

vtech®

V. SMILE®
MOTION™
ACTIVE LEARNING SYSTEM



Winnie
the
Pooh

The
Honey
Hunt



USER'S MANUAL

Disney elements © 2009 Disney.
Based on the "Winnie the Pooh" works
by A.A. Milne and E.H. Shepard.

Dear Parent,

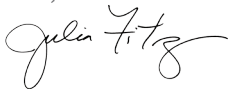
At **VTech**[®], we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can parents responsibly allow their children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our answer to this question is **V.Smile[®] Motion[™] Active Learning System**! A big breakthrough for junior gamers, **V.Smile[®] Motion[™]** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

V.Smile[®] 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 wireless controller. **V.Smile[®] Motion[™] Active 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. Each Smartridge[™] game encourages active gaming while giving kids' minds a workout, too, as they learn basic math, reading, science, spelling and more.

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[®] Motion[™] Active Learning System** and other **VTech**[®] toys, visit www.vtechkids.com



INTRODUCTION

Join Winnie the Pooh and his friends on this fantastic adventure where pre-school children learn the alphabet, colors, shapes, vocabulary and much more. Help Pooh solve puzzles and collect as many honey pots as possible on the way to the party!



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 are finished.



1. Learning Adventure

In this play mode, you can help Winnie the Pooh collect honey pots for his big party through four exciting adventures.

Play through the story line by entering Adventure Play or practice your skills on individual games by selecting them in the Quick Play menu.



Adventure Play

In this mode, you can play through all the games in the adventure, and help Pooh complete his tasks.

Quick Play

In this mode, you can play a quick game of your choice without having to play through the whole story.

• 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**.



Continue Game

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

New Game

Start the adventure from the beginning.

• 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 the **ENTER** button to play.



2. Learning Zone

Practice specific skills in the four games of the Learning Zone. Move the joystick to select the game you want and press the **ENTER** button to play.

You can adjust the "Level" and "Player" settings at the bottom left of the Learning Zone menu screen.



3. Options

In the Options screen, you can turn the music On or Off, and choose between limited or unlimited chances to play the game. Move the joystick to select and press the **ENTER** button to confirm your choice. Then, move the joystick to the **✓** and press the **ENTER** button to confirm your choices.



STEP 2: Choose Your Game Settings

1. **Level:** Move the joystick to choose Easy Level or Difficult Level. Press the **ENTER** button to confirm your choice.
2. **Number of Players:** Move the joystick to choose one player or two players. Press the **ENTER** button to confirm your choice. Then, move the joystick to the **✓** and press the **ENTER** button to confirm your choices.

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

3. **Controller Mode:** Move the joystick to choose Motion Controller Mode or Joystick Mode. Press the **ENTER** button to confirm your choice.



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, game instructions 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 **Quit Game** screen will appear onscreen to make sure you 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 the **ENTER** button to confirm your choice.



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 **Quit Game** screen will appear onscreen to make sure you want to quit and go to the Learning Zone. Move the joystick left to the **✓** to leave the game or right to the **✗** to cancel the exit screen and keep playing. Press the **ENTER** button to confirm your choice.



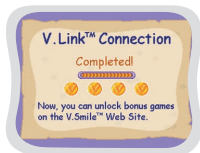
V.Link™ Connection (Only for consoles supporting V.Link™)

When you plug the **V.Link™** into the console, you can select “**V.Link™** Connection” in the main menu to download your game record to the **V.Link™**. After downloading your record, plug the **V.Link™** into your computer and download bonus games on the **V.Smile™** Web Site. Please don't unplug the **V.Link™** 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.Link™** and then plug the **V.Link™** into your computer. The gold coins can be used to unlock special bonus games on the **V.Smile™** Web Site.



How to Earn Gold Coins:

1 st gold coin	Get 1 to 99 points in Learning Adventure (Adventure Play) mode.
2 nd gold coin	Get 100 to 199 points in Learning Adventure (Adventure Play) mode.
3 rd gold coin	Get 200 to 299 points in Learning Adventure (Adventure Play) mode.
4 th gold coin	Get 300 points or more in Learning Adventure (Adventure Play) mode.



ACTIVITIES

Educational Curriculum

Learning Adventure

Curriculum

Game 1 – The Hundred-Acre Wood

Letter Identification, Phonics,
Alphabet Order

Game 2 – The Balloon Ride

Colors

Game 3 – Honey for the Winter

Vocabulary

Game 4 – Crossing the Stream

Shapes

Learning Zone

Curriculum

Game 1 – Find the Insects

Counting, Insect Recognition

Game 2 – Fixing Pooh's Window

Shape Matching

Game 3 – Guess the Gopher

Vocabulary

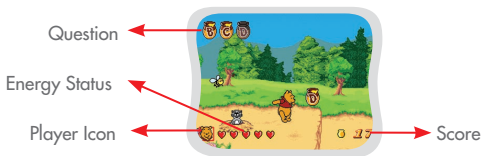
Game 4 – Picture Search

Letter, Memory Building

Status Bars

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

- Player Icon – Shows Player 1 and Player 2 colors.
- Energy Status – Shows the energy status for the players.
- Score – Shows the scores that the players have earned during the current game.
- Question – Shows the question to be answered.



Learning Adventure

Game 1 - The Hundred-Acre Wood

Game Play

Pooh's adventure begins in The Hundred-Acre Wood, where he can find honey drops and letter honey pots. Collect them all to have more money for the party. Tilt the controller to play the game. Explore the game for more exciting surprises!



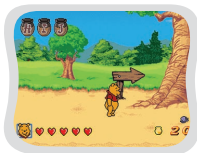
Curriculum: Letter Identification, Phonics and Alphabet Order

★ **Easy Level:** Letter identification and phonics

★★ **Difficult Level:** Alphabet order

2-Player Mode:

Players take turns to play the game.



Operations:

Control	Motion Controller Mode	Joystick Mode
Move Pooh left or right	Tilt the controller left or right.	Move the joystick left or right.
Jump	Swing the controller up and down.	Press the ENTER button.
Crawl down	Tilt the controller forward.	Move the joystick down.
Stand up	Tilt the controller backward.	Restore the joystick.
Climb up	Tilt the controller backward.	Move the joystick up.
Drop Down	Tilt the controller forward.	Move the joystick down.

Game 2 – The Balloon Ride

Game Play

How wonderful to fly through the sky! Jump to catch a ride on a balloon, and collect the colored honey pots. When you catch one, the balloon changes its color to match.



Curriculum: Colors

★ **Easy Level:** Fewer obstacles on the path

★★ **Difficult Level:** More obstacles on the path

2-Player Mode:

Players take turns to play the game.



Operations:

Control	Motion Controller Mode	Joystick Mode
Move Pooh left or right	Tilt the controller left or right.	Move the joystick left or right.
Jump	Swing the controller up and down.	Press the ENTER button.
Fly left or right	Tilt the controller left or right.	Move the joystick left or right.
Fly up or down	Tilt the controller backward or forward.	Move the joystick up or down.

Game 3 – Honey for the Winter

Game Play

Look at all the falling snow! Help Pooh collect the letter honey pots so he can spell the word on the screen. Don't let him fall into the river! Swing the controller to jump over them.



Curriculum: Vocabulary

★ **Easy Level:** Easier words

★★ **Difficult Level:** More difficult words



2-Player Mode:

Players take turns to play the game.

Operations:

Control	Motion Controller Mode	Joystick Mode
Move Pooh left or right	Tilt the controller left or right.	Move the joystick left or right.
Jump	Swing the controller up and down.	Press the ENTER button.
Crawl down	Tilt the controller forward.	Move the joystick down.
Stand up	Tilt the controller backward.	Restore the joystick.
Climb up	Tilt the controller backward.	Move the joystick up.
Drop Down	Tilt the controller forward.	Move the joystick down.

Game 4 – Crossing the Stream

Game Play

Hop into the umbrella for a peaceful float downstream! Look for the honey pots labeled with shapes, and find the ones with the shape you need. Tilt the controller to move the umbrella.

Curriculum: Shapes

- ★ **Easy Level:** Shapes
- ★★ **Difficult Level:** Bigger shapes and smaller shapes

2-Player Mode:

Players take turns to play the game.



Operations:

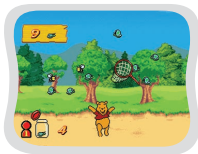
Control	Motion Controller Mode	Joystick Mode
Move the umbrella left or right	Tilt the controller left or right.	Move the joystick left or right.
Move the umbrella up or down	Tilt the controller forward or backward.	Move the joystick up or down.

Learning Zone

Game 1 – Find the Insects

Game Play

Find and collect the right number of a special kind of insect! Tilt the controller to move the net over an insect and press the **ENTER** button to catch it. If you want to release a captured insect, move the net to the jar and press the **ENTER** button. When you've finished, move the net to Pooh and press the **ENTER** button to confirm.



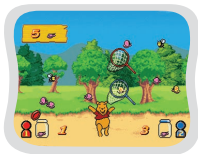
Curriculum: Counting and Insect Recognition

★ **Easy Level:** Count 1-5 out of 2 kinds of insects

★★ **Difficult Level:** Count 5-10 out of 2-3 kinds of insects

2-Player Mode:

Player 1 and Player 2 compete head-to-head. For each question, the player who answers first wins points.



Operations:

Control	Motion Controller Mode	Joystick Mode
Move the net left or right	Tilt the controller left or right.	Move the joystick left or right.
Move the net up or down	Tilt the controller backward or forward.	Move the joystick up or down.
Catch the insect	Press the ENTER button.	Press the ENTER button.

Game 2 – Fixing Pooh’s Window

Game Play

Find the shape that fits the window! Tilt the controller to choose the shape, and rotate the shape to the correct orientation to match the window.



Curriculum: Shape Matching

- ★ **Easy Level:** Simple shapes
- ★★ **Difficult Level:** Non-geometric shapes in different orientations

2-Player Mode:

Player 1 and Player 2 compete head-to-head. For each question, the player who answers first wins points.

Operations:

Control	Motion Controller Mode	Joystick Mode
Select a shape	Tilt the controller left or right.	Move the joystick left or right.
Confirm your selection	Press the ENTER button.	Press the ENTER button.
Rotate the shape	Tilt the controller left or right.	Move the joystick left or right.

Game 3 – Guess the Gopher

Game Play

Gopher is popping up all over the place with different pictures! Tilt the controller to choose the picture that matches the word.



Curriculum: Vocabulary

- ★ **Easy Level:** Pictures stay longer on the screen; words are easier
- ★★ **Difficult Level:** Pictures stay on the screen for a shorter time; words are more difficult

2-Player Mode:

Player 1 and Player 2 compete head-to-head. For each question, the player who answers first wins points.



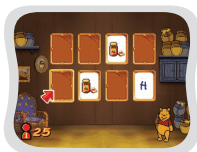
Operations:

Control	Motion Controller Mode	Joystick Mode
Select a picture	Tilt the controller left or right.	Move the joystick left or right.
Confirm your selection	Press the ENTER button.	Press the ENTER button.

Game 4 – Picture Search

Game Play

Pair up all the pictures! Tilt the controller to select a frame, press the **ENTER** button to turn it over. Match the frames by the pictures.



Curriculum: Letter, Memory Building

★ **Easy Level:** Match 4 pairs of frames with letters only

★★ **Difficult Level:** Match 6 pairs of frames with letters and pictures

2-Player Mode:

Players take turns and turn 2 frames in each turn. The player who matches the most pairs of frames is the winner.



Operations:

Control	Motion Controller Mode	Joystick Mode
Select a frame	Tilt the controller left, right, forward or backward.	Move the joystick left, right, up or down.
Turn the frame	Press the ENTER button.	Press the ENTER button.



CARE & MAINTENANCE

1. Keep your **V.Smile® 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.Smile® 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.Smile® 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

DISCLAIMER AND LIMITATION OF LIABILITY

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COMPANY: **VTech**[®] Electronics North America, L.L.C.

ADDRESS: 1155 West Dundee, 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.