

vtech®

V. SMILE™

ZAYZOO

MY ALIEN CLASSMATE™



User's Manual

INTRODUCTION

Hi, I'm Zayzoo and I come from the Planet Z. Zayzoo took a field trip to earth. The earth is pretty and I really love it! However, I got left behind from my field trip and I met two new earth friends. They brought me to their school and so now I start my school life. Want to know what exciting things happen in school? Let's go!

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 help Zayzoo to get back to his planet by completing four exciting learning games in school. Start playing from the beginning by entering **Adventure Play** or practice your skills in each of the adventure games individually by entering the **Quick Play** area.



Adventure Play

Play four different adventure games one by one according to the story.

Quick Play

Play any of the four adventure games in any order.

- **Adventure Play**

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



New Game Start the Adventure from the beginning.

Continue Start the Adventure from the last place you played before exiting the game.

- **Quick Play**

Start Your Game

In the **Quick Play** menu, choose any of the adventure games you'd like to play. Move the joystick to select the game you want and press **ENTER** to play.



Note: For the details of all Learning Adventure games, please refer to the “Activities – Learning Adventure” section.

2. Learning Zone

In the **Learning Zone** menu, choose any of the Learning Zone games you'd like to play. Move the joystick to select the game you want and press **ENTER** to confirm your choice.



Note: For the details of all Learning Zone games, please refer to the “Activities – Learning Zone” section.

STEP 2: Choose Your Game Settings

1. The Learning Adventure and Learning Zone each have three difficulty levels. Move your joystick left or right to choose Easy Level, Normal Level or Difficult Level.
2. In the Quick Play and Learning Zone, you can choose between one-player and two-player modes. Move your joystick to choose 1P (one player) or 2P (two players). Note: Two-player mode is only available when played on the **V.SMILE™ TV Learning System**.
3. Move the joystick up and down to switch between level and player selection.
4. When you have finished the selection of level and player mode, press the **ENTER** button to confirm your settings.

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

HELP Button

When you press the **HELP** button during a game, you will hear the activity instructions or a helpful hint.

EXIT Button

When you press the **EXIT** button, the game will pause. A window will pop up to check that you really want to quit. Move the joystick left to “YES” to leave the game or right to “NO” 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 check that you really want to quit. Move the joystick left to “YES” to leave the game or right to “NO” to cancel the exit screen and keep playing. Press the **ENTER** button to choose.

ACTIVITIES

Educational Curriculum

Learning Adventure Curriculum

Learning Playground	Beginning Letters, Word Matching, Antonyms
Treasure Lab	Counting, Addition, Subtraction, Multiplication, Less than/Greater than
Puzzle Pieces	Alphabetical and Numerical Order, Puzzle Solving
Arts and Crafts	2D & 3D Shapes and Logic

Learning Zone Curriculum

Block Out	Spelling
Wordswap	Word recognition, Sentence Structure and Reading Comprehension
Music Time	Music: Beat and Rhythm

Status Bar

In each game, the status bar stays on the screen to show you how you are doing.

Chances 	Number of chances remaining to complete the game.
Number of Questions 	Shows the total questions required to be answered in the game and the number of questions already answered.
Timer  04:00	Time left. Time is up in the game when it reaches zero.
Score 	The points you've earned during the current game.

Learning Adventure – Games

Adventure 1 – Learning Playground

Game Play



Help Zayzoo to learn a new language on his first day at school. In the Easy Level, Zayzoo will be given a letter and he must find the kid who is holding the word that begins with that letter. In the Normal Level, Zayzoo will be given a picture and he must find the kid who is holding the word that matches that picture. In the Hard Level, Zayzoo must find the kid holding a word that means the opposite (antonym) of the word he is holding.

Curriculum: Word matching, picture matching, antonyms

Easy Level: Find the word with the beginning letter that Zayzoo is holding

Normal Level: Find the word that matches the picture Zayzoo is holding

Hard Level: Find the word that means the opposite (antonym) of the word Zayzoo is holding

Basic operation



Move to the left



Move to the right



Move down



Move up

Enter button

1. Catch the kid nearest to Zayzoo.
2. Jump on the rocks floating on the river.
3. Play with different rides in the playground.

Adventure 2 - Treasure Lab



Game Play

Inside the science lab there are four treasure chests. Zayzoo has to find a way to open them.

In the Easy level, Zayzoo must collect the correct number of objects according to the requirement of each chest .

In the Normal and Hard levels, each treasure chest has a different key requirement to open it.

Zayzoo must complete the equation in order to earn a key for the chests. Once Zayzoo has earned a key, he must select the treasure chest that uses that key. He must open all four chests to collect the required pieces for the communication machine.

Curriculum: Counting and equations

Easy Level: Counting

Normal Level: Addition, Subtraction

Hard Level: Large-number Addition, Subtraction and Multiplication

Basic operation



Move to the left



Move to the right



Move down



Move up

Enter button

1. Collect the numbers and math signs on the ground.
2. Open a treasure chest with the key.

Adventure 3 – Puzzle Pieces



Game Play

Zayzoo is having fun playing in the gym and showing the kids his favorite sport back on Planet Z. Suddenly, he accidentally hits the scoreboard and knocks the picture into many pieces. Now, he must quickly collect the pieces from the gym floor while avoiding the basketballs rolling on the floor.



After he collects all the pieces, Zayzoo must then rearrange them to form the original picture. Hurry, there isn't much time to complete the puzzle!

Curriculum: Numerical or letter order and picture puzzle

Easy and Normal Level: Puzzle Solutions (9 pieces)

Hard Level: Complex Puzzle Solutions (16 pieces)

Basic operation (collect pieces on ground)

(←)	Move to the left	(→)	Move to the right
(↓)	Move down	(↑)	Move up

Enter button Not used

Basic operation (rearrange puzzle pieces)

(←)	Move the selected puzzle piece to the left.
(→)	Move the selected puzzle piece to the right.
(↓)	Move the selected puzzle piece down.
(↑)	Move the selected puzzle piece up.

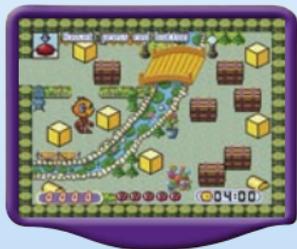
Enter button Select/ unselect the pieces. When the pieces are selected, a direction graphic will show which directions the pieces can move.

Adventure 4 – Arts and Crafts



Game Play

Zayzoo's teacher, Miss Young, has asked the class to collect different shapes outside in the garden in order to build a model in class.



Zayzoo must go into the garden and find the required objects for the model. Along the way, there are obstacles that Zayzoo must push out of the way. Once the 3D shapes are collected, return Zayzoo to the classroom and put the objects into their correct places in order to build the model.

Curriculum: 2D or 3D shapes construction and logic thinking

Easy Level: 3-5 2D shapes per object

Normal Level: 6-9 3D shapes per object

Hard Level: 10-15 3D shapes per object

Basic operation (collect 3D shapes in the garden)

- (←) Move to the left or push the obstacles to the left.
- (→) Move to the right or push the obstacles to the right.
- (↓) Move down or push the obstacles down.
- (↑) Move up or push the obstacles up.

Enter button Pick up the 2D or 3D shapes on the ground.

Red button Reset the 2D or 3D shapes and obstacles to where they were at the beginning of the game. All collected shapes will be cleared.

Basic operation (build the model with the collected 3D shapes)

- (←) Move to the left.
- (→) Move to the right.
- (↓) Move down.
- (↑) Move up.

Enter button Pick up or put down the 2D or 3D shapes.

Learning Zone

Zone 1 – Block Out



Game Play

Move Zayzoo left and right to hit the bubble against the books. Hit a book containing a letter and the letter will fall. Catch the letter and put it in the correct place to spell the word that matches the picture on the chalkboard.

In higher levels, there are some letters that are not part of the word on the chalkboard. If Zayzoo collects a letter that is not in the word, move him in front of the trash can and press Enter to throw it away.

Curriculum: Spelling

Easy Level: Spelling short words

Normal Level: Spelling longer words; recognizing letters not in the word

Hard Level: Spelling very long words; recognizing letters not in the word

Basic operation

- (←) Move to the left.
- (→) Move to the right.
- (↓) Not used.
- (↑) Not used.

- Enter button**
1. Put the collected letter in a blank space.
 2. Put an unused letter in the trash can.
 3. Hit a new bubble into the air.

Help button Gives one letter as a hint.

Zone 2 – Wordswap



Game Play

Several messages will scroll up from the bottom one by one. In the Easy level, Zayzoo will be given a word and he must find that word in each series of sentences and press Enter to select it. Each series will contain a new word for him to find.

Easy Level



**Normal Level &
Hard Level**

In the Normal and Hard levels, Zayzoo has to re-arrange the words to form a correct sentence. Press Enter to select a word, then press Enter again to select a second word. The two words will swap places. Keep arranging the words until Zayzoo has formed the correct sentence.

Every four sentences form a group that describes a certain object. After Zayzoo has put all four sentences in correct order, the object described by that group will appear on screen. Work fast, because the sentences will keep forming on the bottom!

Curriculum: Word identification and sentence structure

Easy Level: Identifying specific words. 20 total messages.

Normal Level: More than two words out of place. 20 total messages.

Hard Level: More than two words out of place. 28 total messages.

Basic operation



Move to the left.



Move to the right.



Not used.



Not used.

Enter button

1. Select/ Unselect the word under Zayzoo.

2. Collect the objects after completing a group of messages.

Zone 3 – Music Time



Game Play

Select a song in the list and it will be played by the school band while Zayzoo conducts!



During the song, some colored music notes will scroll out and the player needs to press the correct color button corresponding to the music note when it reaches the stage position. If you can press the correct color button in correct timing, a sound of the corresponding music instrument on the stage will be heard.

Curriculum: Music beat and rhythm**Easy Level:** Low scrolling speed for the music notes**Normal Level:** Faster scrolling speed**Hard Level:** Fastest scrolling speed**Basic operation (select song)**

(←) Not used.

(→) Not used.

(↓) Scroll down to select a song.

(↑) Scroll up to select a song.

Enter button Select a song.**Basic operation (playing song)**

(←) Not used.

(→) Not used.

(↓) Not used.

(↑) Not used.

Enter button Not used.**Color button** Press the color buttons when the corresponding music note reaches the target position on stage.**OTHER INFO****DISCLAIMER AND LIMITATION OF LIABILITY**

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