



Engines Working Together

User's Manual



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 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 kid-friendly design, age-appropriate curriculum, vivid graphics, and fun game-play into a unique experience that children will love and parents can support. The **V.Smile™ TV 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. Both offer the 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 and learn. 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 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.Smile™ TV Learning System** and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

Thomas & Friends™ are Really Useful Engines. Today will be a busy day for the engines on the Island of Sodor and they will need your help to show how useful they are. Learn important school skills by working together with Thomas, Percy, James, Harold, Bertie, and more!

GETTING STARTED

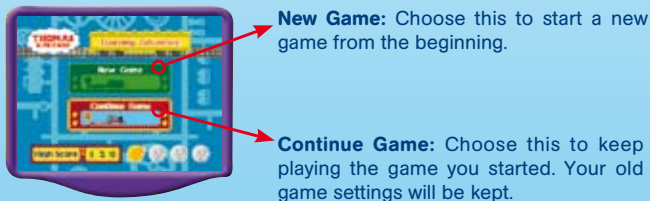
STEP 1: Choose Your Play Mode

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



1. Learning Adventure

In this play mode, you can help Thomas & Friends™ to do their jobs.



2. Learning Zone

In this play mode, you can play one of three fun games that each focuses on a specific learning skill. To change the level between Easy/Difficult, move the joystick up or down to highlight Easy or Difficult. Press **ENTER** to confirm. Move the joystick to highlight the Learning Zone Game you wish to play, then press **ENTER** to start. You can also use the pen to make your choose and press the Enter button on the pen when you're finished.

3. Sing Along

In this play mode, you can sing one of two songs for Thomas and his friends. Move the joystick to choose the song, characters and the settings for volume and voice. Move the joystick to highlight the **ENTER** icon, then press **ENTER** to start.

4. Engine Depot

In this mode, you can visit and read the profiles of ten Thomas & Friends™ characters. Move the joystick to highlight the character you want to visit, press **ENTER** to start.

5. Music On/Off Selection

The Options menu can be accessed to change settings for music and the **V.Link™** functions. To turn the background music On or Off, move the joystick left or right to highlight “Music On” or “Music Off”.

6. V.Link™ Connection

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

STEP 2: Choose Your Game Settings

1. Follow the voice instructions to choose your game settings.
2. Move the joystick up or down and press **ENTER** to confirm. Press the **EXIT** button to cancel the settings and begin again.

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

STEP 3: Start Your Game

- For Learning Adventure, please go to the “Activities – Learning Adventure” section.
- For Learning Zone, please go to the “Activities – Learning Zone” section.

FEATURES

Color Buttons

In the Learning Adventure game - Bertie Beats the Clock, help Bertie to answer the questions by using the colored buttons.

Help Button

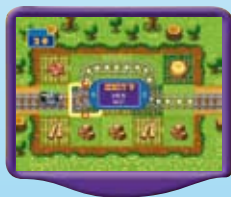
When you press the **HELP** button, you will hear the help instruction or helpful hints for that game.

Exit Button

When you press the **EXIT** button, the game will pause. Use the joystick to select **YES** to quit the game or **NO** to keep on playing the game. Press **ENTER** to confirm.

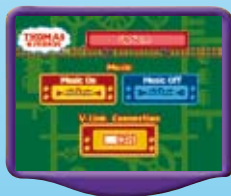
Learning Zone Button

The **LEARNING ZONE** button is a shortcut that takes you to the Learning Zone Menu screen. When you press the **LEARNING ZONE** button, the game will pause. An Exit box will pop up to make sure you want to quit. Use the joystick to select "Yes" to quit the game or "No" to keep playing the game. Press **ENTER** to confirm.



V.Link™ Connection

When you plug the **V.Link™** into the console*, a new selection - "**V.Link™** Connection" will be activated under the Options menu. You can select it to update your game record to the **V.Link™**. After the update process is completed, you can plug the **V.Link™** into you computer and unlock some fun web games on the **V.Smile™** Web Site. Please don't unplug the **V.Link™** during the updating process.



Bonus Games on the V.Smile™ Web Site

When your total score reaches a certain level in Learning Adventure, you will be rewarded with special gold coins. You can save your record 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 from the **V.Smile™** Web Site.



How to Earn Gold Coins:

Gold Coin	Score
1st gold coin	Get a total score of more than 0 in Learning Adventure.
2nd gold coin	Get a total score of 260 in Learning Adventure.
3rd gold coin	Get a total score of 400 in Learning Adventure.
4th gold coin	Get a total score of 450 in Learning Adventure.

* **Note:** **V.Link™** connection only available in these or later models:



ACTIVITIES

Educational Curriculum

Learning Adventure	Curriculum
Game 1: Calling All Engines	Letters
Bonus Game: Find an Exit	Logic
Game 2: Flying to the Rescue	Directions & Picture Matching
Game 3: Cargo Catch-up	Colors
Game 4: Bertie Beats the Clock	Counting
Mini Game: Take a Break	Counting & Numbers

Learning Zone	Curriculum
Zone 1: Recycle Challenge	Sorting
Zone 2: Count the Engines	Counting
Zone 3: Fix the Tracks	Puzzle

Learning Adventure

Learning Adventure Game Menu Screen

The Learning Adventure play mode has four different adventure games, one bonus game and one mini game. Use the joystick to select the games and press **ENTER** to start the adventure game.

How to Play

At the beginning of each Learning Adventure and Learning Zone game, a “How to Play” screen displays the game settings. This screen also lists the buttons and controls that will be used in the game, detailing their specific function.

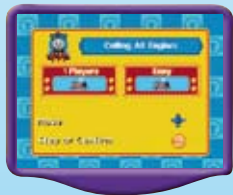
Learning Adventure Game Status Bar

In each adventure game, the status bar stays on the top of the screen to show the player’s respective icons, lives and score.

Game 1: Calling All Engines

Game Play

Thomas wants to gather the engines to discuss how to build an airport on the Island of Sodor. Find the engines by moving the joystick to collect the missing letters to complete their names. Watch out for the obstacles that might roll into your path. In the difficult level, you must select the track section with the correct letter at the traffic branch, then press **ENTER** to confirm.



Curriculum: Letters

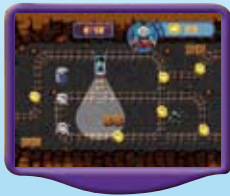
- ★ Easy level: Find 3 engines and collect 2-4 missing letters.
- ★★ Difficult level: Find 3 engines and collect 3-5 missing letters.

Operation in Game1 :

Joystick	Description
Joystick up	Control Thomas; move up or select the up branch
Joystick down	Control Thomas; move down or select the down branch
Joystick left	Control Thomas; move left or select the left branch
Joystick right	Control Thomas; move right or select the right branch
Enter	Stop moving or confirm the selected branch

Bonus Game: Find an Exit

Thomas puffs into a dark cave. Find an exit within the time limit and collect as many bonuses as you can.



Operation in Bonus Game:

Joystick	Description
Joystick up	Control Thomas; move up
Joystick down	Control Thomas; move down
Joystick left	Control Thomas; move left
Joystick right	Control Thomas; move right

Game 2: Flying to the Rescue

Game Play

Harold is a good-hearted helicopter. Complete the missions assigned by Sir Topham Hatt by flying to the objects shown in the left corner. Press **ENTER** to carry out the rescue. When Harold flies over the airfield, press **ENTER** to fill up his energy. Watch out for the dark clouds!



Curriculum: Directions & Picture Matching

- ★ Easy level: Complete 3 missions with simple building shapes.
- ★★ Difficult level: Complete 3 missions with more difficult building shapes.

Operation in Game 2:

Joystick	Description
Joystick up	Control Harold; fly up
Joystick down	Control Harold; fly down
Joystick left	Control Harold; fly left
Joystick right	Control Harold; fly right
Joystick left up	Control Harold; fly left up
Joystick right up	Control Harold; fly right up
Joystick left down	Control Harold; fly left down
Joystick right down	Control Harold; fly right down
Enter	Land on the ground

Game 3: Cargo Catch-up

Game Play

Thomas forgot to collect the cargo. Help Harold catch-up to Thomas and load the color coordinated cargo that he left behind. Press **ENTER** to load the cargo. Move Harold up to avoid the buildings. Load the cargo before Thomas arrives at each station and you will get a higher score. Watch out for the flying objects!



Curriculum: Colors

- ★ Easy level: Cargo in 5 colors.
- ★★ Difficult level: Cargo in 9 colors.

Operation in Game 3:

Joystick	Description
Joystick up	Control Harold; fly up
Joystick down	Control Harold; fly down
Joystick left	Control Harold; fly left
Joystick right	Control Harold; fly right
Enter	Load the cargo

Game 4: Bertie Beats the Clock

Game Play

Thomas' boiler is grumbling. Bertie must help to transport the school children to 3 stations on time. Avoid all the obstacles along the way to keep the children safe. Drop off the correct amount of school children at each station by following the number at the top of screen and press **ENTER** to stop. Keep an eye on the time, otherwise the children will miss the train!



Curriculum: Colors

- ★ Easy level: Drop off 3-7 students at each station.
- ★★ Difficult level: Drop off 4-9 students at each station.

Operation in Game 4:

Joystick	Description
Joystick up	Control Bertie; speed up
Joystick down	Control Bertie; stop
Joystick left	Move Bertie; left
Joystick right	Move Bertie; right
Enter	Confirm the number of school children; stop

Curriculum: Sorting

★ Easy level: The appearance of the recyclable items on the trucks are the same.

★★ Difficult level: The appearance of the recyclable items on the trucks are different.

Operation in Zone 1:

Joystick	Description
Joystick left	Move item to the left truck
Joystick right	Move item to the right truck
Enter	Confirm

Zone 2: Count the Engines**Game Play**

You are responsible for counting how many engines pass through the station. You can press **ENTER** to add an engine to the counter. Watch the replay to see how you did!

Note: If you insert the **V.Smile™** controller with pen into the console you can use the pen to count.

**Curriculum: Counting**

★ Easy level: Engines are moving at a lower speed.

★★ Difficult level: Engines are moving at a higher speed.

Operation in Zone 2:

Joystick	Description
Enter	Count

Zone 3: Fix the Tracks**Game Play**

Thomas is on his way! Fix the track pieces before he arrives! You can move the joystick to choose the track.

Note: If you insert the **V.Smile™** controller with pen into the console you can use the pen to define the direction of the track path.



Curriculum: Puzzle

★ Easy level: Shorter track

★★ Difficult level: Longer track

Operation in Zone 3:

Joystick	Description
Joystick up	Select the up direction
Joystick down	Select the down direction
Joystick right	Select the right direction

Sing Along

Sing Along Menu Screen

The Sing Along mode contains two songs with different volume and voice settings. Use the joystick to select your favorite song, characters and settings and press **ENTER** on the **ENTER** icon to start the song.

Sing Along Screen

Come and sing songs with Thomas & Friends™. Follow the words and sing the song into the microphone (if available).

Engine Depot

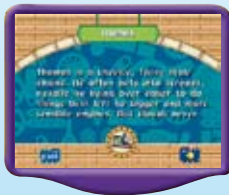
Engine Depot Menu Screen

The Engine Depot mode contains ten different character profiles. Use the joystick to select the characters you wish to visit and press **ENTER** to read their profile.



Engine Depot Profile Screen

1. To learn more about each character, press the color buttons on the joystick. You can also use the joystick to make your choice and press **ENTER** to confirm.
2. Move the joystick left or right to turn the pages. Pressing **EXIT** will take you back to the profile screen.



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 source 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.

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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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.