

vtech®

V. SMILE®
MOTION™
ACTIVE LEARNING SYSTEM

Wild Waves



USER'S MANUAL

Dear Parent,

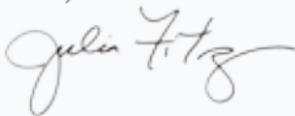
At **VTech**[®], we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can parents responsibly allow their children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

Our answer to this question is **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 Signature Here

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

Splash into adventure at Roarin' Rapids Water Park! Ride the waves and test your skills with the help of Dorrin the Dolphin. Wild Waves high-energy learning will lead you through extreme vocabulary challenges, number quests, and memory trials. Take on the challenge and perfect your water sports skills.



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 to confirm your selection.



1. Learning Adventure

In this play mode, you can join Dorrin the Dolphin on a wild ride through Roarin' Rapids Water Park!



Adventure Play

Play all three games in sequence according to the story.

Quick Play

Play each of the games individually in any order.

Adventure Play

Start the adventure from the beginning by choosing **New Game** or start from the last place you played before exiting by choosing **Continue Game**. If this is the first time you've played this Smartridge™, this screen will be skipped and you'll start from the beginning.



Continue Game

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

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 **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.



3. Options

In the Options screen, you can turn the music On or Off. Move the joystick to select the option you want. Press the **ENTER** button to confirm your selection.



STEP 2: Choose Your Game Settings

1. **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.



Move the cursor to **OK**, then press **ENTER** to confirm your choices.

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

3. **Character Selection:** Move the joystick to choose the character you want to play with. Press **ENTER** to confirm your selection.



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



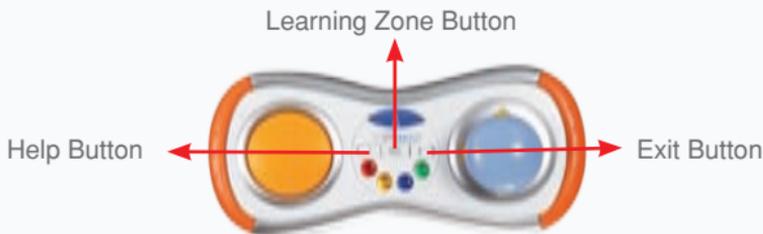
STEP 3: Start Your Game

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, a **HELP** icon will pop up and give you instructions or a hint.

Exit Button

When you press the **EXIT** button, the game will pause. An **EXIT** icon will appear on screen 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 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 quit. Move the joystick left to the  to leave the game or right to the  to cancel the Learning Zone screen and keep playing. Press the **ENTER** button to choose.

V.Link™ Connection

(Only for consoles supporting V.Link™)

When you plug the **V.Link™** into the console, a new selection - “**V.Link™** Connection” – will appear under the main menu. You can select it to download your game score to the **V.Link™**. After downloading your score, plug the **V.Link™** into your computer and unlock some fun 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 reach a certain score in **Adventure Play** mode, you'll be rewarded with special gold coins. You can save your score 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:

Gold Coin	Score
1 st gold coin	Earn a total score of more than 0 in Learning Adventure.
2 nd gold coin	Earn a total score of 100 in Learning Adventure.
3 rd gold coin	Earn a total score of 180 in Learning Adventure.
4 th gold coin	Earn a total score of 220 or more in Learning Adventure.





ACTIVITIES

Educational Curriculum

Learning Adventure

Radical Wakeboarding

Kayaking Adventure

Extreme Windsurfing

Curriculum

Colors

Spelling

Number Order,
Addition, Subtraction

Learning Zone

Different Dorrin?

Gear in Locker

Ultimate Dive

Curriculum

Observation

Memory

Vocabulary

How to Play

At the beginning of each game in **Learning Adventure**, a “How to Play” screen shows you the game settings and controls.



Status Bars

During some games, the status bars will appear on the screen to show your current status, score, obstacles, and question.

- Question – The question that should be answered.
- Obstacle – The objects to be avoided when playing.
- Score – The points you have earned during the current game.
- Status – The progress you have made in the current game.



Saving Game Status

Your game status will be saved automatically inside the **V.Smile® Motion™** system after you reach a checkpoint or complete a game.

You can also save your record onto **V.Link™** (sold separately and subject to availability) in the **V.Link™ Connection** screen under **Main Menu**.

Learning Adventure

Radical Wakeboarding

Game Play

Hold on tight and ride your wakeboard through the correct colored flags. Choose the right color to perform awesome tricks and score more points. The more tricks you do, the higher your score.



Curriculum

★ Easy Level: Single Color

★★ Difficult Level: Color Sequence

2-Player Mode: Players play head-to-head in this game and compete to ride through the correct colored flags to gain more points.

Operation

Control

Move Character.

Jump.

Motion Controller Mode

Tilt the controller left or right.

Press the **ENTER** button.

Joystick Mode

Move the joystick left or right.

Press the **ENTER** button.



Kayaking Adventure

Game Play

Ride the river rapids and row your way to the correct letter to spell the word. Look out for the obstacles along the way!

Curriculum

★ Easy Level: Missing Letter (Simple)

★★★ Difficult Level: Missing Letter (Advanced)

2-Player Mode: Players will play head-to-head in this game and compete to correctly spell the word first to gain more points.

Operation

Control

Steer the Kayak.

Motion Controller Mode

Tilt the controller left or right or forward or backward.

Joystick Mode

Move your joystick left or right or up or down.



Extreme Windsurfing

Game Play

The wind is picking up so its time to tackle the waves! Windsurf your way to the correct number to answer the question. Collect as many correct numbers as you can to speed up and ride the waves to the finish line!

Curriculum

★ Easy Level: Number Sequence

★★★ Difficult Level: Addition, Subtraction

2-Player Mode: Players play head-to-head in this game and compete to correctly answer the math problem and be the first to cross the finish line.

Operation

Control

Move Character.

Motion Controller Mode

Tilt the controller left or right or forward or backward.

Joystick Mode

Move the joystick left or right or up or down.

Jump.

Press the **ENTER** button.

Press the **ENTER** button.



Learning Zone

Different Dorrin?

Game Play

It's time for synchronized swimming! Watch Dorrin put on a show and spot the swimmer who looks different from the others.

Curriculum

- ★ Easy Level: Observation (Simple)
- ★★ Difficult Level: Observation (Advanced)

2-Player Mode: Players play head-to-head in this game and compete to find the different Dorrin first to gain more points.



Operation

Control	Motion Controller Mode	Joystick Mode
Choose Dorrin.	Tilt the controller left or right.	Move the joystick left or right.
Confirm Selection.	Press the ENTER button.	Press the ENTER button.

Gear in Locker

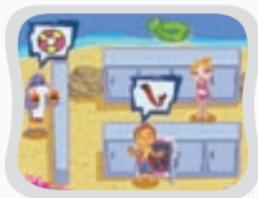
Game Play

Remember the objects in the lockers and choose the locker with the correct gear Dorrin needs to have fun in Roarin' Rapids Water Park.

Curriculum

- ★ Easy Level: Memory (Simple)
- ★★ Difficult Level: Memory (Advanced)

2-Player Mode: Players play head-to-head in this game and compete to find the correct gear for Dorrin first to gain more points.



Operation

Control	Motion Controller Mode	Joystick Mode
Move Character.	Tilt the controller left or right or forward or backward.	Move the joystick left or right or up or down.
Open Door.	Press the ENTER button.	Press the ENTER button.

Ultimate Dive

Game Play

Listen to the question and choose the correct answer. Answer the question correctly and watch your character perform a thrilling, high flying dive off the board.

Curriculum

- ★ Easy Level: Vocabulary (Simple)
- ★★ Difficult Level: Vocabulary (Advanced)



2-Player Mode: Players play head-to-head in this game and compete to find the correct diver first to gain more points.

Operation

Control	Motion Controller Mode	Joystick Mode
Move the Arrow.	Tilt the controller left or right.	Move the joystick left or right.
Confirm Selection.	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

VTech[®] Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook.

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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.



