

ELMO's World

ELMO'S

BIG
DISCOVERIES

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 7. 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

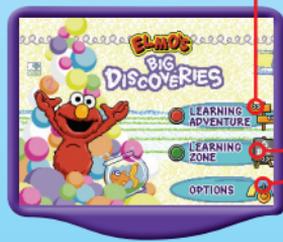
INTRODUCTION

Oh no, that silly Mister Noodle needs Elmo's help again! Travel with Elmo on an exciting journey and discover farm life, the underwater world, a circus, and a fun, music studio! Along the way, help Mister Noodle with his silly antics while learning letters, colors, opposites, shapes, patterns, numbers, counting, music and more! In Elmo's World, learning is always so much fun!

GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick up and down to highlight the play mode you want. Press the **ENTER** button to choose. You can also press the red and green buttons on the joystick to choose the corresponding play mode. Press the red button to select "**Learning Adventure**" or press the green button to select "**Learning Zone**."



1. Learning Adventure

In this play mode, you can explore in four adventure worlds with Elmo.

2. Learning Zone

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

3. Options

In this screen, you can turn the background music on and off. This setting is designed for parents and requires help from an adult.

STEP 2: Choose Your Game Settings

The **Learning Adventure** and **Learning Zone** modes have their own default settings shown on their game menu and require the help from an adult, if you want to change the settings:

- * For **Learning Adventure**: go back to the **Learning Adventure** menu and choose the game setting icon located at the left bottom corner of the screen.
- * For **Learning Zone**: go back to the **Learning Zone** menu and choose the game setting icon at the left bottom corner of the screen.

1. Move the joystick left, right, up or down to scroll between different settings, and press the **ENTER** button to choose one.

2. Move the joystick down to choose “Yes” and press the **ENTER** button to confirm the game settings, or press the green button on the joystick directly.



STEP 3: Start Your Game

- * For **Learning Adventure**, please see the “Activities - Learning Adventure” section of this manual.
- * For **Learning Zone**, please see the “Activities - Learning Zone” section of this manual.
- * For **Options**, you can choose to keep the background music on or turn it off. This is a parental feature and requires help from an adult.



To turn the background music on or off, move the joystick left or right to highlight your choice, and then press the **ENTER** button.

Choose “Yes” to confirm your music setting. You can either select the green button on your joystick or move your joystick and press the **ENTER** button to confirm your choice.

FEATURES

* Joystick Operations

During the **Menu** screen, you can move the joystick up, down, left or right to highlight a game. Then press the **ENTER** button to confirm your selection.

During a **Learning Adventure** game, you can use the joystick to move Elmo up, down, left or right along each game path.

During a **Learning Zone** game, the joystick is not functional. Only the corresponding color buttons are necessary for these games.

* Color Buttons

During the **Menu** screen, you can press the color buttons on your joystick to choose a corresponding selection directly.

During a **Learning Adventure** game, when Elmo is moving along the game paths, you can press the color buttons to see Elmo perform different

actions. When Elmo is asking you a question, press a color button to choose an answer.

During a **Learning Zone** game, you can press a color button to choose a correct answer.

* **2-Player Option**

During the **Menu** screen, Player 1 will control all the menu operations.

During a **Learning Adventure** game, two players will take turns answering questions during different sections in the game environment. Player 1 will always begin answering the questions for the first section. After Player 1 completes a round of questions, Player 2 will be given the chance to answer for the next section of game play. Players will continue taking turns until the entire game has been completed.



During a **Learning Zone** game, two players will share the same game round. They will take turns answering questions one by one. A light bulb will appear above Elmo's head to remind the players to switch playing. A blue light bulb marked with "1P" is for Player 1, while the yellow light bulb marked with "2P" is for Player 2.



* **HELP Button**

When you press the **HELP** button, a voice instruction or visual clue as hints will be given for that particular game.

* **EXIT Button**

When you press the **EXIT** button, the game will pause. An "Exit" icon will pop up to make sure you want to quit.

Choose "Yes" to leave the game or "No" to cancel the exit screen and keep playing. Press the **ENTER** button to confirm your selection. You may also press the corresponding red or green color buttons on the joystick to choose directly.



* **LEARNING ZONE (ABC) Button**

When you press the **LEARNING ZONE (ABC)** button, the game will pause. An “Exit” icon will pop up to make sure you want to quit.

Choose “Yes” to leave the game or “No” to cancel the exit screen and keep playing. Press the **ENTER** button to confirm your selection. You may also press the corresponding red or green color buttons on the joystick to choose directly.

ACTIVITIES

* **Educational Curriculum**

Learning Adventure	Curriculum
Adventure 1 - Barnyard Sound Off	Animal Identification & Features, Letters & Beginning Letters
Adventure 2 - Underwater Size Up	Sea Life, Size Relationships, Opposites, Colors
Adventure 3 - Big Top Shape Up	Shapes, Sequencing, Patterns
Adventure 4 - Musicland Tune Up	Musical Instruments, Sounds, Classification, Numbers, Counting

Learning Zone	Curriculum
Zone 1 - Letter Fun	Letter Identification, Beginning Letters
Zone 2 - Sea Creature Count	Numbers & Counting
Zone 3 - Circus Shapes	Shapes, Matching, Patterns
Zone 4 - Elmo’s Dance Moves	Musical Rhythm, Songs, Following Directions

* **Learning Adventure**

Learning Adventure Game Selection Screen

The **Learning Adventure** play mode has four different adventure games. Use the joystick to scroll through the games and press the **ENTER** button, or press one of the four color buttons to start one.

1. Barnyard Sound Off

2. Underwater Size Up



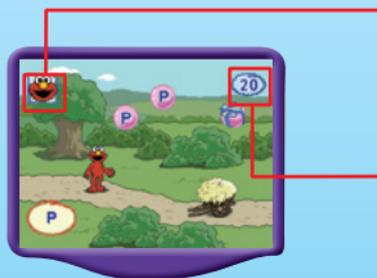
3. Big Top Shape Up

4. Musicland Tune Up

Game settings icons - You can change these by selecting this with your joystick and pressing the **ENTER** button.

Learning Adventure Game Status Bar

In each adventure game, the status bar does not stay on the screen. It will appear only when the game status has changed, and it will stay on for just a few seconds.



Elmo's icon represents the number of player(s). The blue frame indicates it is Player 1's turn while the yellow frame indicates it is Player 2's turn (this is only applicable if two joysticks are inserted and the 2-player mode is selected).

The score bar shows your total score in a game. You earn points by answering questions correctly, but you can also earn more by collecting the bonus gift bubbles along the path.

ACTIVITIES: Learning Adventure

Game 1 - Barnyard Sound Off

Game Play

The farm animals are hiding! Let's help Mister Noodle bring all the animals back together. Elmo will lead the way!

Along the farm path, you can move the joystick left and right to control Elmo by moving side to side. You can also press the **ENTER** button to help Elmo jump up. Elmo will hear animal sounds and will find a clue.



Then four answer choices will appear on the bottom of the screen. Press one of the corresponding color buttons on your joystick to pick which animal is hiding.

After an animal is found, Elmo will ask you to look for its corresponding beginning letter. Help find the floating bubbles with the correct beginning letter by controlling Elmo with the joystick.

Curriculum

Animal Identification & Features, Letters & Beginning Letters

★ Easy level: Recognize animal sounds and learn the beginning letter of each animal; both sound and visual clues will be heard and shown as hints.

★★ Difficult level: Recognize animal sounds, their features, and learn the beginning letter of each animal; both sound and visual clues will be heard and shown as hints.

Game 2 - Underwater Size Up

Game Play

Mister Noodle needs to take pictures of the underwater world. Let's help him take these pictures while Elmo guides you on this deep sea adventure!

Deep in the sea, you can move the joystick left, right, up or down to control Elmo. You can also press the **ENTER** button to help Elmo speed up. You will be asked about different sea creatures and their sizes. Elmo will tell you which one that Mister Noodle wants. Press one of the corresponding color buttons to take a picture of the correct one.



After taking the picture, Elmo will describe the color and the name of this sea creature. Next, help find all the water bubbles with the correct color by moving Elmo with your joystick.

Curriculum

Sea Life, Size Relationships, Opposites, Colors

★ Easy level: Learn four colors and four pairs of opposites with five different types of sea creatures.

★★ Difficult level: Learn eight colors and size comparisons with eight different sea creatures.

Game 3 - Big Top Shape Up

Game Play

Oh no! The circus performers need help getting ready for their acts! Let's join Elmo in helping Mister Noodle get the circus acts prepared.

Along the circus paths, you can move the joystick left, right, up or down to control Elmo. You can also press the **ENTER** button to help Elmo jump up. Along the path, you will discover four circus tents. Elmo will explore each of them while finding the correct shapes to be used for the circus acts. Use your corresponding color buttons on the joystick to pick the correct shape.

After finding the correct shape, Elmo will describe it and will then ask you to look for objects that are the same shape. Next, help find all the objects that have a similar shape by moving Elmo with your joystick. Press the **ENTER** button when you find them.



Tent 1: The jugglers are missing their shapes! Press one of the color buttons to choose the correct shape.



Tent 2: The animals are waiting to jump through the hoops! Press one of the color buttons to find the missing shapes.



Tent 3: The acrobats forgot which shapes they need to make! Press one of the color buttons to find the correct shape.



Tent 4: Mister Noodle is waiting to jump over the shapes, but one is missing. Press one of the color buttons to find the missing shape.

Curriculum

Shapes, Sequencing, Patterns



Easy level: Identify four geometric shapes and simple patterns, identify objects with specific shapes; a model of the shape will appear on screen.



Difficult level: Identify six advanced geometric shapes and advanced patterns, identify objects with specific shapes; no model of the shape will be given.

Game 4 - Musicland Tune Up

Game Play

What a noisy music hall! Let's help Mister Noodle collect all the musical instruments for the concert. Elmo will lead the way!

Following the music paths, you can move your joystick to control Elmo walking side to side. You can also press the **ENTER** button to help Elmo jump up. When the music instruments are found, Elmo will ask you to find the one that does not belong in the group.

Press the corresponding color buttons to choose which one does not belong.

After you select the object that doesn't belong, the remaining instruments will play sounds one by one. Listen carefully and count how many sounds they play! Help Elmo collect the music sheets with the corresponding number. Move your joystick to search for the numbers and press the **ENTER** button when you find the correct ones.



Curriculum

Musical Instruments, Sounds, Classification, Numbers, Counting



Easy level: Learn which object doesn't belong by seeing answer choices of three instruments and one non-instrument; teaches numbers from 1 to 10.



Difficult Level: Learn which object doesn't belong by seeing a grouping of instruments such as strings, winds, and percussion. In this level, the answer choices consist of three instruments of one type, and one other type of instrument; teaches numbers from 1 to 10.

Learning Adventure Result Screen

After each **Learning Adventure** game, you will see a result screen.



This shows the score you earned during the games.

This shows the highest score. If there is no record, the score will not be seen on this screen.

*Learning Zone

Learning Zone Game Selection Screen

The **Learning Zone** play mode features four different learning games. Use the joystick to scroll through the games and press the **ENTER** button, or press one of the four color buttons on the joystick to start one.

1. Letter Fun

2. Sea Creature Count



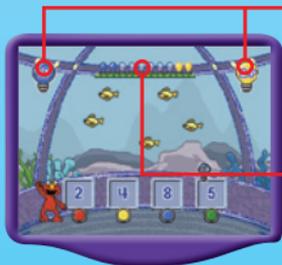
3. Circus Shapes

4. Elmo's Dance Moves

Game settings icons - You can change these by selecting this with your joystick and pressing the **ENTER** button.

Learning Zone Game Status Bar

In all four learning games, the status bar does not stay on the screen. It will appear only when the game status has changed, and it will stay on for just a few seconds.



The light bulb represents the player(s). The blue light bulb indicates it is Player 1's turn and the yellow light bulb indicates it is Player 2's turn (this is only applicable if 2 joysticks are inserted and the 2-player mode is selected).

This indicates how many questions you need to answer in the current game round. Each round consists of 10 questions.

ACTIVITIES - LEARNING ZONE

Zone 1 - Letter Fun

Elmo loves letters! Elmo would like to play a guessing game with you! In Elmo's room, you will see his shade, drawer and television screen! Elmo will show you a picture and ask you to guess what's the beginning letter of that object. Elmo will also show you a letter and ask you to select the picture that begins with that letter. Press one of the corresponding color buttons on your joystick to select an answer.



Curriculum

Letter Identification, Beginning Letters



Easy level: Learn letter names and identify the beginning letter of different objects.



Difficult Level: Learn different vocabulary and identify beginning letters.

Zone 2 - Sea Creature Count

Game Play

Elmo loves counting! Elmo has a big aquarium with different sea creatures living inside! Let's count how many sea creatures swim across his aquarium. Press one of the corresponding color buttons on your joystick to give Elmo the answer.



Curriculum

Numbers, Counting



Easy level: Learn to count from 1 to 10.



Difficult Level: Learn to count from 11 to 20.

Zone 3 - Circus Shapes

Game Play

Elmo loves shapes! Let's play a shape game with him. Each time, the flipping boards will show you a shape pattern. Look at each pattern carefully and guess which shape is missing. Press one of the corresponding color buttons on your joystick to choose the correct missing shape in order to complete the pattern.



Curriculum

Shapes, Matching, Patterns

- ★ Easy level: Teach four geometric shapes: circle, triangle, rectangle, and square. The shape patterns will be shown on a 3x3 grid.
- ★★ Difficult Level: Teach six advanced geometric shapes: square, circle, triangle, rectangle, pentagon and hexagon. The shape patterns will be shown on a 4x4 grid.

Zone 4 - Elmo's Dance Moves

Game Play

Elmo loves dancing! Let's dance together with Elmo and his Sesame Street friends! To help Elmo learn a new dance, follow the Sesame Street characters by pressing the matching color buttons on your joystick.



Curriculum

Music Rhythm, Songs, Following Directions

- ★ Easy level: Follow the stationary Sesame Street characters on the screen with the corresponding color buttons.
- ★★ Difficult Level: Follow the scrolling Sesame Street characters on the screen with the corresponding color buttons.

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

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 / RESTART** 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 occurred.

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

DISCLAIMER AND LIMITATION OF LIABILITY

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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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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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