

Disney · PIXAR

FINDING NEMO

NEMO'S OCEAN DISCOVERIES
User's Manual



vtech®

V-SMILE™

©2005 Disney/Pixar

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 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 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

Nemo is safely back home and is very proud of his father's journey to find him. Nemo wants to be brave just like his Dad, so he sets off on a new adventure of his own. Come explore the ocean with Nemo!

GETTING STARTED

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

Learning Adventure

In this play mode, you can help Nemo explore the ocean by playing four exciting adventure games in familiar scenes from the “Finding Nemo” movie. Choose “Adventure Play” to play through the games in story order, or “Quick Play” to play each adventure game separately.



Adventure Play — Play the games in story order and help Nemo complete the mission.

Quick Play — Play the adventure game of your choice without having to follow the story.

Explorer Log Book — Learn interesting facts about the sea life you encounter during your adventure.

(1) 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 Game” under the Adventure Play menu. Please note that you can only do this if the game has not been removed from the unit, and the power supply has not been interrupted.

(2) Quick Play



Continue Game— Start a previous adventure from where you left off.

New Game — Start a new adventure from the beginning.

In the Quick Play menu, use the joystick to highlight a game and press **ENTER** to play.

Note: For the details of all Learning Adventure games, please refer to the “Activities - Learning Adventure” section.

Learning Zone

In the Learning Zone menu, choose any game you like. To change the game level between Easy and Difficult, move the joystick to the one-star icon or two-star icon, and press **ENTER** to choose. Use the joystick to move the cursor to the game you want and press **ENTER** to play.

Note: For the details of all Learning Zone games, please refer to the “Activities - Learning Zone” section.

Options

Move the joystick up and down to move the cursor between Music and Chances.

The Quick Play and Learning Zone modes each have their own settings on the game selection page.



(1) Music On/Off Selection

To turn the background music On or Off, move the joystick left or right to select “On” or “Off.” Press the **ENTER** button to choose.

(2) Normal/Unlimited Mode Selection

To choose between Normal and Unlimited modes, move the joystick left or right to select “Normal” or “Unlimited.” Press the **ENTER** button to choose.

In the “Unlimited” mode, you will have an unlimited number of chances to play the games in Adventure Play.

Choose Your Game Settings

If you are happy with the current settings, press the **ENTER** button. To change the level to Easy/Difficult, move the joystick left or right to the one-star icon or the two-star icon. Press the **ENTER** button to choose. Use the joystick to move the cursor to the  icon and press **ENTER** when you have finished.

The Quick Play and Learning Zone modes each have their own settings on the game selection page.

Start Your Game

For Learning Adventure, please go to the “Activities-Learning Adventure” section.

For Learning Zone, please go to the “Activities-Learning Zone” section.

FEATURES

HELP Button

When you press the **HELP** button, you will hear some helpful game instructions or hints.

EXIT Button

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

Move the joystick to  to leave the game or 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?” screen will pop up to make sure you want to quit.

Move the joystick to  to go to the Learning Zone, or 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. 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.

Explorer Log Book

The Explorer Log Book (ELB) is a fun way to learn interesting facts about sea life. When you see the ELB stars during the Learning Adventure, collect them to add a new fact to your Explorer Log Book. When you reach the end of the adventure path, you will be able to view the facts you have collected. You can also view all the facts by selecting the Explorer Log Book in the Learning Adventure menu. To hear an interesting fact and see its picture, use your joystick to choose a star icon, and press **ENTER**. The facts you have collected will have colored pictures, and the ones you have not collected will have black and white pictures. To see the colored pictures, collect the star icons in the Learning Adventure. There are nine facts in each adventure path, for a total of 36 in the entire game.



ACTIVITIES

Educational Curriculum

Learning Adventure

Path 1	Reef Exploration	Sea Animals
Mini Game 1	“Moonfish” Agility Training	Observation & Timing
Path 2	The East Australian Current	Shapes
Path 3	Submarine Salvage	Life Science
Mini Game 2	Hermit Crab Rescue	Logic Skills
Path 4	Undersea Highway	Colors, Color Combinations

Learning Zone

Zone 1	Sea Life Gallery	Sea Animals
Zone 2	Seagull Brothers	Comparison Skills
Zone 3	Guess the Impression	Shapes & Patterns & Memory Skills
Zone 4	Coral Nursery	Color Matching

Learning Adventure

Nemo	Control Nemo by using the joystick
Energy	Touch these objects to boost your energy level
Energy Bar	Use this to keep track of your energy
ELB Stars	Collect these stars to add a fun fact to your Explorer Log Book
Bonus	Collect these objects to earn bonus points
Score	Keep track of the points you have earned



Basic Controls

The controls are the same in all games, unless otherwise noted in the game descriptions.

(←) Move to the left

(→) Move to the right

(↑) Move up

(↓) Move down

ENTER button Select or dash (depending on the games)

Learning Adventure Game Status Bar

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

Learning Adventure Activities

Path 1 - Reef Exploration

Game Play

Are you ready to explore? Nine animals are hiding in the reef. To find them, press **ENTER** to dash and burst the question mark bubbles.

Curriculum: Sea Animals



Easy Level: More common animals with fewer obstacles



Difficult Level: More special animals with more obstacles

Mini Game 1 - "Moonfish" Agility Training

Game Play

Here's a chance to sharpen your swimming skills. Watch the moving fish, and press **ENTER** at the right time to pass through them!

Curriculum: Observation & Timing



Easy Level: Fish swim more slowly, in a simpler pattern



Difficult Level: Fish swim more quickly, in a more difficult pattern

Path 2 - The East Australian Current

Game Play

Take a ride on Crush and collect the shapes to learn their names. Look out for the other turtles!

Curriculum: Shapes



Easy Level: Learn shapes, with fewer obstacles



Difficult Level: Match shapes, with more obstacles

Path 3 - Submarine Salvage

Game Play

There are all kinds of things in the submarine. Can you tell the living things from the non-living things? Find as many living things as you can. When you see a living thing, press **ENTER** to burst its bubble and learn its name. Look out for obstacles.



Curriculum: Life Science



Easy Level: A voice clue will be given after the object is touched



Difficult Level: No clue will be given. More obstacles to avoid

Mini Game 2 - Hermit Crab Rescue

Game Play

The hermit crab is trapped in the stone maze. Can you help him out? First, press **ENTER** to select any of the round stones, and move it away using the joystick. Then, lead the crab out of the maze in the same way.



Curriculum: Logic Skills



Easy Level: Simpler puzzle with more possible moves



Difficult Level: More complex puzzle with fewer possible moves

Path 4 - Undersea Highway

Game Play

The undersea highway is very crowded with fish and shells. Collect the shells to learn their colors. In the difficult level, challenge yourself by finding the shells that result from the color combination at the top of the screen. Look out for the other fish!



Curriculum: Colors, Color Combinations

★ **Easy Level:** Color learning, with fewer obstacles

★★ **Difficult Level:** Color combinations, with more obstacles

Learning Zone Activities

Zone 1 - Sea Life Gallery

Game Play

Find the picture of the sea animal that matches the word clue at the top of the screen. To choose a picture, press the colored button that matches the picture frame.



Curriculum: Sea Animals

★ **Easy Level:** More general sea animals

★★ **Difficult Level:** More specific sea animals

Zone 2 - Seagull Brothers

Game Play

Listen to the description and find the seagull that is being asked for. To choose a seagull, press the colored button that matches its post.



Curriculum: Comparison Skills

★ **Easy Level:** Comparisons

★★ **Difficult Level:** Superlatives

Zone 3 - Guess the Impression

Game Play

The fish are doing impressions. Remember the impression done by the fish, and find the matching combination of shapes inside the shells. To choose an answer, press the colored button that matches the answer's shell.



Curriculum: Shapes & Patterns, Memory Skills



Easy Level: Symbols



Difficult Level: Shapes

Zone 4 - Coral Nursery

Game Play

The baby fish are so busy playing, they can't hear their mothers calling them home. Can you help each mother find her baby fish? Move Pearl or Sheldon close to each baby fish to chase it into its mother's mouth. The color of the baby fish should match its mother's color.



Curriculum: Color Matching



Easy Level: One color per mother fish



Difficult Level: Two colors per mother fish

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 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 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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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.

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

Early Learners

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



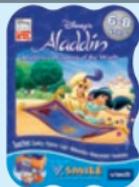
Junior Thinkers

- 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.

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