



Blue's Clues Collection Day User's Manual



vtech®

V SMILE™

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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 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™ TV Learning System** – a unique video game system created especially for children aged 3 to 8. The **V.Smile™ TV 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™ TV 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™ TV 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 5-7) 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™ TV Learning System** and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

Today is a Collection Day – Blue and her friends are showing each other their collections! Blue wants to add something to her collection – do you know what it is? Come along with Joe and all of Blue’s friends to play Blue’s Clues, and find out! Explore Blue’s colorful world as you play collection-themed games and collect clues too! Just look for Blue’s pawprints to figure out what Blue wants to add to her collection. You can even make your own collection, and add to it as you play!



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 when you have finished.

1. Play Blue’s Clues



Quick Play

Learning Zone

Options

In this play mode, you can play Blue’s Clues to figure out what Blue wants to add to her collection. To play, use the joystick to select “Play Blue’s Clues,” and press the **ENTER** button to start. You will play 6 mini-games with Blue’s friends, 2 hidden games, and a special bonus game if you figure out Blue’s Clues. As you look around for Blue’s pawprints, you can also pick up jacks, marbles, dominoes, or coins to add to your own collection!

To start a new game from the beginning, use the joystick and **ENTER** button to choose **New Game**. To continue an old game from where you left off, choose **Continue Game**.

- New Game** – Start a new game from the beginning.
- Continue Game** – Pick up an old game from where you left off.

2. Quick Play

To play the collection games with Blue's friends without having to play "Blue's Clues," choose Quick Play mode in the main menu. In the Quick Play menu, you can choose any of the 8 games by using the joystick and pressing **ENTER**. In this play mode, you can play by yourself, or with a friend.



Note: For game details, please see the "Activities – Play Blue's Clues" section.

3. Learning Zone

In the **Learning Zone** menu, use the joystick and **ENTER** button to choose any of the 4 Learning Zone games. In the Learning Zone, you can play by yourself or with a friend.



Note: For game details, please see the "Activities – Learning Zone" section.

4. Options

In the **Options** menu, you can choose your game settings. You can turn the music **On** or **Off** and select a difficulty level (Easy or Difficult). To choose a setting, move the color dot with the joystick, and press **ENTER**. When you have finished choosing your game settings, use the joystick to check the **OK** icon and press **ENTER**.



STEP 2: Start Your Game

- For “Play Blue’s Clues” mode, please go to the “Activities-Play Blue’s Clues” section.
- For Learning Zone mode, please go to the “Activities-Learning Zone” section.

FEATURES

2-Player mode

In Quick Play and Learning Zone modes, you can play by yourself or with a friend. Choose One-Player or Two-player mode in the small selection menu in the bottom left-hand corner of the screen. Player 1 will play as Blue, and Player 2 will play as Magenta.

Note: Two-player mode is only available on the **V.Smile™ TV 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 you really want to quit. Move the joystick to **YES** to leave the game or to **NO** to cancel the exit screen and keep playing. Press the **ENTER** button to enter your choice.

● 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 to **YES** to leave the game or to **NO** to cancel the exit screen and keep playing. Press the **ENTER** button to make your choice.

ACTIVITIES

Educational Curriculum

Play Blue's Clues

Erase the Pawprint
Collection Train
Mailbox's Stamp Collection
Cloud Collection
Periwinkle's Collections
Pail's Leaf Collection

Seashell Collection
Felt Shapes
Hide and Seek
Figure out Blue's Clues
Dance with Blue

Learning Zone

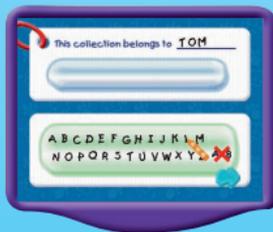
Felt Railway
Beach Trip
Flower Maze
Down on the Farm

Play Blue's Clues

What does Blue want to add to her collection? Let's play Blue's Clues to figure it out!

Sign In

When the game starts, Joe will ask you to type in your name (parent can help child to spell his/her name), so you can label your own collection. Use the joystick to choose letters, and press **ENTER** to type them on the screen.



Curriculum

Patterns, Memory Skills
Classification, Observation
Beginning Letters, Recognition
Shapes, Matching, Animals
Classification, Observation
Counting, Color Matching, Hand/Eye Coordination
Sorting, Colors, Comparison Skills
Shape Matching
Observation, Hand/Eye Coordination
Logic, Association
Rhythm, Directions, Hand/Eye Coordination

Curriculum

Counting, Simple Addition
Sizes, Shapes, Memory Skills
Vocabulary, Directions
Colors, Foods, Listening Skills

Then, Joe will ask you to choose an object to collect during the game. You can collect jacks, dominoes, coins, or marbles. Use the joystick to choose one, and press **ENTER**. After that, you can choose the color of a box to put your collection in. Now, you're ready to play Blue's Clues!



Mini Game: Erase the Pawprint

Blue has left a pawprint on the screen to let you know she wants to play Blue's Clues! Help erase the pawprint and start the game. Each of the pawprint's toes will flash a different color. Watch the flashing toes and press the colored buttons on your joystick in the same order. If you match the order correctly, the pawprint will bounce away and the game will begin!

Curriculum: Patterns, Memory Skills

Controls

Red button	Flash the 1st toe
Yellow button	Flash the 2nd toe
Blue button	Flash the 3rd toe
Green button	Flash the 4th toe

Blues Clues – General Gameplay

Now you're ready to play Blue's Clues. Use your joystick to walk Blue around the house and backyard. Along the way, you will meet Blue's friends. To talk to a friend, move Blue next to him or her and press the **ENTER** button. Some of the friends will have special collection mini-games they would like to play with you. The more of these games you play, the more clues you will find, and the closer you will be to figuring out Blue's Clues!



In Easy Level, when you come to a new place, an arrow will guide you toward a friend with a mini-game to play. Joe will also help by telling you the name of the friend you should find. Press the **HELP** button at any time to hear Joe's hint again.

As you help Blue explore the house and backyard, you will come across objects for the collection you chose at the sign-in screen. When you find a collectible, press the **ENTER** button beside it to add it to your collection. Press the blue button to see how many collectibles you already have in your box. Press any button to go back to the game from the collection screen.



After every pair of mini-games you play, a pawprint clue will appear! Use your joystick to move the on-screen crayon to the pawprint, and press **ENTER**. Joe will take out his handy-dandy notebook, and draw the clue. From then on, the collected clue will appear in the icon bar at the left top corner of the screen.



Controls

←	Walk left
→	Walk right
↓	Walk down (forward)
↑	Walk up (backward)
Enter Button	Talk to a friend
Blue Button	Go to the collection screen

Icon Bar



Clue Bar – Shows the clues you have already collected.

Blue's Bag – Contains your box of collectibles. Press the blue button to see your collection.

Sidetable's Game: Collection Train

Blue is riding a toy train to deliver things to Sidetable Drawer, Slippery Soap and Tickety Tock for their collections. Look at the object that Blue has on the train, and find the friend whose collection it belongs to. When the train arrives to that friend, press **ENTER** to drop off the object.



Curriculum: Classification, Observation

★ **Easy Level:** Simpler collection

★★★ **Hard Level:** More complex collection

Controls

Enter button	Drop off an object
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Mailbox's Game: Mailbox's Stamp Collection

Mailbox collects stamps. Help him arrange his stamp collection by the first letter of the thing on the stamp. Use the joystick to select a stamp that matches the letter on the album page, and press **ENTER** to put the stamp in the album. In Difficult level, you may need to turn the pages in order to put the stamps where they belong. Click on the arrows to turn the page.



Curriculum: Beginning Letters, Classification

★ **Easy Level:** Album pages will turn automatically

★★★ **Hard Level:** The player must turn to the correct page in the album

Controls

←	Move selector left
→	Move selector right
Enter Button	Select a stamp

Magenta's Game: Cloud Collection

Magenta collects cloud shapes. Will you help find the cloud Magenta is thinking of? Watch the cloud shapes floating across the sky, and pick the one that matches the object in Magenta's thought-bubble. Use the joystick and the **ENTER** button to choose a cloud. In 2-player mode, Blue and Magenta can select their favorite clouds and take turns asking each to find them.



Curriculum: Shapes, Matching, Animals

★ **Easy Level:** Simple geometric shapes

★★ **Hard Level:** Animal and insect shapes

Controls

←	Move selector left
→	Move selector right
Enter Button	Select a cloud

Pail's Game: Pail's Leaf Collection

Pail collects leaves. Will you help Blue collect more leaves for her? Check the color of the leaf that Pail wants to collect, and move Blue to catch falling leaves of that color. In the Difficult level, use the colored buttons to change the color of the basket to match the color of the falling leaves.



Curriculum: Counting, Color Matching, Hand/Eye Coordination

★ **Easy Level:** Collect leaves of a certain color

★★ **Hard Level:** Switch basket colors to match falling leaves

Controls

←	Walk left
→	Walk right
Red Button	Turn basket red
Yellow Button	Turn basket yellow
Blue Button	Turn basket blue
Green Button	Turn basket green

Periwinkle's Game: Periwinkle's Collections

Periwinkle has a lot of different collections, and some of them got mixed up! Find the thing that does not belong in the collection shown, and help Blue push that object to Periwinkle. To push an object, use the joystick to walk Blue toward it. Gopher will pop up to help you replace the objects that belong in the collection.



Curriculum: Classification, Observation

- ★ **Easy Level:** Basic collections
- ★★★ **Hard Level:** More complex collections

Controls

←	Walk left / push object to the left
→	Walk right / push object to the right
↓	Walk down (forward) / push object down
↑	Walk up (backward) / push object down

Shovel's Game: Seashell Collection

Shovel wants to collect seashells, so Blue skidoos to a beach to help! Help Blue sort Shovel's seashell collections in order by their size, color, or stripes. To pick up a shell, press **ENTER** beside it. To put it down, press **ENTER** next to an empty spot.



Curriculum: Sorting, Colors, Comparison Skills

- ★ **Easy Level:** Sort the shells in order of size
- ★★★ **Hard Level:** Sort the shells in order of size, color, and number of stripes

Controls

←	Walk left
→	Walk right
Enter Button	Pick up or put down a seashell

Hidden Game: Felt Shapes

Help the Felt Friends put together shapes to complete their picture collection. Look at the felt picture in the top frame, and help the Felt Friends choose shapes to make the same picture in the bottom frame. Use the joystick to find a shape, and press **ENTER** to put it in the picture.



Curriculum: Shape Matching

★ **Easy Level:** Each picture has 3-4 shapes

★★ **Hard Level:** Each picture has 5-7 shapes

Controls

←	Move selector left
→	Move selector right
↓	Move selector downward
↑	Move selector upward
Enter Button	Select a shape

Hidden Game: Hide and Seek

Tickety and Gopher want to play Hide and Seek! Watch closely for Tickety or Gopher. When you see the friend, move the circle selector around him or her, and press **ENTER**. See if you can find him or her 3 times before time runs out. Be careful, don't catch Rabbit or Teddy Bear instead!



Curriculum: Observation, Hand/Eye Coordination

★ **Easy Level:** No decoys

★★ **Hard Level:** Rabbit and Teddy Bear act as decoys

Controls

←	Move selector left
→	Move selector right
↓	Move selector downward
↑	Move selector upward
Enter Button	Catch a character

Mini Game: Figure out Blue's Clues

When you have helped Joe find 3 clues, he will sit down in the Thinking Chair and think, think, think! Will you help him figure out what Blue wants to add to her collection? You will see three choices on the screen, and press **ENTER** to choose an answer to Blue's Clues.



Curriculum: Logic, Association

Controls

←	Move selector left
→	Move selector right
Enter Button	Select an answer

Bonus Game: Dance with Blue

Blue is so happy you figured out Blue's Clues, she wants to dance! In the song menu, use the joystick and **ENTER** button to choose a song to dance to. Circles or arrows will float down the screen toward the music line at the bottom. When a circle passes the music line, press **ENTER**. When an arrow passes the music line, move the joystick in the direction of the arrow. If you follow the rhythm, you will hear more instruments in the music! You can play as long as you like; press the **EXIT** button to end the game.



Curriculum: Rhythm, Directions, Hand/Eye Coordination

- ★ **Easy Level:** Play using the **ENTER** button
- ★★★ **Hard Level:** Play using the joystick (arrows) and **ENTER** button (circles)

Controls

←	Hit the left arrow icon when it passes the music line
→	Hit the right arrow icon when it passes the music line
Enter Button	Hit the circle icon when it passes the music line

Learning Zone

Felt Railway

Game Play

The Felt Friends are collecting shapes at each station of the Felt Railway. To move the handcar, they need to collect the same number of friends on each side. There are 4 groups of Felt Friends at each station. Use the joystick to choose the group that will balance the handcar, and press **ENTER**.



Curriculum: Counting, Simple Addition

★ **Easy Level:** Counting

★★ **Hard Level:** Counting, simple adding

Controls

←	Move selector left
→	Move selector right
↓	Move selector downward
↑	Move selector upward
Enter Button	Select a group of Felt Friends

Beach Trip

Game Play

Blue and Joe skidoed to the beach to collect some seashells. Watch the crabs hide seashells under the sand, and remember where each shell was hidden. To dig up a shell, keep pressing **ENTER** besides a sand dune, until you can see the whole shell. If you dig up a pair of matching shells, the crabs will give you the shells for your collection! If the shells don't match, the crabs will hide them again.



Curriculum: Sizes, Shapes, Memory Skills

★ **Easy Level:** Shells stay in one place under the sand

★★ **Hard Level:** Crabs move the shells under the sand

Controls

←	Walk left
→	Walk right
↓	Walk down (forward)
↑	Walk up (backward)
Enter Button	Dig up a shell

Flower Maze

Game Play

Help Blue find her way out of the maze. At the entrance, you will see a sign with a word on it. To exit the maze, find the gate with the picture that matches the word. To hear the word on the starting sign, press **ENTER** beside it. Gopher will also be along to give us a helpful hint.



Curriculum: Vocabulary, Directions

★ **Easy Level:** Joe will read the word automatically

★★ **Hard Level:** Press **ENTER** to hear the word

Controls

←	Walk left
→	Walk right
↓	Walk down (forward)
↑	Walk up (backward)
Enter Button	Hear the word when standing beside the signpost

Down on the Farm

Game Play

The duck is helping to collect food for the farmer. Will you help him? Listen carefully to the food Joe describes, and go find it in the correct places. When you have found it, press **ENTER** to collect it and bring it back to the duck.



Curriculum: Colors, Foods, Listening Skills

- ★ **Easy Level:** One food per location
- ★★ **Hard Level:** Two foods per location; more complex food descriptions

Controls

←	Walk left / move selector left
→	Walk right / move selector right
↓	Walk down (forward)
↑	Walk up (backward)
Enter Button	Select the food

Blue & Her Friends



Blue



Felt Friends



Joe



Mailbox



Magenta



Pail & Shovel



Periwinkle



Tickety Tock



Slippery



Sidetable Drawer

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™ TV 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.

Internet: **www.vtechkids.com**

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

TECHNICAL SUPPORT

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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.

Expand your V.Smile Smartridge™ Library with these great games for never-ending fun!

Early Learners

- Counting
- Phonics
- Colors & Shapes
- Letters
- Numbers
- Basic Vocabulary



Junior Thinkers

- Spelling
- Math Computation
- Patterns & Logic
- Music
- Vocabulary
- Spatial Skills



Master Minds

- Vocabulary
- Problem Solving
- Geography
- Spelling
- Advanced Math
- Art & Creativity



and many more...

Collect and learn from them all!

Each sold separately and subject to availability.