

The Wiggles

It's Wiggle Time! 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

The Wiggles and their friends receive an invitation to perform a big music show tonight! First, though, they have to find their friends and collect their instruments. Test your smarts in some fun Wiggly adventures and along the way learn fun school skills such as counting, number order, letters, vocabulary, colors and problem solving.

GETTING STARTED

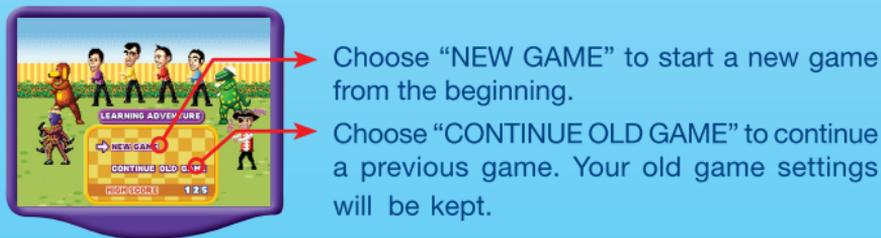
Step 1: Choose Your Play Mode

Move the joystick up and down to choose the play mode you want. Press the ENTER button when you have finished.



Learning Adventure

In this play mode, you can explore four exciting adventure areas, and help The Wiggles overcome many fun challenges. Help Greg drive the Big Red Car home to get their instruments; join Murray on a beach adventure to find Henry the Octopus; guide hungry Anthony through some wacky mazes to meet Dorothy the Dinosaur; and join Jeff, who's always falling asleep, to find Captain Feathersword on the dock. Just don't forget to wake up Jeff!



Learning Zone

In this play mode, you can play four fun games that each focuses on a specific learning skill.

Music Room

In the Music Room, you can enjoy The Wiggles' wonderful music and see a great performance, all the while singing along while following the lyrics on the bottom of the screen.



Options

You can choose your game settings here.

1. The Learning Adventure and the Learning Zone each have two difficulty levels. Move your joystick left or right to choose (Easy level) or (Difficult level).
2. In the Learning Zone, you can choose between one-player and two-player modes. Move your joystick left or right to choose (one player) or (two players). (NOTE: Two-player mode is only available for the **V.Smile™ TV Learning System** when two joysticks are inserted.)
3. Move your joystick left or right to turn the background music on or off.

STEP 2: Start Your Game

- * For Learning Adventure instructions, please go to the “Learning Adventure” section.
- * For Learning Zone instructions, please go to the “Learning Zone” section.

FEATURES

HELP Button

When you press the HELP button during a game you will hear the instructions repeated, or a helpful hint.

EXIT Button

When you press the EXIT Button, the game will pause, and you will see a “Quit” screen. Move the joystick left or right to select “Yes” to quit the game, or “No” to keep playing.

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, and you will see a “Quit” screen. Move the joystick left or right to select “Yes” to quit the game and enter the Learning Zone, or “No” to keep playing.

ACTIVITIES

Educational Curriculum

Learning Adventure

Greg - On the Road

Murray - On the Beach

Anthony - In the Garden

Jeff - On the Dock

Learning Zone

LEARNING HANDS

DANCE WITH ME

KEEP THE BEAT

SHAKE MY FEATHERSWORD

Curriculum

Letters, Vocabulary

Number Order, Patterns

Counting, Object Identification

Basic Mathematics

Curriculum

Counting, Colors

Memory, Colors

Rhythm and Order

Simple Sequences

Learning Adventure

Learning Adventure Game Selection Screen



In the Learning Adventure mode, there are four different game areas to explore. They are: Greg - On the Road, Murray - On the Beach, Anthony - In the Garden and Jeff - On the Dock. Use the joystick to select an area and press ENTER to start that game.

How to Play



At the beginning of each game, a “How to Play” screen shows you the current game and current level. This screen also lists out the buttons and controls that will be used in the game, and their specific function.

Status Bar

In each adventure game, the status bar stays on the screen to show you how you are doing



Shows how many chances you have left. You can fill up your chances by collecting hearts in the game.



Some games have a timer. You have to complete your task before the timer runs out.

SCORE

You will add points to your score when you (depending on the game):

- collect a correct letter or number
- collect a music note
- answer a question correctly

Greg - On the Road

Help Greg drive carefully and avoid bumping into obstacles on the road. Move the joystick to the right to drive the car faster. While on the road, you need to collect the required letters. Also, try to collect as many music notes as you can to get more points.

Educational Curriculum: Letters

 Easy Level: Same letter

 Difficult Level: Different letters

When you come to a traffic light, the car will stop and you will be asked a question. When the question appears, move the joystick to make Greg point to the matching object, then press ENTER to choose it.

Educational Curriculum: Vocabulary

 Easy Level: Shorter, basic words

 Difficult Level: More difficult words



Murray - On the Beach

Come along with Murray for a trip on the beach. But look out - some obstacles along the way will make the journey a challenge. Help Murray avoid the obstacles by moving the joystick left and right, or pressing the ENTER button to jump. During your trip, you will see coconuts here and there with numbers on them. Collect the numbers according to the order shown on the top right of the screen. If you find a coconut you do not want, just press the ENTER button to jump over it.



Educational Curriculum: Number Order, Patterns

-  Easy Level: Collect numbers from smallest to largest
-  Difficult Level: Collect numbers from largest to smallest

Murray will also meet a boy blowing bubbles on the beach. Remember the signs and colors of the bubbles, in order, and repeat the same pattern using the joystick and buttons.

Educational Curriculum: Memory, Color

-  Easy Level: Color OR direction arrows, with hints
-  Difficult Level: Color AND direction arrows, without hints.

**Anthony - In the Garden**

There are so many fruits in the garden, and Anthony is hungry! Collect the correct number of fruits for him to eat, then guide him out of the maze. This is a timed game, so hurry! Be careful to avoid the insects in the garden, and collect music notes along the way to earn more points.

**Educational Curriculum:** Counting, Object Identification

-  Easy Level: One type of object
-  Difficult Level: Two types of objects

Jeff - On the Dock

Move the joystick left or right and help Jeff catch the falling number that completes the equation on screen. Be careful of the flying bird and the rolling barrel!

Move the joystick left or right and press the ENTER button to jump over the barrel.



Educational Curriculum: Basic Mathematics

-  Easy Level: Simple addition
-  Difficult Level: Simple subtraction

There is also a bonus time for Jeff. Watch the dolphin and collect as many music notes as you can for extra points.



Scoring

Here is the scoring system for the Learning Adventure.

Situation	Score
Pick a music note	+5
Pick a correct letter or number	+10
Match the picture with the word (Greg - On the Road)	+10
Break a bubble in the correct order (Murray - On the Beach)	+10
Pick a correct fruit (Anthony - In the Garden)	+10

Learning Zone

The Learning Zone features four different learning games: LEARNING HANDS, DANCE WITH ME, KEEP THE BEAT, and SHAKE MY FEATHERSWORD. Use the joystick to scroll through the games, and press ENTER to start one.



Two-Player Mode

The Learning Zone offers a two-player mode when two joysticks are inserted at the same time. You can choose your player mode in the OPTIONS menu.

LEARNING HANDS

Hurry! Use your joystick to choose the ball with the same color as the one shown on the screen. Press ENTER to choose it. Continue to pick the correct balls until you've got the required number.



Educational Curriculum: Counting, Colors

-  Easy Level: One color of ball to collect
-  Difficult Level: Two colors of balls to collect

DANCE WITH ME

Remember the color order of the balls as they are shown one by one, and then press the color buttons to repeat the sequence.

Educational Curriculum: Colors, Memory

-  Easy Level: Four color ball sequence, 50 seconds for each round
-  Difficult Level: Five color ball sequence, 40 seconds for each round

**KEEP THE BEAT**

Move your joystick and press the ENTER button to choose a Wiggles' song from the jukebox.

Then listen to the melody, and press the color buttons when the matching color reaches the target position.

**Educational Curriculum:** Rhythm and Order

-  Easy Level: Color balls move slow
-  Difficult Level: Color balls move fast

SHAKE MY FEATHERSWORD

Look at the sequence shown at the top of the screen, and help Captain Feathersword to complete the pattern. Use the joystick to move the target to the object that completes the pattern, and press ENTER to confirm.

Educational Curriculum: Simple Sequences

-  Easy Level: Easy pattern and 30 seconds for each round
-  Difficult Level: Difficult pattern and 20 seconds for each round



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™ 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 a time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play.

TROUBLESHOOTING

Please note that if you try to insert or remove a Smartridge™ without first turning the unit OFF, you may experience a malfunction. If this happens, and the unit does not respond to pressing the ON/OFF/RE-START buttons, disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries. If the unit still does not respond, press the RESET button at the bottom of the unit, using a pen.

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.

If you wish to buy additional joysticks for your **V.Smile™ TV 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

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COMPANY : VTech® Electronics North America, L.L.C.

ADDRESS : 1155 West Dundee Rd, Suite 130, Arlington Heights, IL 60004 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.

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Wiggles Music:

1. *Captain Feathersword Fell Asleep On His Pirate Ship* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
2. *We're Dancing with Wags the Dog* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
3. *The Monkey Dance* M Cook, J Fatt, A Field, G Page, J Field (Wiggly Tunes)
4. *Dorothy the Dinosaur* M Cook, J Fatt, A Field, G Page, J Field (Wiggly Tunes)
5. *Crunchy Munchy Honey Cakes* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
6. *Rock-A-Bye Your Bear* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
7. *Wiggly Party* M Cook, J Fatt, A Field, G Page, J Field, C. Abercrombie (Wiggly Tunes)
8. *Walk* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
9. *Shaky Shaky* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
10. *I Climb Ten Stairs* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
11. *Fruit Salad* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
12. *Hot Potato* M Cook, J Fatt, A Field, G Page, J Field (Wiggly Tunes)
13. *Can You (Point Your Fingers And Do The Twist?)* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)
14. *Toot Toot Chugga Chugga Big Red Car* M Cook, J Fatt, A Field, G Page (Wiggly Tunes)

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V. SMILE™

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
- Time-Telling 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.

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