

vtech®

V. SMILE®
V. MOTION™
ACTIVE LEARNING SYSTEM

Disney · PIXAR
WALL · E



USER'S MANUAL

Disney/Pixar Elements © 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 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 **V-Motion™ Active Learning System!** A big breakthrough for junior gamers, **V-Motion™** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

V-Motion™ plugs directly into the TV to provide kids with a high-tech gaming experience using thrilling, age-appropriate learning games and a motion-activated, intuitive wireless controller. The **V-Motion™ Active 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. Each Smartridge™ game encourages active gaming while giving kids' minds a workout, too, as they learn basic math, reading, science, spelling and more.

In addition to the action-packed Smartridge™ game play, the **V-Motion™** includes the **V.Link™** (USB drive) that connects kids to **VTech**®'s secure online site to unlock bonus games and track their scores against other gamers.

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-Motion™ Active Learning System** and other **VTech**® toys, visit www.vtechkids.com



INTRODUCTION

In the future, Earth is polluted with trash. Humans have left the planet and live on ships in space. WALL•E is the last robot on Earth. WALL•E works everyday to clean up the planet. One day WALL•E meets a sleek robot named EVE and discovers a new purpose in life. Join WALL•E and EVE on an exciting adventure across the galaxy!



GETTING STARTED

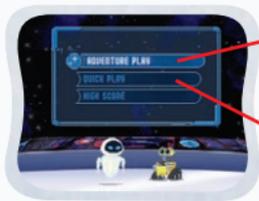
STEP 1: Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press the **ENTER** button to confirm your selection.



1. Learning Adventure

In this play mode, you can join WALL•E and EVE on a fantastic journey, just like in the movie!



Adventure Play

Play all four 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 from the last place you played before exiting by choosing **Continue Game**. If this is the first time you've played this Smartridge™, this screen will be skipped and you'll start from the beginning.



Continue Game

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

New Game

Start the adventure from the beginning.

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 four 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 Standard or Unlimited chances in the games. Move the joystick to select the option you want. Move the cursor to the checkmark, then press **Enter** to confirm your choices.



STEP 2: Choose Your Game Settings

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



2. Number of Players: Move the joystick to choose one player or two players.

Note: Two-player mode is not available when played on the **V.Smile® Pocket™** or **V.Smile® Cyber Pocket™**. Press **ENTER** to confirm your selection.



3. Controller Mode: Move the joystick to choose Motion Controller Mode or Joystick Mode.



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, a **HELP** icon will pop up and give you instructions or a hint.



EXIT Button

When you press the **EXIT** button, the game will pause. An **EXIT** icon will appear onscreen to make sure you want to quit. Move the joystick left to the  to leave the game or right to the  to cancel the exit screen and keep playing. Press the **ENTER** button to choose.



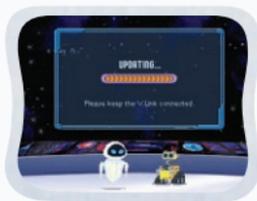
LEARNING ZONE Button

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 really want to quit. Move the joystick left to the  to leave the game or right to the  to cancel the Learning Zone screen and keep playing. Press the **ENTER** button 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 under the main menu. You can select it to download your game score to the **V.Link™**. After downloading your score, plug the **V.Link™** into your computer and unlock some fun 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. The gold coins can be used to unlock special bonus games on the **V.Smile™** Web Site.



How to Earn Gold Coins:

1 st gold coin	Earn a total score of 250 or finish Learning Adventure Game 1.
2 nd gold coin	Earn a total score of 700 or finish Learning Adventure Games 1 & 2.
3 rd gold coin	Earn a total score of 900 or finish Learning Adventure Games 1, 2 & 3.
4 th gold coin	Earn a total score of 1200 or finish all Learning Adventure games.



ACTIVITIES

Educational Curriculum

Learning Adventure

Game 1 - A Day at Work

Game 2 - Searching for EVE

Game 3 - Space Dash

Game 4 - Race to the Holo-Detector

Curriculum

Colors

Shape Matching

Letter Matching

Number Order

Learning Zone

Game 1 – M-O Cleans Up

Game 2 – WALL•E's Collection

Game 3 – Puzzle Shapes

Game 4 – Trash Chute Sorting

Curriculum

Following Directions

Patterns and Classification

Puzzles

Sorting

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 Bars

During some games, the status bars will appear on the screen to show your time, score, questions and energy.

- Question – The question that should be answered.
- Energy – The life remaining for current player.
- Score – The points you have earned during the current game.
- Time – How much time you have left in the game.



Saving Game Status

Your game status will be saved automatically inside the **V-MOTION™** system after you reach a checkpoint or complete a game.

You can also save your record onto **V.Link™** (sold separately and subject to availability) in the **V.Link™ Connection** screen under **Main Menu**.

Learning Adventure

A Day at Work

Game Play

In an abandoned area on Earth, trash is everywhere. Help WALL•E clean up. Move WALL•E to a work area, then collect and cube the colored trash. Put the cube onto the correct colored trash tower. Pick up items for WALL•E's collection and avoid obstacles along the way!

Curriculum: Colors

- ★ Easy Level: Primary colors -- red, yellow and blue.
- ★★ Difficult Level: Combine colors to make secondary colors – green, purple and orange.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the first round of questions or loses all energy.

Operations:

Control	Motion Controller Mode	Joystick Mode
Move WALL•E	Move the joystick to the left or right or up or down.	Move the joystick to the left or right or up or down.
Collect trash	Tilt the controller left and right.	Press the Enter button.
Put cube onto tower	Tilt the controller forward.	Press the Enter button.

Searching for EVE

Game Play

Move WALL•E through the Axiom to search for EVE. Avoid the lights of the Stewards and the security cameras. When you reach a door, find the matching shape to help keep WALL•E moving forward.



Curriculum: Shape Matching

- ★ Easy Level: Match simple shapes.
- ★★ Difficult Level: Match more complex shapes. Finish the game before time runs out.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the first round of questions or loses all energy.



Operations:

Control	Motion Controller Mode	Joystick Mode
Move WALL•E faster	Tilt the controller left and right.	Move the joystick to the left and right.
Hide WALL•E	Press the Enter button.	Press the Enter button.
Choose a shape	Press the Color buttons.	Press the Color buttons.

Space Dash

Game Play

Get WALL•E and EVE back together. Move WALL•E and EVE through space and avoid the flying space rocks. Look at the letter at the bottom of the screen. Blast the space rock with the correct letter.

Curriculum: Letter Matching

- ★ Easy Level: Match uppercase letters.
- ★★ Difficult Level: Match upper- and lowercase letters.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the first round of questions or loses all energy.



Operations:

Control	Motion Controller Mode	Joystick Mode
Move EVE/WALL•E	Tilt the controller left and right.	Move the joystick to the left and right.
Blast a letter rock	Press the Color buttons.	Press the Color buttons.

Race to the Holo-Detector

Game Play

Help EVE get to the holo-detector. Look at the highlighted area at the bottom of the screen and find the elevator with the next number in the sequence. Watch out for Stewards!



Curriculum: Number Order

- ★ Easy Level: Simple sequences of numbers 12 or less.
- ★★ Difficult Level: Ascending/descending sequences of numbers 16 or less.

2-Player Mode: Players will take turns to play this game. Player 2's turn begins after Player 1 finishes the first round of questions or loses all energy.

Operations:

Control	Motion Controller Mode	Joystick Mode
Move EVE	Tilt the controller left and right.	Move the joystick to the left and right.
Move EVE into an elevator	Tilt the controller forward.	Move the joystick up.
Blast the laser	Press the Enter button.	Press the Enter button.

Learning Zone

M-O Cleans Up

Game Play

Help M-O clean up all the dirt spots on the floor.

Curriculum: Following Directions

- ★ Easy Level: Follow the colored arrows to clean the dirt spots along the path.
- ★★ Hard Level: Clean all the dirt spots within the time limit.



2-Player Mode: Players will take turns to play this game. Each player will clean an entire area.

Operations:

Control

Move M-O

Clean a dirt spot

Motion Controller Mode

Press the Color buttons.

Tilt the controller forward and backward.

Joystick Mode

Press the Color buttons.

Move the joystick up and down.

WALL•E's Collection

Game Play

Help WALL•E find the objects and rows that are different from the others.

Curriculum: Patterns and Classification

- ★ Easy Level: Select one different object from four objects in each row. Answer as many questions as possible within the time limit.
- ★★ Difficult Level: Select one different row from three rows. Answer as many questions as possible within the time limit.

2-Player Mode: Players will take turns to play this game. Each player will try to answer nine questions within the time limit.



Operations:

Control

Highlight an object /a row of objects

Choose an object/a row

Motion Controller Mode

Tilt the controller to the left or right or forward or backward.

Press the **Enter** button.

Joystick Mode

Move the joystick to the left or right or up or down.

Press the **Enter** button.

Puzzle Shapes

Game Play

Choose the correct shapes to complete the puzzle.

Curriculum: Puzzles

- ★ Easy Level: Complete a puzzle with the 3 shape pieces provided.
- ★★ Difficult Level: Complete a puzzle with the 4 shape pieces provided within the time limit.



2-Player Mode: Players will take turns to play this game. Players will try to complete 4 puzzles each. In Difficult level, each player must complete the puzzles within the time limit.

Operations:

Control	Joystick Mode	Pen Mode
Highlight a shape / Fill in the puzzle	Move the joystick to the left or right	Drag the pen on the drawing pad.
Choose a shape	Press the Enter button.	Hold the pen on the pad to grab the shape.
Rotate a shape	Press the Green button.	Move the joystick to desired direction.

Trash Chute Sorting

Game Play

Help WALL•E catch the falling trash and put it into the correct recycling bin.

Curriculum: Patterns and Classification

- ★ Easy Level: Catch two different trash objects and put them into the correct bin. Catch and sort as many objects as you can within the time limit.
- ★★ Difficult Level: Catch three different trash objects and put them into the correct bin. Catch and sort as many objects as you can within the time limit.



2-Player Mode: Players will take turns to play this game. Each player will try to catch and sort as many objects as possible within the time limit.

Operations:

Control	Motion Controller Mode	Joystick Mode
Move WALL•E	Tilt the controller left and right.	Move the joystick to the left and right.
Choose a recycling bin	Press the Color buttons.	Press the Color buttons.



CARE & MAINTENANCE

1. Keep your **V-MOTION™** 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-MOTION™** 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-MOTION™ Active 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.

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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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.

