

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 5 - 7) – 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

Join Little Red Riding Hood on her adventures, and solve vocabulary, logic and color puzzles as you help her journey to Grandma's house. Watch out, watch out! There's a wolf about!

GETTING STARTED

Choose Your Play Mode

At the start of the game, you can choose from two fun modes of play. Move the joystick up or down to choose a play mode and press **ENTER** when you have finished.



1. Learning Adventure
2. Learning Zone
3. Options

1. Learning Adventure

In this play mode, you can follow the story of Little Red Riding Hood as she travels to Grandma's house. Put your vocabulary, logic and spelling skills to the test on the way to your goal.

You can choose from two levels of difficulty. You will need to look out for more obstacles in the "Difficult" game.

Adventure Play

When you turn the unit off, **V.Smile™** saves your place in the Learning Adventure game. To continue a game, choose "Continue Game" in the Adventure Play menu.

Quick Play

In this play mode, you can play the five adventure games in any order.



2. Learning Zone

In this mode, you can play four exciting games that focus on vocabulary, memory, logic and spelling skills.



3. Storybook

In this mode, you can hear, read, and see the story of Little Red Riding Hood.

4. Options

When you enter the Options menu, you have a choice of turning the music **ON** or **OFF**, and choosing between limited or unlimited chances to play the game. Move the joystick left or right to make your selections and press **ENTER**.



Choose Your Game Settings

If you are happy with the settings, press **ENTER**. If not, you can move the joystick between different settings, and press **ENTER** to choose. Move the joystick to the check icon and press **ENTER** when you have finished.

Start Your Game

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

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

FEATURES

Help Button

Press the **HELP** button to repeat an instruction.

Exit Button

Press the **EXIT** button if you want to leave the game. A “Quit Game?” icon will pop up to make sure you want to quit. Move the joystick left to  to leave the game or right to  to cancel the exit screen and keep playing. Press **ENTER** to choose. 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 “Quit Game” screen pops up. If you want to quit and go to the Learning Zone menu, choose . To continue playing, choose .

ACTIVITIES

Educational Curriculum

Learning Adventure

| | |
|------------------------------------|----------------------|
| Chapter 1. The Grassland | Letters, Vocabulary |
| Chapter 2. Butterfly Lake | Colors |
| Chapter 3. Finding the Wolf | Logic |
| Chapter 4. Grandma's Field | Spelling, Vocabulary |

Learning Zone

| | |
|------------------------------|------------|
| Zone 1. Picture Match | Vocabulary |
| Zone 2. Memory Garden | Memory |
| Zone 3. What's Next? | Logic |
| Zone 4. Word Scramble | Spelling |

LEARNING ADVENTURE

BASIC OPERATIONS

Game screen

| | | | |
|-------|-------------------|-----------|-------------------|
| (←) | Walk to the left | (←)+Enter | Jump to the left |
| (→) | Walk to the right | (→)+Enter | Jump to the right |
| Enter | | Jump | |



Question: Questions are shown at the top of the screen.

Chances: This shows how many chances Little Red has to play the game.

Score: Your score is shown here.

Dandelion Fluffs: Catch the dandelion fluffs to complete the answer.

Diamond: You can earn 3 points by collecting a diamond.

Star: A star appears after you complete the question words correctly.

Obstacle: You will lose 1/2 of a chance to play if you bump into an obstacle.

Chapter 1. The Grassland

Dandelion fluffs are floating all around you, with letters on them. Catch the correct fluffs in order, to complete a word and earn points.

Use the joystick to move forward, and collect the letters by pressing **ENTER** to jump.



Chapter 2. Butterfly Lake

To cross the Butterfly Lake, you must jump and catch the butterflies with the correct color. Use the joystick and **ENTER** button to jump left or right.



Chapter 3. Finding the Wolf

The wolf is hiding somewhere in the house! Can you find him? Use the joystick to move the view frame to the wolf, and press **ENTER** when you have found him.



Chapter 4. Grandma's Field

Team up with the wolf to catch maple leaves and fill in the words. Use the joystick to move left and right and press **ENTER** to jump.



Zone 1. Picture Match

Four rabbits are holding four different pictures. Can you find the one that matches the word on the wooden board? Use the four colored buttons to answer.



Zone 2. Memory Garden

The wolf has picked some flowers. Can you put your flowers in the same order as his? Use the colored buttons to answer.



Zone 3. What's Next?

Four birds appear at the top of the screen. Which colored bird comes next in the pattern? Use the colored buttons to answer.



Zone 4. Word Scramble

The word on the screen has some mixed up letters. Use the colored buttons to switch around the correct pair of letters.



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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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.