

vtech®

V. SMILE®
V-MOTION™
ACTIVE LEARNING SYSTEM

SCOOPY-DOO!

FUNLAND FRENZY



USER'S MANUAL

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(s08)

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?

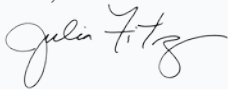
Our answer to this question is **V-Motion™ Active Learning System!** A big breakthrough for junior gamers, **V-Motion™** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

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

Strange and spooky things are going on at the Funland Amusement Park! But when SCOOPY-DOO and the gang visit, they find that all the ghosts are just a bunch of phony pictures made by some projectors. Now it's up to you and SCOOPY-DOO to find all the projectors and turn them off, so Funland can be fun again! Test your courage and smarts in this exciting adventure, and learn fun school skills such as spelling, vocabulary, numbers, and problem solving.



GETTING STARTED

STEP 1: Choose Your Play Mode

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

Learning Adventure

In this play mode, you can explore four exciting adventure areas, and help SCOOPY overcome many fun challenges. Join SCOOPY as he rides a roller coaster, goes on an exciting air flight, takes a deep-sea dive, and makes his way through a mazy mansion.



Learning Zone

In this play mode, you can play three games that focus on a specific learning skill.

V.Link™ Connection

Select this to update your game record to the V.Link™.

STEP 2: Choose Your Game Settings

Learning Adventure Mode

If you are playing for the first time or have selected “New Game,” you will be asked to choose the 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.

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

Continue Game: Choose this to continue a previous game. **V-MOTION™** remembers your game status after you turn it **OFF**, and if you turn it back **ON** without removing the **Smartridge™**, you will have the choice of continuing your old game. Your previous settings will be kept.

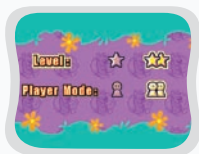
New Game: Choose this to start a new game.



Learning Zone Mode

1. Move the joystick up and down to switch between level and player selection.
2. When you have finished the selection of level and player mode, press the **ENTER** button to start the game with the selected game settings.

Note: Two-player mode is not available when played on the **V.Smile Pocket™** or **V.Smile Cyber Pocket™**.



Game Control Method

In Learning Adventure and Learning Zone, you can choose two different control methods to play the game: “Motion Controller Mode” or “Joystick Mode.”

Note: For the details of Motion Controller Mode and Joystick Mode, please refer to the “Activities – Learning Adventure” and “Activities – Learning Zone” section.



STEP 3: Start Your Game

- For Learning Adventure, please see the “**Activities – Learning Adventure**” section.
- For Learning Zone, please see the “**Activities – Learning Zone**” section.



FEATURES

HELP Button

When you press the **HELP** button, the activity and game control instructions will be repeated, or you will hear hints during a game.

EXIT Button

When you press the **EXIT** Button, the game will pause, and you will see an “Exit” screen. Move the joystick left or right to select “**Yes**” and quit the game, or “**No**” to keep playing. Press the **ENTER** button when you have finished.

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, an “Exit” screen will pop up. If you want to quit and go to the Learning Zone menu, choose “**Yes.**” To continue playing, choose “**No.**”

V.Link™ Connection

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 the downloading process is complete, you can plug the **V.Link™** into your computer and unlock some fun web games on the **V.Smile™** Web Site. Please do not unplug the **V.Link™** during the downloading process.



Bonus Games on V.Smile™ Web Site

When you reach a certain score in Learning Adventure games, you will be rewarded with special gold coins. You can save your score to the **V.Link™** and then plug the **V.Link™** into a PC. You will then be able to use the gold coins to unlock special bonus games on the **V.Smile™** Web Site.



How to Earn Gold Coins:

- | | |
|---------------------------|---|
| 1 st gold coin | Complete the first mission in a Learning Adventure game |
| 2 nd gold coin | Get a total score of 120 in a Learning Adventure game |
| 3 rd gold coin | Get a total score of 190 in a Learning Adventure game |
| 4 th gold coin | Get a total score of 240 in a Learning Adventure game |



ACTIVITIES

Educational Curriculum

Learning Adventure Curriculum

- | | |
|------------------|-------------------------------|
| 1. Sky Sail | Mathematics |
| Mini Game | Vocabulary and Spelling |
| 2. Deepsea Dunk | Vocabulary and Spelling |
| Mini Game | Object Identification |
| 3. Maze Manor | Number Order and Logic Skills |
| 4. Coaster Caper | Vocabulary and Spelling |
| Mini Game | Picture Matching |

Learning Zone Curriculum

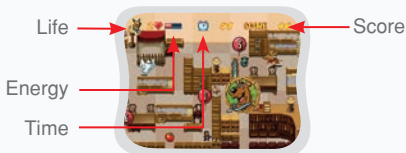
- | | |
|-----------------|-------------------------|
| 1. Logic Ball | Logic Skills |
| 2. Letter Train | Vocabulary and Spelling |
| 3. Math Rally | Mathematics |

Learning Adventure

Learning Adventure Games

There are four different game areas to explore. They are Sky Sail, Deepsea Dunk, Maze Manor and Coaster Caper. Use the joystick to select an area and press the **ENTER** button to start.

Status Bar



Life	This icon shows how many chances to play you have left.
Energy	This shows the character's energy level in the current game.
Score	This shows the number of points you've earned during play.
Time	Some games have a timer. You have to complete your task before the timer runs out.

Basic Operations

Action	Motion Controller Mode	Joystick Mode
Fly / Walk to the left	Tilt the controller left	Move the joystick to the left
Fly / Walk to the right	Tilt the controller right	Move the joystick to the right
Fly / Walk upward	Tilt the controller forward	Move the joystick up
Fly / Walk downward	Tilt the controller backward	Move the joystick down
Jump / Confirm	Lift the controller or press ENTER	Press ENTER

Activity 1 - Sky Sail

Curriculum

Mathematics

Game Play

Did you ever think you'd see SCOOBY-DOO fly? Help SCOOBY fly around the park and find the projectors.

Number Balloons

To answer the questions, find sets of numbers that add up to 10.

- ★ **Easy level:** Find two numbers that add up to 10.
- ★★ **Difficult level:** Find three numbers that add up to 10.



Perching Crows and Falling Parachutes

Watch out for the crows and parachutes! If SCOOBY gets tangled in a parachute or a crow perches on his back, get rid of the crows and parachutes in time and resume normal control.



Mini Game

Curriculum

Vocabulary and Spelling

Game Play

Flying is hard work, and SCOOBY needs a snack! The snack is shown on the screen with its name, but the letters are all messed up. Rotate the letters to read right-side up.

- ★ **Easy level:** 2-3 letters are messy.
- ★★ **Difficult level:** 2-4 letters are messy.



Other Operations in Sky Sail

Action	Motion Controller Mode	Joystick Mode
Fly fast	Press and hold ENTER then release	Press and hold ENTER then release
Get rid of crows & parachutes	Tilt the controller left and right repeatedly	Press color buttons repeatedly
Select the letters (Mini Game)	Move the joystick to the left or to the right	Move the joystick to the left or to the right
Rotate the letters clockwise (Mini Game)	Tilt the controller right	Press the RED button
Rotate the letters counter-clockwise (Mini Game)	Tilt the controller left	Press the GREEN button

Activity 2 - Deepsea Dunk

Curriculum

Vocabulary, Spelling and Object Identification

Game Play

In the deep blue sea, there are many mysterious creatures. But look out - some of them are not so friendly! Move through the sea, but take care not to touch any cranky sea creatures.

Letter Bubbles

Help **SCOOBY** put the word back together by collecting the right bubble letters.

- ★ **Easy level:** Spell shorter, more basic words.
- ★★ **Difficult level:** Spell longer, more difficult words.

Letters in the Shells

You will see a word with a missing letter. Guide **SCOOBY** to the shell with the correct letter.

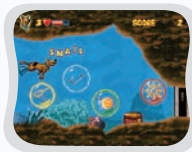
- ★ **Easy level:** Find the missing letter in shorter, more basic words.
- ★★ **Difficult level:** Find the missing letter in more difficult words.



Object Bubbles

Help SCOOPY find the object in the bubble that matches the word on the screen.

- ★ **Easy level:** Match shorter, more basic vocabulary words to their pictures.
- ★★ **Difficult level:** Match longer, more difficult words to their pictures.



Trapped in Giant Bubbles or Stuck in Seaweed

Whenever SCOOPY gets trapped in a giant bubble or stuck in the seaweed, his movements are frozen. Help SCOOPY get rid of the bubbles or seaweed in time.



Other Operations in Deepsea Dunk

Action	Motion Controller Mode	Joystick Mode
Swim fast	Press ENTER	Press ENTER
Get rid of bubbles & seaweed	Tilt the controller left and right repeatedly	Press color buttons repeatedly

Activity 3 - Maze Manor

Curriculum

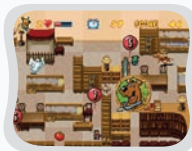
Number Order and Logic Skills

Game Play

Uh-oh! SCOOPY is trapped in the Maze Manor. Help him find his way out by guiding him to the numbers in order.

Get Through the Maze

Jump and burst the balloons so SCOOPY can get the numbers. This is a timed game, so hurry!



- ★ **Easy level:** Fewer enemies in the maze. Smaller numbers appear in the maze for players to collect.
- ★★ **Difficult level:** More enemies in the maze. Larger numbers appear in the maze for players to collect.

Other Operations in Maze Manor

Action	Motion Controller Mode	Joystick Mode
Jump & burst balloons	Lift the controller	Press ENTER

Activity 4 - Coaster Caper

Curriculum

Vocabulary and Spelling

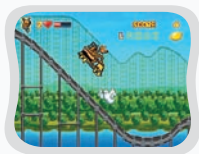
Game Play

Come with SCOOBY on an exciting roller coaster ride. But look out - some spooky things will try to spoil your fun! Help SCOOBY avoid obstacles by jumping or ducking as needed.

Coaster Ride

Collect the letters that spell the given word, and earn points. If you find a new vocabulary word, you will get extra points as well.

- ★ **Easy level:** Put together shorter, more basic words.
- ★★ **Difficult level:** Put together longer, more difficult words.



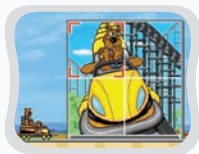
Mini Game

Curriculum

Picture Matching

Game Play

Is SCOOBY's head spinning or are some of these puzzle pieces turned upside-down? Rotate the puzzle pieces into the correct positions.



★ **Easy level:** Match 4 puzzle pieces.

★★★ **Difficult level:** Match 9 puzzle pieces.

Other Operations in Coaster Caper

Action	Motion Controller Mode	Joystick Mode
Duck	Tilt the controller backward	Move the joystick down
Select the puzzle piece (Mini Game)	Move the joystick	Move the joystick
Rotate the puzzle piece clockwise (Mini Game)	Tilt the controller right	Press the RED button
Rotate the puzzle piece counter-clockwise (Mini Game)	Tilt the controller left	Press the GREEN button

Learning Zone

Learning Zone Game Selection Screen

The Learning Zone features three curriculum-based learning games. Use the joystick to highlight a game, and press **ENTER** to start it.

Status Bar

In all the learning games, the status bar will stay on the screen to show you how you are doing.



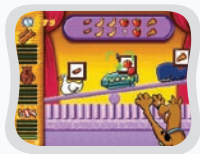
Activity 1 - Logic Ball

Curriculum

Logic Skills

Game Play

Use your logic skills to help SCOOBY hit his target. Look at the pattern shown at the top of the screen. Scroll through the objects and throw the object that completes the pattern.



★ **Easy level:** Easier questions, 12 objects in 2 rows.

★★ **Difficult level:** Harder questions, 8 objects in 1 row.

Other Operations in Logic Ball

Action	Motion Controller Mode	Joystick Mode
Change the direction of objects	Tilt the controller left or right	Move the joystick to the left or to the right
Throw the ball	Shake the controller	Press ENTER

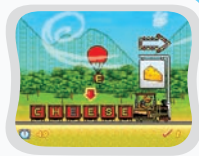
Activity 2 - Letter Train

Curriculum

Vocabulary and Spelling

Game Play

It's a windy day at the amusement park! Help SCOOPY keep the balls from flying away. Guide the letters into the correct train car and complete the word.



- ★ **Easy level:** Easier vocabulary words; all missing letters are shown in grey.
- ★★ **Difficult level:** More difficult vocabulary words; first letter is not shown at all.

Other Operations in Letter Train

Action	Motion Controller Mode	Joystick Mode
Move the balls	Tilt the controller left or right	Move the joystick to the left or to the right
Get rid of the parachutes	Shake the controller	Press ENTER

Activity 3 - Math Rally

Mathematics

Game Play

Can you help SCOOPY solve the math problem? Jump to choose the correct answer. Help SCOOPY keep his balance when riding over the pebbles and ponds.



- ★ **Easy level:** Solve addition and subtraction problems with one-digit numbers.
- ★★ **Difficult level:** Solve addition and subtraction problems with two-digit numbers.

Other Operations in Math Rally

Action	Motion Controller Mode	Joystick Mode
Balance SCOOPY	Tilt the controller forward or backward	Move the joystick up or down



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.

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