech®

V. SMILE
SMARTBOOK™

Disney/Pixar elements

© 2007 Disney/Pixar

Etch A Sketch®

© The Ohio Art Company

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™ Learning System** – a unique video game system created especially for children aged 3 to 8. The **V.Smile™ 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™ 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™ 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 6-8) – 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™ Learning System** and other VTech® toys, visit www.vtechkids.com*

INTRODUCTION

Oh no! An evil toy collector has stolen Woody. He plans to sell him as part of a collection to a museum in Japan. Buzz and the toy gang figure out who the evil toy-napper is... and they head off to rescue Woody. Not an easy challenge so they need your help! Join them on their rescue mission.

GETTING STARTED

STEP 1: Game Settings

Use the pen to click on either of the icons on the title page of the book to change the game settings.



Music On / Off

Use the pen to click on the "Music On / Off" icon to turn off the background music. Click on the "Music On / Off" icon again to turn the background music back on.



Easy / Difficult Level

Use the pen to click on the "Level" icon ★/★ ★ to switch between Easy and Difficult levels of play.

STEP 2: Start Your Game

To start playing, turn to the first page and use the pen to click the ball icon on the left side of the page.

Ball Icon →



STEP 3: Choose Your Game Mode

“Let’s Read” Mode

Listen to the story on the page, and watch it come to life on the TV screen. The “Let’s Read” mode begins automatically whenever you turn to a new page and click the page icon.

“Let’s Play” Mode

When the story on the page has been read once, the TV screen will go into the “Let’s Play” mode. Listen to the instructions and play the game using the pictures in the book, watching the TV screen, or both. After the game is finished, the TV screen will return to the scene menu. Here, you can replay the game by clicking on the “Let’s Play” icon on the page.

“Let’s Explore” Mode

Explore the pictures on the right side of the page by clicking on them with your pen. You can hear different responses from Jessie and see fun animations on the TV screen. Simply click on the “Let’s Explore” icon on the page, or press the **ABC** button on the right side of the SmartBook™ to go to this mode. Here, Jessie accompanies you as you explore different elements on your book pages.

FEATURES

HELP Button

When you press the **HELP** button during play, you will hear the last question repeated. If you press the **HELP** button a second time, you will hear the game instruction again.

EXIT Button

When you press the **EXIT** button during play, your game will pause and an **EXIT** screen will appear. Use the green or red colored button to answer (Green = Yes, want to exit the game, and Red = No, want to return to the game). You can also use the pen to answer this question. Place the pen on the right side of the book, and select the green “√” for yes, I want to go or the red “X” to return to the game.



ABC Button

The **ABC** button is a shortcut that takes you to the “Let’s Explore” mode of each scene.

ACTIVITIES

Educational Curriculum

Scene	Curriculum	Let's Play	Let's Explore
Scene 1 – Woody Saves Wheezy	Directions		Object Identification
Scene 2 – Identifying the Suspect	Characteristics		Parts of the Body
Scene 3 – Woody, the Famous Star	Spot the Difference		First Letters
Scene 4 – Woody Gets Repaired	Problem-Solving Skills		Object Identification
Scene 5 – Al's Toy Barn	Memory Skills		Feelings
Scene 6 – Packing Up Woody	Size and Logic Skills		Comparisons
Scene 7 – Affronting Zurg	Color Matching		Numbers
Scene 8 – Saving Woody, Jessie and Bullseye	Concentration		Foreign Languages
Scene 9 – The Happy Ending	Music Composition		Music Notes
Scene 10 – Star Wonder in Space	Drawing Skills, Number Order		---
Scene 11 – Andy's Board Game	Gameplay Rules		---
Scene 12 – Remember Me Card Game	Pair Up Skills		---

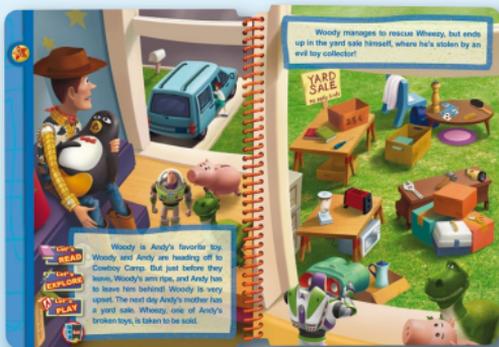
Scene Menu

When you finish the game, you will automatically be brought to the scene menu. Here you can make a choice to choose and play the game again, "Let's Explore" to explore the page, or "Let's Read" to hear the story read aloud once again.



Scene 1 – Woody Saves Wheezy

Lost in the yard sale.



“Let’s Play”

Woody races to the yard sale to save Wheezy, but ends up in the yard sale himself. To avoid being discovered, he hides. Buzz uses Lenny, the binoculars, to search for Woody. Listen to the hints and using the pen point to where Woody is in the yard sale.



Easy Level: The clues to find Woody are specific.



Difficult Level: The clues to find Woody are more difficult.

Curriculum: Directions

“Let’s Explore”

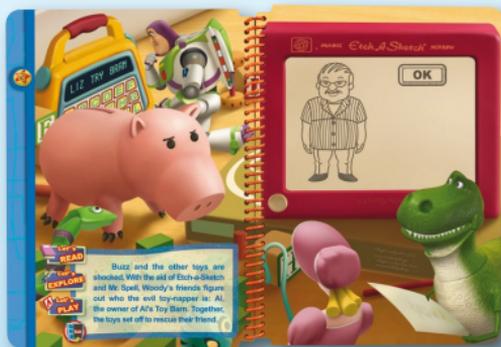
When you touch any of the different objects on the right page, the object will be identified.

Curriculum: Object Identification



Scene 2 – Identifying the Suspect

Remembering the look of Woody's toy-napper.



“Let’s Play”

Andy's toys are trying to remember what Woody's toy-napper looked like. Listen to what they remember and using the Etch-A-Sketch® in your book and your pen, point to the part of the body that needs to change. Scroll through the different options to uncover what Woody's friends remember. The true identity of the toy-napper will be soon revealed.

★ Easy Level: Choose from 6 body parts, with hints.

★★ Difficult Level: Choose from 6 body parts, without hints.

Curriculum: Characteristics

“Let’s Explore”

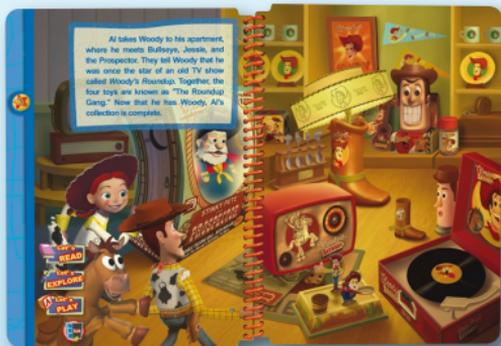
Click on the different parts of the body to learn their names.

Curriculum: Parts of the Body



Scene 3 – Woody, the Famous Star

Meeting the Roundup gang.



“Let’s Play”

With Woody, Al now has the entire Roundup gang collection. However, something is not quite right. Use the pen to point to the differences between the scene on the pages and the TV screen.

★ Easy Level: Find 3 differences.

★★ Difficult Level: Find 5 differences.

Curriculum: Spot the Difference



“Let’s Explore”

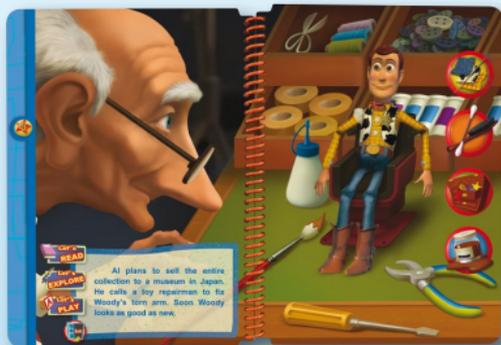
Click on the objects and find the beginning letters of the different objects in Al’s collection.

Curriculum: First Letters



Scene 4 – Woody Gets Repaired

Al calls a repairman to fix Woody's arm.



“Let's Play”

The repairman needs many different skills including sewing, painting, accessorizing and cleaning. Look at the photo in the repairman's hand and select what you need to repair Woody.

★ Easy Level: Fix simple repairs.

★★ Difficult Level: Fix more complicated repairs.

Curriculum: Problem-Solving Skills



“Let's Explore”

Click on any of the tools on the right side of the page to discover the names of the tools in the repairman's workbench.

Curriculum: Object Identification



Scene 5 – Al's Toy Barn

Andy's Buzz is trapped in one of the Buzz Lightyear boxes.



“Let's Play”

There are lots of Buzz Lightyear dolls on the shelves, and all of them are moving. Use the pen to select the Buzz that is doing something different from the others!



Easy Level: Find 1 Buzz from 8 different Buzz dolls.



Difficult Level: Find 1 Buzz from 12 different Buzz dolls.

Curriculum: Memory Skills

“Let's Explore”

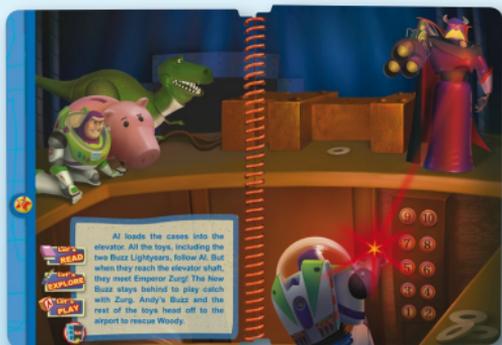
Click on a Buzz Lightyear doll on the page and learn how he is feeling!

Curriculum: Feelings



Scene 7 – Affronting Zurg

Help Buzz defeat Zurg.



“Let’s Play”

The toy gang meets Zurg in the elevator shaft. Now Buzz needs your help to defeat Zurg. Zurg will shoot different color balls at Buzz. Use the color buttons to help Buzz defeat this attack. Use the **ENTER** button to duck, to avoid a ball. Watch your energy levels!

★ Easy Level: Use only 2 color buttons.

★★ Difficult Level: Use all 4 color buttons.

Curriculum: Color Matching

“Let’s Explore”

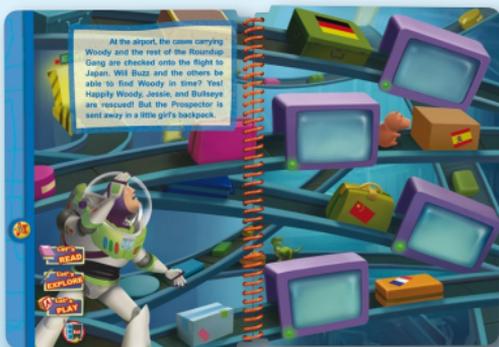
Use the elevator to access and learn about any of the 10 floors of the building by using the pen to choose an elevator button.

Curriculum: Numbers



Scene 8 – Saving Woody, Jessie and Bullseye

Where is Woody?



“Let’s Play”

Luggage containing Woody, Jessie, Bullseye and Stinky Pete has been checked in for their flight to Japan. Find the luggage when it passes through the x-ray machine using the pen. Save the Roundup gang!



Easy Level: The cases move through the x-ray machine slowly.



Difficult Level: The cases move through the x-ray machine much more quickly.

Curriculum: Concentration

“Let’s Explore”

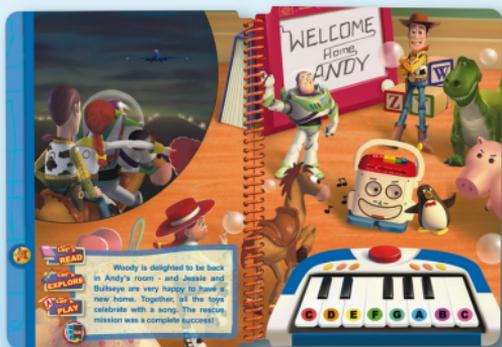
Learn foreign languages: German, French, Spanish and Chinese!

Curriculum: Foreign Languages



Scene 9 – The Happy Ending

Celebrating the return of the rescue mission.



“Let’s Play”

Release the musician in you. Using the pen, compose your own melody on the keyboard and then choose the big red button on the keyboard to play back your melody. For a harder challenge, find the missing notes from Mr. Mic’s melodies.



Easy Level: Compose your own melody.



Difficult Level: Find the missing notes.

Curriculum: Music Composition

“Let’s Explore”

Click on the piano keys to hear the names of the notes and where they are positioned on the music staff.

Curriculum: Musical Notes



Scene 10 – Star Wonder in Space

Buzz and Hamm are playing a drawing game.



“Let’s Play”

Do you know how to play dot-to-dot? This game is star-to-star! Connect the flashing stars on the TV screen and uncover what you have drawn. You have to be sure to connect them in the correct order.



Easy Level: Connect the flashing stars.



Difficult Level: Connect the numbered stars in the correct order.

Curriculum: Drawing Skills, Number Order

Scene 11 – Andy’s Board Game

Replay the rescue mission on this board game. Use the pen to roll the dice and watch what happens. Who will be the first one back to Andy’s?



“Let’s Play”

Use the pen to choose who you want to play: Buzz, Hamm or Rex. Play with friends (up to 3) or against the SmartBook™. Use the pen to roll the dice and watch what happens. Who will be the first one back to Andy’s?

Curriculum: Gameplay Rules



Scene 12 – Remember Me Card Game

Rex, Wheezy, Hamm and Army Men are playing a card game in Andy's room.



“Let’s Play”

Match up the pairs. Use the pen to choose 2 cards that make a pair. A pair can either be the same image, a front and a back view of one of Andy's toys, or even a toy plus his favorite object!



★ Easy Level: Match 2 cards that look the same.

★★★ Difficult Level: Match 2 cards that have related features of the characters.

Curriculum: Pair Up Skills

Using the V.Smile™ Joystick to Play

You can also play with the V.Smile SmartBook Smartridge™ by using the regular V.Smile™ joystick. However, you will only be able to play a limited number of games and activities. To access all the functions of the V.Smile SmartBook Smartridge™, please use the V.Smile SmartBook™ main unit.



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 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.

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.

TROUBLESHOOTING

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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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.

