

vtech®

V. SMILE®
MOTION™
ACTIVE LEARNING SYSTEM

Snow Park Challenge



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 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. **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 Signature Here

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

Go for Gold and compete in the Snow Park Challenge held every winter on Snowman Mountain. Speed down the slopes and perfect your skills in three different extreme sporting events: Snowboarding, Skiing, and Ice Hockey. Answer the math, spelling, and memory questions correctly to enter the medals race and qualify for the Big Air Competition!



GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press **ENTER** to confirm your selection.

Learning Adventure



Learning Zone

V.Link™ Connection

Options

1. Learning Adventure

In this play mode, you can speed your way through the downhill contests and compete in the Big Air Competitions!



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

Championship: Play all three games in sequence.

Championship

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



New Game: Start the race from the beginning.

Continue Game: Start the race from the last place you played before exiting the game.

Quick Match

In the **Quick Match** 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.



2. 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.

If you want to adjust the settings in Learning Zone, select the "Level" and "Player" icon located at the bottom right of the Learning Zone menu screen. Press **ENTER** and move the joystick to select the option you want.



3. 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 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.



Then move the joystick to the  and press **ENTER** to confirm your choices.
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 choose your character.

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 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 **ENTER** 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 **ENTER** 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 **Learning Adventure - Championship 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	Earn a total score of more than 0 in Learning Adventure - Championship Mode.
2nd gold coin	Earn a total score of 140 in Learning Adventure - Championship Mode.
3rd gold coin	Earn a total score of 215 in Learning Adventure - Championship Mode.
4th gold coin	Earn a total score of 315 in Learning Adventure - Championship Mode.



ACTIVITIES

Educational Curriculum

Learning Adventure

Game 1: Snowboarding

Game 2: Skiing

Game 3: Ice Hockey

Curriculum

Logic, Addition

Number Sequence, Length Measurement

Clock Reading, Simple Graph Reading

Learning Zone

Zone 1: Snowball Fight

Zone 2: Snowman Bowling

Zone 3: Cube Break

Curriculum

Observation

Memory, Matching

Vocabulary

How to Play

At the beginning of each game in **Learning Adventure**, a “How to Play” screen shows you the game settings and controls.



Status Bar

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

- Player Icon – Shows the Player 1 and Player 2 icon.
- Score – The points you have earned during the current game.
- Speed – (For Learning Adventure Only) Under the score, a color bar shows how fast you are going.
- Timer – How much time you have left in the game.

Player Icon

Score

Speed



Timer

Learning Adventure

Snowboarding

Part A. Alpine Snowboarding

Game Play

Ride the rails and perform freestyle jumps off the ramps to gain extra points. Watch out for the snowmen who will try to slow you down.



Operations

Control	Motion Controller Mode	Joystick Mode
Turn Left or Right.	Tilt the controller forward or backward.	Move the joystick up or down.
Escape the freeze.	Tilt the controller left and right repeatedly.	Press the ENTER button repeatedly.
Jump.	Press the ENTER button.	Press the ENTER button.
Perform freestyle moves on the rails and off the ramps.	Press the ENTER button.	Press the ENTER button.

Part B. Half-pipe Showtime

Game Play

Show off your skills in the Half Pipe Freestyle Competition. Enter the sequence correctly to go for Gold!



Curriculum: Logic

- ★ **Easy Level:** Simple action sequence.
- ★★ **Difficult Level:** Complex actions sequence.

Operations

Control	Motion Controller Mode	Joystick Mode
Input sequence.	Tilt the controller forward, backward, left or right.	Move the joystick left, right, up or down.

Part C. Snowman Bonus

Game Play

Bonus time! Add up your scores held up by the snowmen and see if you placed in the competition!



Curriculum: Addition

★ **Easy Level:** Addition up to 10.

★★ **Difficult Level:** Addition up to 30.

Operations

Control

Select a number.

Scroll through the numbers.

Confirm your selection.

Motion Controller Mode

Move the joystick left or right.

Move the joystick up or down.

Press the **ENTER** button.

Joystick Mode

Move the joystick left or right.

Move the joystick up or down.

Press the **ENTER** button.

2-Player Mode: Player 1 will first complete in Part A and Part B, then Player 2 will play them. After 3 rounds, both players will enter Part C and take turns to calculate their scores.

Skiing

Part A. Alpine Skiing

Game Play

Ski through the correct colored flags and perform high flying freestyle moves off the ramps. The Snowmen are back, so watch out for their tricks.



Operations

Control

Turn Left or Right.

Escape the freeze.

Jump.

Motion Controller Mode

Tilt the controller left or right.

Tilt the controller left and right repeatedly.

Press the **ENTER** button.

Joystick Mode

Move the joystick left or right.

Press the **ENTER** button repeatedly.

Press the **ENTER** button.

Part B. Ski Jump Showtime

Game Play

Keep your balance to complete a high flying jump and ski away with the Gold.

Curriculum: Number Sequence

- ★ **Easy Level:** Number sequence from 1-20.
- ★★ **Difficult Level:** Number sequence from 10-50.

Operations

Control	Motion Controller Mode	Joystick Mode
Stay balanced.	Tilt the controller left or right.	Move the joystick left or right.
Confirm your selection.	Press the ENTER button.	Press the ENTER button.



Part C. Snowman Bonus

Game Play

Measure the distance of your jumps correctly to earn bonus points and see if you placed in the competition!

Curriculum: Length Measurement

- ★ **Easy Level:** Ruler scale from 0 to 15.
- ★★ **Difficult Level:** Ruler scale from 0 to 30.

Operations

Control	Motion Controller Mode	Joystick Mode
Select a number.	Move the joystick left or right.	Move the joystick left or right.
Scroll through the numbers.	Move the joystick up or down.	Move the joystick up or down.
Confirm your selection.	Press the ENTER button.	Press the ENTER button.



2-Player Mode: Player 1 will first complete in Part A and Part B, then Player 2 will play them. After 3 rounds, both players will enter Part C and take turns to calculate their scores.

Ice Hockey

Part A. Ice Hockey Dribbling

Game Play

Ready to race! Dribble the puck through obstacles to reach the net and shoot a goal. Beware of the cracked ice and the Snowmen skaters who are ready to knock you out of the competition.



Operations

Control

Motion Controller Mode

Joystick Mode

Turn Left or Right.

Tilt the controller left or right.

Move the joystick left or right.

Escape the freeze.

Tilt the controller left and right repeatedly.

Press the **ENTER** button repeatedly.

Speed up.

Tilt the controller forward.

Move the joystick up.

Slow down.

Tilt the controller backward.

Move the joystick down.

Part B. Shooting Showtime

Game Play

Shoot the puck passed the goalie and into the net to earn more points. Watch out for the Snowmen skaters trying to steal the puck.



Curriculum: Clock Reading

★ **Easy Level:** Full Hour, Half Hour.

★★ **Difficult Level:** Half Hour, Quarter Hour.

Operations

Control

Motion Controller Mode

Joystick Mode

Turn Left or Right.

Tilt the controller left or right.

Move the joystick left or right.

Control the power of the shot.

Press and hold the **ENTER** button.

Press and hold the **ENTER** button.

Shoot the puck.

Release the **ENTER** button.

Release the **ENTER** button.

Part C. Snowman Bonus

Game Play

Bonus time! Add up the goals you shot into the net and see if you placed in the competition!



Curriculum: Simple Graph Reading

- ★ **Easy Level:** On the vertical line of the graph, all numbers between 0-5 are given.
- ★★ **Difficult Level:** On the vertical line of the graph, only numbers 0 and 5 are given.

Operations

Control

Motion Controller Mode

Joystick Mode

Scroll through the numbers.

Move the joystick up or down.

Move the joystick up or down.

Confirm your selection.

Press the **ENTER** button.

Press the **ENTER** button.

2-Player Mode: Player 1 will first complete in Part A and Part B, then Player 2 will play them. After 3 rounds, both players will enter Part C and take turns to calculate their scores.

Learning Zone

Snowball Fight

Game Play

Ready for a snowball fight! Target the Snowman who looks different from the others. Be sure to dodge the snowballs being thrown by the Snowmen.



Curriculum: Observation

- ★ **Easy Level:** Find the snowman with 2 differences.
- ★★ **Difficult Level:** Find the snowman with 1 difference.

2-Player Mode: Player one and player two compete head-to-head. When a question appears, both players will have the chance to answer the question. The player who correctly answers the question first will receive the points.



Operations

Control	Motion Controller Mode	Joystick Mode
Dodge the snowball.	Tilt the controller forward.	Move the joystick down.
Throw a snowball.	Press the ENTER button.	Press the ENTER button.
Aim the snowball.	Tilt the controller left or right.	Move the joystick left or right.

Snowman Bowling

Game Play

Quickly build your giant snowball and push it down the path with the matching pair of cards. The Snowmen move quickly so work fast to memorize the pairs!



Curriculum: Matching

- ★ **Easy Level:** Snowmen move forward at a slower speed, and the signs are revealed for a longer length of time.
- ★★ **Difficult Level:** Snowmen move forward at a faster speed and the signs are revealed for a shorter length of time.

2-Player Mode: Player one and player two compete head-to-head. When a question appears, both players will have the chance to answer the question. The player who correctly answers the question first will receive the points.



Operations

Control	Motion Controller Mode	Joystick Mode
Choose the path.	Tilt the controller forward or backward.	Move the joystick up or down.
Roll the snowball down the path.	Press the ENTER button.	Press the ENTER button.
Escape the freeze.	Tilt the controller left and right repeatedly.	Press the ENTER button repeatedly.

Cube Break

Game Play

Ready to break the ice! Skate to the letter that completes the word and break the ice cube to win the competition.

Curriculum: Spelling

★ **Easy Level:** Vocabulary with 4-5 letters.

★★ **Difficult Level:** Vocabulary with 5-6 letters.

2-Player Mode: Player one and player two compete head-to-head. When a question appears, both players will have the chance to answer the question. The player who correctly answers the question first will receive the points.



Operations

Control

Move forward, backward, left or right.

Break the ice cube.

Escape the freeze.

Motion Controller Mode

Tilt the controller forward, backward, left or right.

Press the **ENTER** button.

Tilt the controller left and right repeatedly.

Joystick Mode

Move the joystick up, down, left or right.

Press the **ENTER** button.

Press the **ENTER** button repeatedly.



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

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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.

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