



A Day in the Life of a Sponge

User's Manual



For use with

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 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 the **V.Smile™ TV Learning System** – a unique video game system created especially for children aged 3 to 7. The **V.Smile™ TV Learning System** combines kid-friendly design, age-appropriate curriculum, vivid graphics, and fun game-play into a unique experience that children will love and parents can support. The **V.Smile™ TV 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. Both offer the 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 and learn. 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 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™ TV Learning System** and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

Have you ever wondered what it would be like to be a sponge? Here's your chance to find out! Join SpongeBob for a normal abnormal day in Bikini Bottom, as he takes on such exciting everyday adventures as getting dressed, Flipping patties at the Krusty Krab, crashing his way through a boating lesson, and rocking out at the best house party ever. Can you walk a mile in SpongeBob's soushy, spongy shoes? Let's find out!

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.



Learning Adventure

Learning Zone

Options

V.Link™ Connection

Learning Adventure

In this play mode, you can experience a day in the life of SpongeBob through seven games. Choose Adventure Play to play through the games in story order, or Quick Play to play the games in any order.



(i) Adventure Play

When you turn the unit **OFF**, V.Smile™ remembers your place in the Learning Adventure game. To continue your adventure, simply turn the unit back **ON** and select "Continue" under the Adventure Play menu.

Please note that you can only do this if “A Day in the Life of a Sponge” has not been removed from the unit, and the power supply has not been interrupted.

(2) Quick Play

In the Quick Play menu, use the joystick to highlight a game, and press **ENTER** to begin play. Note: For the details of all Learning Adventure games, please refer to the “Activities - Learning Adventure” section.

Learning Zone

In this play mode, you can play four shorter games that focus on specific learning skills.

Options

In this screen, you can turn the background music on and off.

STEP 2: Choose Your Game Settings

Move the joystick up or down to choose “Continue Game” or “New Game”. Press the **ENTER** button when you have finished.



Continue Game

New Game

Continue Game: Choose this setting to continue a previous adventure from where you left off.

New Game: Choose this setting to start an adventure from the beginning.

Learning Adventure Mode:

If you are playing for the first time or have selected “New Game,” you will be asked to choose your game settings. (Default settings will be Level = Easy, Player = 1 Player.) If you have selected “Continue Game,” the system will use the game settings from your previous game.

Learning Zone Mode:

To change the game settings in the Learning Zone, select the “Level & Player” icon at the right bottom corner of the Learning Zone menu screen and adjust the settings. (Default settings are Level = Easy, Player = 1 Player.)

On the game settings screen:

1. Move the joystick left, right, up or down to scroll between different settings, and press the **ENTER** button to choose one.
2. Move the joystick down to the  icon and press **ENTER**.



STEP 3: Start Your Game

For Learning Adventure, please see the “Activities-Learning Adventure” section of this manual.

For Learning Zone, please see the “Activities-Learning Zone” section of this manual.

FEATURES

HELP Button

When you press the **HELP** button, the activity instructions will be repeated.

EXIT Button

When you press the **EXIT** button, the game will pause. A “Quit Game?” message will pop up to make sure you want to quit.

Move the joystick left to  to leave the game or right to  to cancel the exit screen and keep playing. Press **ENTER** to make your choice.

The **EXIT** button also allows you to get back to the previous menu.



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 “Quit Game” message will pop up to make sure you want to quit.

Move the joystick left to  to go to the **LEARNING ZONE** or right to  to cancel the screen and keep playing. Press **ENTER** to choose.

Two-Player Mode

Two-Player Mode is only available if a joystick is plugged into the “Player 2” port on the main unit.

When both joysticks are connected, Player 1 will control all menu screen operations.

During a Learning Adventure game, two players can team up to play. Player 1's icon is blue and Player 2's icon is red. When play switches from one player to another, the player icon will change colors and the current player will be announced.

In the Learning Zone, two players can play head-to-head at the same time.

VLink™ Connection

When you plug the **VLink™** (sold separately) into the console, a new selection - “**VLink™** Connection” - will appear under the main menu. You can select it to download your game score to the **VLink™**. After the downloading process is complete, you can plug the **VLink™** into your computer and unlock some Fun web games on the **VSmile™** Web Site. Please don't unplug the **VLink™** during the downloading process.

Bonus Games on the VSmile™ Web Site

When you reach a certain score in Learning Adventure games, you'll be rewarded with special coins. You can save your score to the **VLink™** and then plug the **VLink™** into a computer. You'll then be able to use the coins to unlock special bonus games on the **VSmile™** Web Site.



How to Earn Gold Coins:

Gold Coin	Score
1st gold coin	Complete a mission in Learning Adventure games.
2nd gold coin	Earn a total score of 300 in Learning Adventure games.
3rd gold coin	Earn a total score of 500 in Learning Adventure games.
4th gold coin	Earn a total score of 700 in Learning Adventure games.

* **Note:** VLink™ connection is only available in these or later models:

V. SMILE®
CYBER POCKET™

V. SMILE®
MOTION™

ACTIVITIES

Educational Curriculum

Learning Adventure

Rise and Brine	Vocabulary, spelling, letter sounds
Jelly Roger	Skip counting, multiplication
Krabby Patty-Cake	Spelling
Downhill Sponge	Odd and even numbers
Boating Lesson	Logic skills
Shopping Spree	Memory and money values
House Party	Musical sense and rhythm

Learning Zone

Industrial Park	Geometry
Snapper Shots	Observation
Bargain Mania	Weights and measures
Jellyfish Fields	Number sequence

Learning Adventure

Game Selection Screen

In Quick Play mode, you can play the Learning Adventure games in any order. Use the joystick to choose a game and press the **ENTER** button to play.



ACTIVITIES: Learning Adventure

Rise and Brine

Curriculum

Vocabulary, spelling, letter sounds

Game Play

It's another beautiful morning in Bikini Bottom! SpongeBob needs a little extra motivation to get ready for work. Help him wake up, wash up, get dressed and get ready for his day.

Bedroom

Wake up SpongeBob by popping all the dream bubbles that do **NOT** match the vocabulary word at the top of the screen. Use the joystick to move the alarm clock up and down, and press **ENTER** to blast the bubbles.



Easy Level: Simple Vocabulary



Difficult Level: Advanced Vocabulary

Bathroom

Ah, nothing like a relaxing soak in the bath! Help SpongeBob pop the bubbles that do NOT belong in the vocabulary word at the top of the screen. Move the joystick to control the cursor and press **ENTER** to pop the bubbles.

★ **Easy Level:** Spelling (simple vocabulary)

★★ **Difficult Level:** Spelling (advanced vocabulary)



Closet

A sponge must look his best every day. Help SpongeBob pick out some fancy duds by matching up pairs of rhyming words. Use the joystick to move SpongeBob and press **ENTER** to select a word. Press **ENTER** again to deselect the word.

★ **Easy Level:** Letter sounds (simple)

★★ **Difficult Level:** Letter sounds (advanced)



Jelly Roger

Curriculum

Skip counting, multiplication

Game Play

It's almost time for work, but first - a quick round of jellyfishing with Patrick! Help SpongeBob catch the type of jellyfish asked for in the clue, until he has reached the target number below his jar. Use the joystick to move SpongeBob and press **ENTER** to catch a jellyfish.

★ **Easy Level:** Skip counting

★★ **Difficult Level:** Multiplication



Krabby Patty-Cake

Curriculum

Spelling

Game Play

Time for work! Help SpongeBob fill Krabby Patty orders by filling in missing letters in the waiting buns. Use the joystick to move SpongeBob, and press **ENTER** to flip a patty. Press **ENTER** again to put the patty back down. When both sides of a patty are well-done, a letter will appear on it, and it is ready to be served to either Mr. Krabs or Squidward. Make sure you don't burn the patties!

★ **Easy Level:** Simple vocabulary; fewer missing letters

★★ **Difficult Level:** Advanced vocabulary; more missing letters



Downhill Sponge

Curriculum

Odd and even numbers

Game Play

During SpongeBob's lunch break, Sandy drops by the Krusty Krab with one thing on her mind - extreme sports! Help SpongeBob ski Sand Mountain before time runs out. Use the joystick to move SpongeBob and press **ENTER** to jump. Help SpongeBob hand out Krusty Krab leaflets to skiers labeled with odd or even numbers.

★ **Easy Level:** Skiers move more slowly

★★ **Difficult Level:** Skiers move more quickly



Boating Lesson

Curriculum

Logic skills

Game Play

After work, SpongeBob stops off for a quick boating lesson at the boating school. Help SpongeBob drive to the shape that correctly answers each logic puzzle. Hold down **ENTER** to drive the boat, and release **ENTER** to stop. And don't forget - since SpongeBob isn't the world's greatest driver, the boat may take a while to slow down!



Easy Level: Simple logic puzzles (addition)



Difficult Level: Advanced logic puzzles (subtraction)



Shopping Spree

Curriculum

Memory and money values

Game Play

Help SpongeBob shop for party supplies. Watch the hint bubbles to see the groceries that SpongeBob needs, and collect them off the shelves. Use the joystick to move SpongeBob and press **ENTER** to put groceries into the cart. When you've collected everything you need, go back to the cash register to pay. Use the four color buttons to select and deselect the coins, and press **ENTER** to pay.



Easy Level: Collect 2 groceries and add up 2 coins



Difficult Level: Collect 3 groceries and add up 3 coins



House Party

Curriculum

Musical sense and rhythm

Game Play

Party time! Dance up a sea-storm with SpongeBob and his Friends. Press the matching color buttons when the confetti hits the lights on the ceiling.



Easy Level: Simple patterns



Difficult Level: Advanced patterns



ACTIVITIES: Learning Zone

Industrial Park

Curriculum

Geometry

Game Play

Help SpongeBob collect the shapes shown in the machine at the top of the screen. Use the joystick to move around the metal beams and platforms, and press **ENTER** to jump.



Easy Level: Simple shape matching



Difficult Level: Advanced shape matching



Snapper Shots

Curriculum

Observation

Game Play

Find the differences between the photos. Use the joystick to move the cursor and press **ENTER** to click on what's different. There are five differences in each pair of photos.



★ **Easy Level:** More obvious differences

★★ **Difficult Level:** Less obvious differences

Bargain Mania

Curriculum

Weights and measures

Game Play

Help SpongeBob collect groceries according to the directions on the sign. Use the joystick to move the cursor and press **ENTER** to put groceries into the cart. To put groceries back on the shelf, move the cursor to the cart and press **ENTER**.



★ **Easy Level:** Collect 3 items that match the directions on the sign

★★ **Difficult Level:** Collect items that add up to the target weight on the sign

Jellyfish Fields

Curriculum

Number sequence

Game Play

Catch jellyfish that fill in the number sequence shown at the top of the screen. Use the joystick to move SpongeBob and press **ENTER** to catch the jellyfish.



★ **Easy Level:** Simple number sequence

★★ **Difficult Level:** Advanced number sequence

CARE & MAINTENANCE

1. Keep your **V.Smile™** 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™** 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.

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.

If you wish to buy additional joysticks for your **V.Smile™**, please visit us online, or contact our Consumer Services Department.

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

NOTICE:

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.

