

NODDY™

Detective for a Day

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**[™] **Learning System** - a unique video game system created especially for children aged 3 to 8. The **V.Smile**[™] **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**[™] **Learning System** engages your child with three modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, the Learning Zone - a series of games designed to focus on specific school skills in a fun, engaging way, and the Sing Along - a collection of songs for children to sing using the system's attached microphone. All of these educational modes offer your child hours of learning fun.

As part of the **V.Smile**[™] **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**[™] **Learning System**, and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

It is a sunny day in Toy Town but Noddy has discovered some things have mysteriously gone missing. You can help Noddy decide where to look and your decision will affect the path of his story. As he explores the town, Noddy finds that some of his friends have problems to be solved. You can get involved by completing fun and educational games as he becomes Detective for a Day!

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 when you have finished.



1. Learning Adventure

In the **Learning Adventure** menu, use the joystick and **ENTER** button to choose any of the 2 play modes.

Adventure Play

In this play mode, you can join Noddy as he becomes detective for a day. To play, use the joystick to select "Adventure Play", and press the **ENTER** button to start. This mode includes 4 learning adventure games, 2 mini-games, and 2 bonus games, as you explore Toy Town.

To start a new game from the beginning, use the joystick and **ENTER** button to choose **New Game**. To continue an old game from where you left off, choose **Continue Game**.

New Game – Start a new game from the beginning.

Continue Game – Pick up an old game from where you left off.



Quick Play

In this play mode, you can choose any of the 6 games by using the joystick and pressing **ENTER**. In this play mode you can play alone, or with a friend.

Note: For game details, please see the “Activities – Learning Adventure” section.



2. Learning Zone

In the Learning Zone menu, use the joystick and **ENTER** button to choose any of the 4 Learning Zone games. In the Learning Zone you can play alone, or with a friend.

Note: For game details, please see the “Activities – Learning Zone” section.



3. Sing Along

In the Sing Along menu, use the joystick and **ENTER** button to choose any of the 4 songs. In this play mode you can sing a song using the microphone (if available).

Note: For game details, please see the “Activities – Sing Along” section.



4. Options

In the Options menu, you can choose your game settings. You can turn the music On or Off. To choose a setting, use the joystick and press **ENTER**. When you have finished choosing your game setting, use the joystick to highlight the OK icon and press **ENTER**.



STEP 2: Start Your Game

- For **Learning Adventure** mode, please go to the “Activities-Learning Adventure” section.
- For **Learning Zone** mode, please go to the “Activities-Learning Zone” section.
- For **Sing Along** mode, please go to the “Activities-Sing Along” section.

FEATURES

2-Player mode

In Quick Play and Learning Zone modes you can play alone, or with a friend. Choose One-Player or Two-player mode in the small selection menu in the bottom of the screen. Player 1 and Player 2 will take turns playing. Player 1 will always begin answering the questions in the first section. After Player 1 completes a round of questions, a voice prompt will indicate it's Player 2's turn.

Note: Two-player mode is not available on the **V.SMILE™ Pocket**.

HELP Button

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

EXIT Button

When you press the EXIT button, the game will pause. A window will pop up to make sure you really want to quit. Move the joystick to the "✓" to leave the game or to the "X" to cancel the exit screen and keep playing. Press the **ENTER** button to confirm your selection.

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 to the "✓" to leave the game or to the "X" to cancel the exit screen and keep playing. Press the **ENTER** button to confirm your selection.

Prompt Animation

At certain parts of the game you will meet an action pointer where you will need to press the **ENTER** button to perform the action. The prompt shows an animation of the **ENTER** button being pressed.



Light Bulb Icon Bar

The **Light Bulb Icon Bar** is an indicator to show how many questions you have answered.



ACTIVITIES

• Educational Curriculum

Learning Adventure Curriculum

Big-Ears' Magic Spell

Animal Roundup

Town Square Tidy

Into Dark Woods

Shopkeeper

Pick A Parcel

Guess the Gift

Sorting Shapes

Observation, Beginning Letter Sounds

Size Sorting, Colors, Counting

Problem Solving

Classification, Hand/Eye Co-ordination, Following Directions

Observation, Hand/Eye Co-ordination

Shape/Color Matching

Beginning Letters, Foreign Language

Shapes, Foreign Language

Learning Zone Curriculum

Sort the Boxes

Language Snap!

Mail Mischief

Letter/Number Ordering

Foreign Language, Matching

Logic, Writing Skill

• Learning Adventure

Adventure Play – General Game Play

Now you're ready to decide where Noddy will go. Use your joystick to choose any of the two starting places and one of two adventure stories will begin. Noddy will automatically drive his car to each selected location where he will find new clues about where to go next. Some of the locations will have learning adventure games and mini-games that need to be completed to continue the story and Noddy will also interact with his friend Big-Ears during two of the mini games. Sometimes you will discover other bonus activities that will all help with Noddy's clue finding as he searches for the missing items.



The two adventure stories are: PC Plod's Lost Whistle and The Misplaced Hammer. Each story contains four stages and in stages two and three you can select from 3 locations to visit. One of the locations in each stage will lead to a Learning Adventure game while the other location(s) will lead to a mini game or another part of the story. You will need to complete the learning adventure game to go to the next stage.

Controls

(←)	Move selector left
(→)	Move selector right
ENTER Button	Select a location

Learning Adventure Game 1: Big-Ears' Magic Spell

Noddy arrives at Big-Ear's House where he will need to help Big-Ears find hidden objects that can be used to cast a magic spell. Look at the object that is shown in the lower right-hand corner of the screen and search for it around the house using the joystick. When Noddy walks near an object, press **ENTER** to collect it.



Each item that is needed for the spell is stored inside the object Noddy is searching for. You need to press one of the color buttons to select the beginning letter sound of the object and extract the item.



Controls

(←)	Walk left
(→)	Walk right
(↓)	Walk down (forwards)
(↑)	Walk up (backwards)
ENTER Button	Collect an object
Color Buttons	Select an answer

Curriculum: **Observation, Beginning Letter Sound**

★ Easy Level: An arrow will guide you towards each object.

★★ Difficult Level: No arrow is provided.

Learning Adventure Game 2: Animal Roundup

Noddy arrives at the Farm and some of the animals have escaped. He needs to help Tessie Bear catch the animals and return them to their homes. The game contains 3 rounds and Noddy has to catch a different type of animal in each round. Use your joystick to control Noddy and when he walks near an animal you can press **ENTER** to catch it.

In round 1, Noddy needs to classify different sized cows and place them into the correct sized sheds.

In round 2, Noddy needs to classify different colored hens and return them to the correct colored coops.

In round 3, Noddy needs to catch the ducks and return them to the ponds with the matching number signs.

Curriculum: **Sorting by Size, Colors, Counting**

★ Easy Level: Cow – Signs are placed next to the sheds to indicate their sizes.

Hen – 4 simple colors

Duck – Counting (1-5)

★★ Difficult Level: Cow – No signs are shown to indicate the sizes of the sheds.

Hen – 6 colors

Duck – Counting (5-9)



Controls

(←)	Walk left
(→)	Walk right
(↓)	Walk down (forwards)
(↑)	Walk up (backwards)
ENTER Button	Catch an animal

Learning Adventure Game 3: Town Square Tidy

Noddy arrives at Mr. Plod's Police Station and finds that the Town Square is a terrible mess. There have been things broken, there is garbage everywhere and some of the plants are not looking too healthy at all! While he is tidying the place, Noddy will dance and you can press **ENTER** to make him jump and catch the flying food!

When Noddy arrives at each problem, you can press one of the color buttons to select the correct tool that will solve it. There are four tools: the watering can, for watering the plants; the broom, for sweeping the garbage; the wrench, to repair the bicycle; and the paint brush, to paint the faded objects.



Curriculum: **Problem Solving**

- ★ Easy Level: The tools are assigned to the same color button.
- ★★★ Difficult Level: The tools are assigned to a different color button per question.

Controls

Color buttons	Select a tool
ENTER button	Jump

Learning Adventure Game 4: Into Dark Woods

In the final chapter of the story, Noddy will go to the Dark Woods to search for the Goblins and get back the missing object. You can use your joystick to control Noddy and press **ENTER** to jump over any obstacles he encounters. There are also fireflies to be collected that Noddy might find very useful. Next, Noddy will discover a string of mushrooms in front of the cliff and you'll need to identify the different one to help Noddy jump over the cliff.

The Goblins cast a spell on the magic tree. You need to use the color buttons to choose the one that doesn't belong and reverse the spell to help Noddy pass through the tree.



Deep in the Dark Woods it gets very gloomy and the Goblins can't find their way back home. If Noddy helps them, they will return the object that they have stolen. Noddy uses fireflies to light up the surrounding area and you can help him find the right path through the darkness.



Curriculum: **Classification, Hand/Eye Co-ordination, Following Directions**

- ★ Easy Level: Simple geometric shapes
- ★★★ Difficult Level: Kitchen objects, food and tools

Controls

(←)	Walk left/Move selector left
(→)	Walk right/Move selector right
(↓)	Walk down (forwards)/Move selector down
(↑)	Walk up (backwards)/Move selector up
ENTER Button	Jump/Select an answer
Color Buttons	Select an answer

Mini-Game 1: Shopkeeper

Noddy arrives at Miss Pink Cat's Ice Cream Parlor where she is hard at work. Noddy can help her to serve the customers but you'll need to follow their orders to collect the right number of food and drinks.

You can use the pen or joystick to move the hand pointer to the food and press the pen's **ENTER** button or joystick's **ENTER** button to select it.

There are six types of food or drink to select. They will be randomly placed on the table or food stand.

Curriculum: **Observation, Hand/Eye Co-ordination**

- ★ Easy Level: Find 2 types of food.
- ★★★ Difficult Level: Find 3 types of food. Some of the food items will be partly blocked.



Controls

Pen/Joystick	Move selector
Pen's ENTER button/ENTER button	Collect a food

Mini-Game 2: Pick a Parcel

Noddy arrives at the Train Station where he finds a lot of parcels have been piled-up on the platform. Help Noddy to choose the right train cars to load the parcels onto.

Use the pen or joystick to move the hand pointer to a car and press the pen's **ENTER** button or joystick's **ENTER** button to select it. Noddy will throw the parcel to the selected car.



Curriculum: **Shape/Color Matching**

★ Easy Level: Match simple 3D shapes.

★★★ Difficult Level: Match simple 3D shapes by color.

Controls

Pen/Joystick	Move selector
Pen's ENTER button/ENTER button	Collect a train car

Mini-Game 1: Guess the Gift

Noddy meets Big-Ears in Toy Town and he has a gift for his young friend. A picture of the gift is shown in the middle of the screen and the word of the gift is shown at the bottom of the screen with its beginning letter missing. Help Noddy to find the beginning letter using the color buttons.

After completing the word, Noddy's friend Whizz will teach you how to say the word in Spanish.

Curriculum: **Beginning Letters, Foreign Language**

★ Easy Level: The beginning letter is shown as a dotted line.

★★★ Difficult Level: No visual clue is provided.



Controls

Color Buttons	Select an answer
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Mini-Game 2: Sorting Shapes

Noddy meets Big-Ears in Toy Town and he has a gift for his young friend. A picture of the gift is shown in the middle of the screen and you must help Noddy find the shape that matches. You can use the color buttons to select the shapes.



After selecting a correct shape, Whizz will teach Noddy how to say the name of the shape in Spanish.

Curriculum: **Shapes, Foreign Language**

★ Easy Level: Simple geometric shapes

★★★ Difficult Level: Simple objects

Controls

Color Buttons	Select an answer
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Learning Zone

Sort the Boxes

Game Play

Dinah Doll is going to sort her stock. She's put all the things into boxes but she doesn't know how to organize them. Help Noddy to arrange the boxes in the right order for Dinah Doll.

Use the pen or joystick to move the hand pointer to the box and press the pen's **ENTER** button or joystick's **ENTER** button to select it. When two boxes are selected, they will swap automatically..

Curriculum: **Letter/Number Ordering**

★ Easy Level: Letter order A-Z.

★★★ Difficult Level: Numbers 1-50. Ascending and descending order.



Controls

Pen/Joystick	Move selector
Pen's ENTER button/ENTER button	Collect a box

Language Snap!

Game Play

Noddy plays a game of snap with Whizz to learn Spanish words. Nine picture cards are placed on the shelf and Noddy will pull out picture cards from a box. Noddy will speak the word of the picture on the card in English and Whizz will teach the foreign word. If Noddy's card is same as the picture on the shelf, you can use your joystick to move the hand pointer to the picture on the shelf and press **ENTER** to select it. If Noddy's card doesn't match with one of the pictures on the shelf, you can select the box and Noddy will pull out another card. You win the game when three pictures are matched in a line.



Curriculum: **Foreign Language, Matching**

- ★ Easy Level: Noddy's cards always match the pictures on the shelf.
★★★ Difficult Level: Noddy's cards may not match the pictures on the shelf.

Controls

(←)	Move selector left
(→)	Move selector right
(↓)	Move selector down
(↑)	Move selector up
ENTER Button	Select a card/erase a card

Mail Mischief

Game Play

Those naughty goblins have rubbed off some of the labels from the parcels. Now Noddy doesn't know where to deliver them!

To help Noddy find the missing label, you can use the color buttons or use the pen to select an answer that completes the sequence.

After finding the label, you must help Noddy write it out. You can press the pen's **ENTER** button or the joystick's **ENTER** button to start drawing and use the pen or joystick to move the hand pointer along the outline.

Curriculum: **Logic, Writing Skill**

★ Easy Level: Number order 0-9

★★ Difficult Level: Simple shapes



Controls

Pen/Joystick	Move selector
Pen's ENTER button/ENTER button	Select an answer (label)/start writing
Color buttons	Select an answer (label)

Sing Along

Game Play

This is a karaoke activity. You can use the microphone (if available) to sing a song. When you are singing, Noddy will dance happily and you can also press the color buttons to change Noddy's dance moves.



Controls:

Microphone	Singing
Color buttons	Trigger dancing steps

CARE & MAINTENANCE

1. Keep your **V.Smile™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep the unit 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™ 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

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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.

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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