





USER'S MANUAL

© 2009 Viacom International Inc. All Rights Reserved. Nickelodeon, Ni Hao, Kai-lan! and all related titles, logos and characters are trademarks of Viacom International Inc. 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 swireless 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 resumbessly integrated, and the Learning Zone - a series of games designed to focus on specific skills in a fun, engaging way. Each Swartridge™ 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 connecls kids to **VToch®**'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

Julio Fitz

VTech Electronics, NA

To learn more about the V-Motion™ Active Learning System and other VToch® toys, visit www.vtechkids.com



INTRODUCTION

It's a super-special day – Chinese New Year! And there's so much to do! Kailan and her friends are helping YeYe decorate the house and prepare special New Year dumplings. Then, as a special New Year treat, they get to carry the dragon in the New Year Parade! Come join them. Ready? Let's go go go!



GETTING STARTED

STEP 1: Choose Your Play Mode

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



In this play mode, you can join Kai-lan and her friends as they get ready for Chinese New Year.





Adventure Play

Play all 3 games in sequence according to the story.

Quick Play

Play each of the games individually in any order.

Adventure Play

Start your adventure from the beginning by choosing **New Game** or start from the last place you played before exiting by choosing **Continue Game**.



New Game

Start the adventure from the beginning.

Continue Game

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

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 three games of the Learning Zone. Move the joystick to select the game you want and press **ENTER** to confirm your choice.

If you want to adjust the settings in Learning Zone, select the "Game Settings" icon located at the bottom right of the Learning Zone menu screen. Press **ENTER** and move the joystick to select the option you want.



3. Options

In the Options screen, you can turn the music On or Off. Move the joystick to select the option you want. Move the cursor to the icon, then press **ENTER** to confirm your choice.



STEP 2: Choose Your Game Settings

- 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. Press ENTER to confirm your selection. Then move the joystick to the icon and press ENTER to confirm your choices.



 Controller Mode: Move the joystick to choose Motion Controller Mode or Joystick Mode. Press ENTER to confirm your selection.





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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, the game instruction will be repeated or a controller guide will pop up to show you how to play the game.



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 left to the to leave the game or right to the to cancel the exit screen and keep playing. Press **ENTER** 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 go to Learning Zone. Move the joystick left to the to go to Learning Zone or right to the to cancel the Learning Zone screen and keep playing. Press **ENTER** to choose.





When you plug the $V.Link^{TM}$ into the console, the selection – "V.LinkTM Connection" – will appear under the main menu. You can select it to download your game record to the $V.Link^{TM}$. After downloading your record, plug the $V.Link^{TM}$ into your computer and unlock some fun bonus games on the $V.Smile^{TM}$ Web Site. Please don't unplug the $V.Link^{TM}$ during the downloading process.



Bonus Games on the V.Smile™ Web Site

When you complete a certain number of games in Learning Adventure – Adventure Play mode you'll be rewarded with special gold coins. You can save your record to the V.LinkTM and then plug the V.LinkTM into your computer. The gold coins can be used to unlock special bonus games on the V.SmileTM Web Site.



How to Earn Gold Coins:

1 st gold coin	$\label{eq:complete_complete} \mbox{Complete the first game in a round of Learning Adventure} - \mbox{Adventure Play}.$
2 nd gold coin	Complete the first two games in a round of Learning Adventure – Adventure Play.
3 rd gold coin	Complete the first two games and the first part of the third game in a round of Learning Adventure – Adventure Play.
4 th gold coin	Complete all three games in a round of Learning Adventure – Adventure Play.





Educational Curriculum

Learning Adventure	Curriculum
Game 1 - The Super Special New Year	Spatial Skills, Hand-eye Coordination
Game 2 – Yummy Dumplings	Directions, Shape and Color Matching
Game 3 – The Dragon Team	Rhythm, Numbers
Learning Zone	Curriculum
Game 1 – Fix the Lanterns	Shape Matching
Game 2 – The Candy Box	Shape and Color Matching
Game 3 – Chinese Zodiac	Picture Matching

Status Bars

During some games, status bars will appear on the screen:

- Player Icon Shows Player 1 and Player 2 colors on the Progress Bar.
- Progress Bar Shows how each player is doing in the current game.



Learning Adventure

Game 1 - The Super Special New Year

Game Play

It's a super special day — Chinese New Year! Will you help Kai-lan decorate the house? Super!

Task 1: Draw the Chuang Hua

Game Play

Draw the missing lines on the outlines of the Chuang Hua (Chinese decorations).



Curriculum: Hand-eye Coordination

Easy Level: Chuang Hua with simple missing outlines.

☆☆ Difficult Level: Chuang Hua with more complicated missing outlines.

2-Player Mode: Player 1 and Player 2 play at the same time. The red dotted

the same time. The red dotted line on the Chuang Hua is for Player 1, while the blue dotted line is for Player 2. The task is complete when both players have drawn their lines.



Operations:

Control Motion Controller Mode Joystick Mode

Move the crayon Tilt the controller forward, backward, left or right. down, left or right.

Task 2: Hang the Decorations

Game Play

Hang the Chuang Hua and other decorations on the spaces on the wall.



Easy Level: Ladybug motion is easier to control.



Difficult Level: Ladybug motion is harder to control.



Player 1 and Player 2 play at the same time. There are 2 sets of decorations for each player. The task is complete when both players have hanged their decorations.



Operations:

Control Guide the

ladybugs to fly

backward. left or right.

Hang the decoration

Motion Controller Mode Tilt the controller forward.

Press the **ENTER** button.

Joystick Mode

Move the joystick up. down, left or right. Press the ENTER button.

Task 3: Turn the Lanterns

Game Play

Turn the lanterns to show the pattern.

Curriculum: Spatial Skills



Easy Level: Fewer turns to see the pattern.



Difficult Level: More turns to see the pattern.

2-Plaver Mode: Player 1 and Player 2 play at the same time. There are 2 lanterns for each player. The task is complete when

both players have turned their lanterns



Control

Motion Controller Mode Turn the lantern Tilt the controller left or right.

Confirm the position

Press the **ENTER** button.





Joystick Mode

Move the joystick left or right.

Press the **ENTER** hutton



Task 4: Tidy up the Flowers

Game Play

Arrange the flowers in the vase to put the largest one in the middle.

Curriculum: Counting

Easy Level: Move the flowers 2~4 times.

Difficult Level: Move the flowers 3~5 times.

2-Plaver Mode: Player 1 and Player 2 play at the same time. There are

2 pots of flowers for each player. The task is complete when both players have arranged their vases.

Operations:

Control Motion Controller Mode Move the flowers Tilt the controller left or right.

Confirm the Press the ENTER button.

Joystick Mode

Move the joystick left or right.

Press the **ENTER** hutton

Game 2 - Yummy Dumplings

Game Play

arrangement

YeYe is making dumplings in the kitchen. Yummy! Kai-lan's friends are helping. Will you help, too? Super!

Task 1: Roll the Dough

Game Play

Use a rolling pin to roll the dough in the correct directions.

Curriculum: Directions

Easy Level: Shorter rolling sequences.

Difficult Level: Longer rolling sequences.









Player 1 and Player 2 play at the same time. There are 2 pieces of dough for each player. The task is complete when both players have rolled their dough.



Operations:

Control Roll the pin to

Tilt the controller left or right.

the left or right Roll the pin upward or downward

Tilt the controller forward or backward.

Motion Controller Mode

Jovstick Mode

Move the joystick left or right.

Move the joystick up or down.

Task 2: Fold the Dough

Game Play

Fold the filled dough pieces to make the dumplings before they slide away.

Curriculum: Directions

Easy Level: The dough slides more slowly.

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Difficult Level: The dough slides more guickly.

2-Player Mode:

Player 1 and Player 2 play at the same time. Player 1 folds the dough with the red dotted line, while Player 2 folds the dough with the blue dotted line. The task is complete when both players have folded all their dough.





Operations:

Control

Fold the dough to the left or right

Fold the dough upward or downward

Motion Controller Mode

Tilt the controller left or right.

Tilt the controller forward or backward.

Joystick Mode

Move the joystick left or right.

Move the joystick up or down.



Task 3: Sort the Dumplings

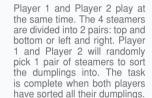
Game Play

Help Hoho sort the dumplings into the steamers by shape and color.

Curriculum: Shape matching, color matching

Easy Level: Sort the dumplings by color only.

Difficult Level: Sort the dumplings by color and shape.





Operations:

2-Player Mode:

Control	Motion Controller Mode	Joystick Mode
Move the arrow left or right	Tilt the controller left or right.	Move the joystick left or right.
Move the arrow up or down	Tilt the controller forward or backward.	Move the joystick up or down.
Confirm your selection	Press the ENTER button.	Press the ENTER button.

Game 3 – The Dragon Team

Game Play

YeYe has a special dragon for Kai-lan and her friends to carry in the Chinese New Year parade! Will you join Kai-lan and her friends on the Dragon Team? Super!

Task 1: Draw the Cards

Game Play

Draw Chinese number cards out of YeYe's hat and match them to positions on the Dragon Team.



• Easy Lovo

Easy Level: Match Chinese numbers with Chinese numbers.

☆☆ Difficult Level: Match Chinese numbers with a number of hearts.

2-Player Mode: Player 1 and Player 2 play

at the same time. The task is complete when all the numbers are matched.



Operations:

Control	Motion Controller Mode	Joystick Mode
Shake the hat	Swing the controller up and down.	Press the ENTER button.
Move the arrow	Tilt the controller left or right.	Move the joystick left or right.
Confirm your selection	Press the ENTER button.	Press the ENTER button.





Task 2: Carry the Dragon

Game Play

Follow the directions to hit the drums on the beat, and carry the dragon.

Curriculum: Rhythm

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Easy Level: Fewer beats in a music.

Difficult Level: More beats in a music.

2-Player Mode: Player 1 and Player 2 play at the same time. Player 1 will hit the drums with red arrows, while Player 2 will hit the drums with blue arrows. The task is

while Player 2 will hit the drums with blue arrows. The task is complete when both players have hit all their drumbeats.





Operations:

Control	Motion Controller Mode	Joystick Mode
Hit the drum with the "left" arrow	Tilt the controller left.	Move the joystick the left.
Hit the drum with the "right" arrow	Tilt the controller right.	Move the joystick the right.
Hit the drum with the "up" arrow	Tilt the controller forward or backward.	Move the joystick up.
Hit the drum with the "up and down" arrows	Swing the controller up and down.	Press the ENTER button.

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Learning Zone

Game 1 - Fix the Lanterns

Game Play

Fix the lanterns by matching the correct shapes with the missing parts.

Curriculum: Shape matching

★ Easy Level: Shapes are simple.

☆☆ Difficult Level: Shapes are more complicated.

2-Player Mode: Player 1 and Player 2 compete head-to-head. When a question

appears, both players will have

the chance to answer it.

Operations:

Control Motion Controller Mode

Turn the lantern Tilt the controller left or right.

Confirm the shape Press the ENTER button.

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Joystick Mode

Move the joystick left or right.

Press the ENTER button.

Game 2 – The Candy Box

Game Play

Turn the candy box carefully to collect the candy that Kai-lan and her friends are dropping. Match the shapes and colors to sort the candy into the correct sections of the box.

Curriculum: Shape and color matching

Easy Level: Longer time for a player to answer.

Difficult Level: Shorter time for a player to answer.









Player 1 and Player 2 compete head-to-head. The lower deck of candy box is for Player 1, and the upper deck is for Player 2. When a piece of candy appears, both players have the chance to sort it.



Operations:

Control Motion Controller Mode Joystick Mode

Rotate the candy box Tilt the controller Move the joystick left or right.

Confirm your selection Press the ENTER button button

Game 3 - The Chinese Zodiac

Game Play

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Swing the controller up and down to pull the hidden Chinese zodiac animal pictures out of their envelopes. Match the hidden picture with the one Kai-lan is holding.



Curriculum: Picture Matching

Easy Level: Pictures to match are identical.

Difficult Level: Pictures to match are drawn in different styles.

2-Player Mode: Player 1 and Player 2 compete head-to-head. When a picture

head-to-head. When a picture appears, both players have the

chance to match it.



Operations:

Control

Control	Wotton Controller Wode	obystick Mode
Uncover the picture	Swing the controller up and down	Move the joystick up, down, left or right.
Confirm your selection	Press the ENTER button.	Press the ENTER button.
Skip a card	Press the RED button.	Press the RED button.

Motion Controller Mode



CARE & MAINTENANCE



- 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.