



User's Manual



vtech®

V. SMILE™

Little Einstein elements © Baby Einstein.
EINSTEIN™ HUU.

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

Today is the Glass Slipper Ball at the Schönbrunn Palace in Vienna, Austria! At the ball, there is a glass slipper that can only be won by a great dancer. June is a great dancer! The team makes it their mission to help June get to the palace to win the glass slipper. Join the Little Einsteins to help them complete their mission.

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.



1. Learning Adventure

In this play mode, you can help June get to the palace to win the glass slipper!



Adventure Play

Play all five 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 the adventure from where you left off by choosing **Continue Game**.



New Game

Start the adventure from the beginning.

Continue Game

Start the adventure from the last place you played before exiting the game.

• 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.



2. Learning Zone

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



3. Options

In the Options screen, you can turn the music On or Off, and choose between Limited or Unlimited chances in the games. Move the joystick to select the options you want. Move the cursor to the OK button and press **ENTER** to confirm your choices.



STEP 2: Choose Your Game Settings

1. **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™**.

2. **Level:** Move the joystick to choose Easy level or Difficult level. Press **ENTER** to confirm your selection.

3. Move the cursor to the OK button and press **ENTER** to confirm your choices.



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, 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 want to quit. Move the joystick left to Yes to quit the game, or right to No 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 want to quit. Move the joystick left to Yes to quit the game and enter the Learning Zone, or right to No to 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 in the main menu. You can select it to download your game score to the **V.Link™**. After the update is completed, you can plug the **V.Link™** into your computer and unlock 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. You can use the gold coins to unlock special bonus games on the **V.Smile™** web site.



How To Earn Gold Coins

1 st gold coin	Finish the Blast Off! game in Adventure Play
2 nd gold coin	Get a total score of 70 points in Adventure Play
3 rd gold coin	Get a total score of 150 points in Adventure Play
4 th gold coin	Get a total score of 200 or more points in Adventure Play

* **Note:** **V.Link™** connection is only available in these or later models:

V.SMILE®
CYBER POCKET™

V.SMILE®
MOTION™

ACTIVITIES

Educational Curriculum

Learning Adventure	Curriculum
Game 1: Blast Off!	Rhythm, Classical Music
Game 2: Musical Journey	Musical Notation, Colors
Game 3: Under the Deep Blue Danube	Music Identification, Musical Notation, Hand-Eye Coordination
Game 4: SuperFast!	Rhythm, Tempo, Classical Music
Game 5: A Ballroom Dance	Sequences, Letters, Memory, Musical Instruments
Learning Zone	Curriculum
Zone 1: Leo Conducts	Rhythm, Classical Music
Zone 2: Art Puzzles	Fine Art

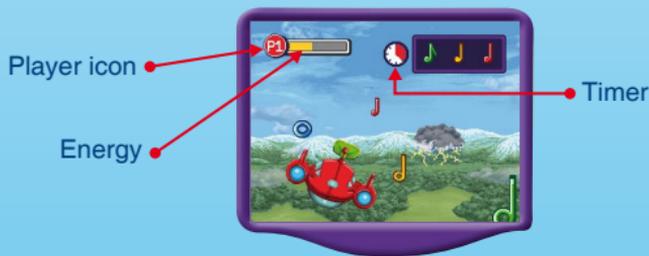
How to Play

At the beginning of each game in Learning Adventure and Learning Zone, 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 energy, time and player.

- Player icon – Show the Player 1 and Player 2 icon.
- Energy – A color bar shows how much energy you have left in the game.
- Timer – How much time you have left in the game.



Learning Adventure

Blast Off!

Game Play

Rocket needs lots of power to blast off. Leo and June have to follow the beat and pat at the correct time to help Rocket!



Curriculum: Rhythm, Classical Music

★ **Easy level:** Fewer notes to pat.

★★ **Difficult level:** More notes to pat.

Operation:

Pat	Press the ENTER button
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Musical Journey

Game Play

Rocket has to fly over the mountains to get to Vienna. Help Rocket collect music notes along the way.



Curriculum: Musical Notation, Colors

★ **Easy Level:** Collect one music note in each question.

★★ **Difficult Level:** Collect 3 music notes in the correct order in each question.

Operations:

Move Rocket	(←) / (→)
Blast away clouds and wrong notes	Press ENTER

Under the Deep Blue Danube

Game Play

Rocket turns into a submarine to swim through the deep blue Danube River. Help Rocket avoid obstacles, get past the whirlpools, and collect the musical signs. Try to find the tunnel that leads to the palace!



Curriculum: Music Identification, Musical Notation, Hand-Eye Coordination

- ★ **Easy Level:** Find the tunnel with the same musical phrase.
- ★★★ **Difficult Level:** Find the tunnel with the musical phrase at the same tempo.

Operations

Swimming: Move Rocket up	(↑)
Swimming: Move Rocket down	(↓)
Swimming: Go faster	Press ENTER
Escape a whirlpool	Press ENTER
Selecting tunnels: Move Rocket left	(←)
Selecting tunnels: Move Rocket right	(→)
Selecting tunnels: Choose a tunnel	Press ENTER

SuperFast!

Game Play

Leo and June are in a hurry to get the palace. Help Rocket fly super fast by patting faster and faster with Leo and June!



Curriculum: Rhythm, Tempo, Classical Music

★ Easy Level: Learn Adagio, Moderato, Allegro, and Presto.

★★ Difficult Level: Learn Adagio, Andante, Vivo, and Presto.

Operation:

Pat	Press ENTER
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A Ballroom Dance

Game Play

Help June and Leo dance and get the glass slipper. Remember the sequence and try to do the steps in order.



Curriculum: Sequences, Letters, Memory, Musical Instruments

★ Easy Level: Remember the sequence of light-up squares.

★★ Difficult Level: Remember the letter sequence.

Operations

Move June or Leo forward	(↓)
Move June or Leo backward	(↑)
Move June or Leo left	(←)
Move June or Leo right	(→)

Learning Zone

Leo Conducts

Game Play

Leo is conducting! Help him conduct the correct musical instrument to the beat.



Curriculum: Rhythm

- ★ **Easy Level:** Leo conducts fewer beats.
- ★★ **Difficult Level:** Leo conducts more beats.

Operations

Choose the musical instrument	Move the joystick (↑) / (←) / (→)
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Art Puzzles

Game Play

Leo has a piece of a famous painting. Help him choose the piece of the painting that matches his!



Curriculum: Fine Art

- ★ **Easy Level:** The given piece is bigger.
- ★★ **Difficult Level:** The given piece is smaller.

Operations

Move the target	(↑) / (↓) / (←) / (→)
Select a painting piece	Press ENTER

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 specific problem you are experiencing.
- The actions you took right before the problem occurred.

If you wish to buy additional joysticks for your **V.Smile™ Learning System**, 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

DISCLAIMER AND LIMITATION OF LIABILITY

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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.

