

vtech®

V. SMILE®
V-MOTION™
ACTIVE LEARNING SYSTEM

Path of the Panda



USER'S MANUAL

Kung Fu Panda™ & © 2008 DreamWorks
Animation L.L.C.

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-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 wireless 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 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.

In addition to the action-packed Smartridge™ game play, the V-Motion includes the V.Link™ (USB drive) that connects kids to **VTech**®'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
Vtech Electronics, NA

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



INTRODUCTION

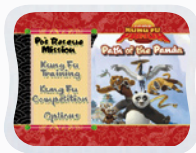
Welcome to the Valley of Peace, home to Po the panda. Being a huge kung fu fan, Po is desperate to see his heroes, the Furious Five, compete to decide who will become the new defender of the land; the Dragon Warrior. While trying to get a good view of the competition, Po crash lands at the feet of Master Oogway and is unexpectedly chosen to become the Dragon Warrior. Meanwhile, the villainous Tai Lung has escaped from prison and a threatening shadow descends over the Valley of Peace. Master Shifu will have to train Po well if he is to become a kung fu legend and defeat Tai Lung!



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. Po's Rescue Mission

In this play mode, you can help Po to complete missions through 7 exciting adventure games in the Valley of Peace. Start playing from the beginning by entering the Story mode, or practice your skills in each of the missions individually by entering the Quick Play area.

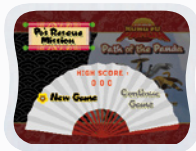


Story Mode: Play 7 missions one by one according to the story.

Quick Play: Play each of the missions individually in any order.

Story Mode

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



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 missions 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 Po's Rescue Mission games, please refer to the "Activities – Po's Rescue Mission" section.



2. Kung Fu Training

In the Kung Fu Training menu, choose from either of two 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 Kung Fu Training games, please refer to the "Activities – Kung Fu Training" section.



3. Kung Fu Competition

In this play mode, you can choose either of the competition styles you'd like to play. Start playing a single match by entering the Versus Play or participate in a Kung Fu tournament by entering the Tournament Play. Move the joystick to select the game you want and press **ENTER** to confirm your choice.

Note: For the details of all Kung Fu Competition games, please refer to the "Activities – Kung Fu Competition" section.

Versus Play: Play a single Kung Fu competition with the computer or another player.

Tournament Play: Play several rounds of competition in the Kung Fu tournament with the computer or another player.



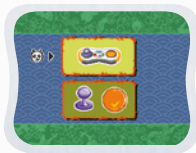
4. Options

In the Options screen, you can turn the music On or Off, choose between Limited, or Limitless power to play through the game and turn the Tutorial On or Off. Move the joystick to select the option you want.



STEP 2: Choose Your Game Settings

1. Po's Rescue Mission, Kung Fu Training and Kung Fu Competition each have two difficulty levels. Move your joystick left or right to choose Easy Level or Difficult Level from the game selection screen.
2. In the Kung Fu Training and Kung Fu Competition, 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 not available when played on the **V.SMILE Pocket™** or **V.SMILE Cyber Pocket™**.
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, move the joystick to choose the game and press the **ENTER** button to start the game with the selected game settings.
5. In Po's Rescue Mission, you can choose two different control methods to play the game. Move your joystick up or down to choose Joystick Mode or Motion Controller Mode. Press the **ENTER** button to start the game.



Note: For the details of Joystick Mode and Motion Controller Mode, please refer to the “Activities – Po's Rescue Mission”.

STEP 3: Start Your Game

- For Po's Rescue Mission, please go to the “Activities-Learning Adventure” section.
- For Kung Fu Training, please go to the “Activities- Kung Fu Training” section.
- For Kung Fu Competition, please go to the “Activities- Kung Fu Competition” section.



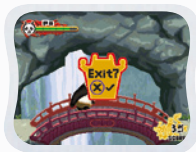
FEATURES

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 right to the “CHECK” to leave the game or left to the “CROSS” to cancel the exit screen and keep playing.

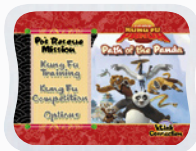


LEARNING ZONE Button

The LEARNING ZONE button is a shortcut that takes you to the Kung Fu Training 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 right to the “CHECK” to leave the game or left to the “CROSS” to cancel the exit screen and keep playing. Press the ENTER button to choose.

V.Link™ Connection

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 the downloading process is complete, you can plug the V.Link™ into your computer and unlock some fun web games on the V.Smile™ Web Site. Please don't unplug the V.Link™ during the downloading process.



Bonus Game on V.Smile™ Web Site

When you reach a certain score in Po's Rescue Mission, you'll be rewarded with special gold coins. You can save your score to the **V.Link™** and then plug the **V.Link™** into a PC. You'll then be able to use the gold coins to unlock special bonus games on the **V.Smile™** Web Site.



Achievements Required to Earn Gold Coins:

Gold Coin

1st gold coin	First mission is completed in the Story mode of Po's Rescue Mission
2nd gold coin	Get a total score of 140 in the Story mode of Po's Rescue Mission
3rd gold coin	Get a total score of 420 in the Story mode of Po's Rescue Mission
4th gold coin	Get a total score of 560 in the Story mode of Po's Rescue Mission



ACTIVITIES

EDUCATIONAL CURRICULUM

Po's Rescue Mission

Curriculum

Ancient Mission 1 - Bamboo Forest Rescue	Logic
Ancient Mission 2 - Unblock The Rivers	Logic
Ancient Mission 3 - Chinese Take-Out	Object Identification and Spelling
Ancient Mission 4 - Master Architect	Geometry
Ancient Mission 5 - Bridge Builder	Geometry
Ancient Mission 6 - Mountain Hero	Mathematics
Ancient Mission 7 - Food Fight	Hand/Eye Coordination
Ancient Mission 8 - Punching Bag Challenge	Counting
Legendary Mission	Mathematics

Kung Fu Training

Curriculum

Training 1 – You May Eat!

Foods

Training 2 – Dojo Star Throw

Spatial Skills

Kung Fu Competition

Curriculum

Versus Play

Mathematics

Tournament Play

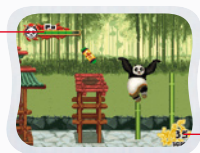
Mathematics

Po's Rescue Mission - Game

Status Bar

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

Chances









Score

Chances: Number of chances remaining to complete the game.

Score: The points you've earned during the current game.

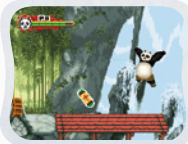
Basic Operations

Move to the left	[Motion Controller Mode] Tilt the controller left;		[Joystick Mode] (←)
Move to the right	[Motion Controller Mode] Tilt the controller right;		[Joystick Mode] (→)
Climb downward	[Motion Controller Mode] Shake the Controller;		[Joystick Mode] (↓)
Climb upward	[Motion Controller Mode] Shake the Controller;		[Joystick Mode] (↑)
Jump	Enter		
Kung Fu Moves	[Motion Controller Mode] Shake the Controller;		[Joystick Mode] Color Buttons
Rescue Villager	[Motion Controller Mode] Shake the Controller;		[Joystick Mode] Enter

Ancient Mission 1 – Bamboo Forest Rescue

Game Play

Help Po find 3 villagers who are lost in the bamboo forest. Use the joystick to move Po and press **ENTER** to jump. You will enter a mini game when you hear the cry “Help me! Help...” in the bamboo forest.

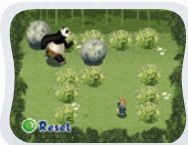


Find a path to get to where the villager is. Use the joystick to move Po and push the rock.





Curriculum: Logic

★ Easy Level: Simple pattern.

★★★ Difficult Level: Complex pattern.



Other operations in Mission 1:

Use the staff to destroy the big rocks	[Motion Controller Mode] Tilt the Controller left or right;	 or 	[Joystick Mode] (←) / (→)
Balance on bamboo	[Motion Controller Mode] Tilt the Controller left or right;	 or 	

Ancient Mission 2 – Unblock The Rivers

Game Play

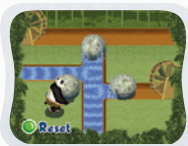
Help Po to create 3 water supplies for the Valley of Peace in the bamboo forest. Use the joystick to move Po and press **ENTER** to jump. You will enter a mini game when you stumble across a waterwheel in the bamboo forest.

Push the rock and redirect the flow of the water to the waterwheel. Use the joystick to move Po and push the rock.





Curriculum: Logic

★ Easy Level: Simple pattern.

★★★ Difficult Level: Complex pattern.



Other operations in Mission 2:

Use the staff to destroy the big rocks	[Motion Controller Mode] Tilt the Controller left or right;	 or 	[Joystick Mode] (←) / (→)
Balance on bamboo	[Motion Controller Mode] Tilt the Controller left or right;	 or 	

Ancient Mission 3 – Chinese Take-Out

Game Play

Help Po to deliver the take-out noodles to 3 stores in the Valley of Peace. In the Easy level, you need to find the stores that would sell some specific products. In the Hard level, you need to find the stores that sell something beginning with a given letter. Use the joystick to move Po and press **ENTER** to jump.

When you find a store, press the **RED** button to deliver the noodles or the **GREEN** button to leave, depending whether or not you think it is the right place.

Curriculum: Object Identification and Spelling

- ★ Easy Level: Shown a product image.
- ★★ Difficult Level: Given the beginning letter of a product.

Other operations in Mission 3:

Move Po to catch the bowls on the bridge	[Motion Controller Mode] Tilt the Controller left or right;	 or 	[Joystick Mode] (←) / (→)
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Ancient Mission 4 – Master Architect

Game Play



Help Po find 3 missing building accessories in the Valley of Peace. He will need a window, a fence and an arch to complete the repairs. Use the joystick to move Po and press **ENTER** to jump.

Choose the correctly matching accessory to put it on the building. Press the colored button to make your choice.

Curriculum: Geometry

- ★ Easy Level: Choose the accessory that is exactly the same as the opposite one.
- ★★ Difficult Level: Choose the accessory that is symmetrical to the opposite one.

Other operations in Mission 4:

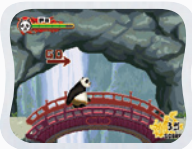
Move Po to catch the gift boxes on the bridge	[Motion Controller Mode] Tilt the Controller left or right;	 or 	[Joystick Mode] (←) / (→)
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Ancient Mission 5 – Bridge Builder

Game Play

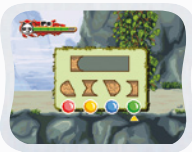
Oh no! The bridge is out! Help Po find 5 logs to build a new bridge on the mountain. Use the joystick to move Po and press **ENTER** to jump.





After you have found some logs on the ground, press the correct colored button to choose a log that fits with the previous one.

Curriculum: Geometry

- ★ Easy Level: Simple shape.
- ★★ Difficult Level: Complex shape.



Other operations in Mission 5:

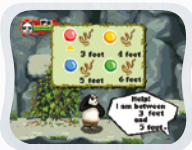
Climb up the cliff	[Motion Controller Mode] Tilt the Controller left or right;	 or	[Joystick Mode] (↑)
Swing on the branch	[Motion Controller Mode] Tilt the Controller left or right;	 or	[Joystick Mode] (←) / (→)

Ancient Mission 6 – Mountain Hero

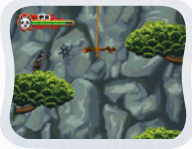
Game Play

Help Po find 3 villagers and rescue them from the cliff. Use the joystick to move Po and press **ENTER** to jump.

Press a colored button to choose the correct rope and rescue the villager





Lower the rope to the villager's position. Move the joystick left or right to move the rope around the obstacles. Move the joystick back to speed up or forward to slow down.



Curriculum: Mathematics

- ★ Easy Level: Find the number that is between the given numbers.
- ★★ Difficult Level: Find the number that is between the given numbers.

Other operations in Mission 6:

Climb up the cliff	[Motion Controller Mode] Tilt the Controller left or right;		[Joystick Mode] (↑)
Swing on the branch	[Motion Controller Mode] Tilt the Controller left or right;		[Joystick Mode] (←) / (→)

Ancient Mission 7 – Food Fight

Game Play



Help Po to find a dumpling bowl in the Dojo. Be careful of the rolling logs; press **ENTER** to jump over them.

The Dojo is full of surprises and there are even cannons loaded with fruit! In Joystick mode, move the joystick left or right to dodge. In motion controller mode, you can dodge by tilting the controller left or right.

Curriculum: Hand/Eye Coordination

- ★ Easy Level: Slower shooting speed.
- ★★ Difficult Level: Faster shooting speed.

Other operations in Mission 7:

Jump	[Motion Controller Mode] Tilt the controller toward you;		[Joystick Mode] ENTER
Dodge	[Motion Controller Mode] Tilt the Controller left or right;		[Joystick Mode] (←) / (→)

Ancient Mission 8 – Punching Bag Challenge

Game Play

Help Po find a vase in the Dojo. Press **ENTER** to jump over the rolling logs.



All the punching bags will need to be cleared. In Joystick mode, move the joystick left or right to punch. In motion controller mode, tilt the controller left or right to punch.

Curriculum: Counting

- ★ Easy Level: Small number counting.
- ★★ Difficult Level: Larger number counting.



Other operations in Mission 8:

Jump	[Motion Controller Mode] Tilt the controller toward you;		[Joystick Mode] ENTER
Punch	[Motion Controller Mode] Tilt the Controller left or right;		[Joystick Mode] (←) + ENTER / (→) + ENTER

Legendary Mission

Game Play

Defeat Tai Lung to protect the Valley of Peace. Gather some correct objects from the wooden boxes to increase your action points. You can perform a powerful Kung Fu special move to reduce Tai Lung's energy level when you have 3 action points. Use the joystick to move Po and press **ENTER** to jump.

Enter the colored buttons in the correct order as quickly as you can to use the Kung Fu special move or defend against a special attack from Tai Lung.

Shake the joystick to fill up the bar and use the Kung Fu special move or defend against a special attack from Tai Lung.



Curriculum: Mathematics

- ★ Easy Level:
- Find the numbers that are less than / greater than a given single number.
 - Find the shapes that are exactly the same as the given shape.
 - Find the shapes that have 3 edges.
- ★★ Difficult Level:
- Find the numbers that are less than / greater than a given double figure number.
 - Find the shapes that might be upside down or turned around from the given shape.
 - Find the shapes that have 4 or 5 edges.

Basic Operations

- Move to the left (←)
Move to the right (→)
Move down (↓)
Jump (↑) / ENTER

Kung Fu Training - Game

Training 1 – You May Eat!

Game Play

Help Po grab the correct objects before time runs out. Watch out for Master Shifu! He might just leap in with his chopsticks if you're too slow! Use the joystick to move Po's chopsticks, press **ENTER** to grab an object and press **ENTER** again, or move the joystick back to put the object on the dish.



Curriculum: Foods

- ★ Easy Level: Classification of food and non-food.
★★★ Difficult Level: Classification of food types.

Basic Operations

- Move to the left (←)
Move to the right (→)
Move down (↓)
Move up (↑)
Collect an object / Put the object on the dish **ENTER**

Training 2 – Dojo Star Throw

Game Play

Throw a star at the correct shape to complete the puzzle. Use the joystick to move the target. Press **ENTER** to throw a star.

Destroy as many punching bags as you can to reach a higher score in the bonus time.

Curriculum: Spatial Skills

★ Easy Level: A total of 9 shapes in a puzzle.

★★★ Difficult Level: A total of 16 shapes in a puzzle.

Basic Operations

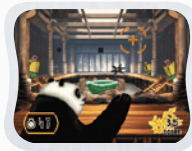
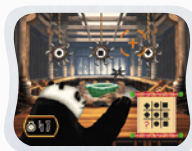
Move to the left (←)

Move to the right (→)

Move down (↓)

Move up (↑)

Throw a star **ENTER**



Kung Fu Competition - Game

Versus Play

Game Play

Choose the characters and location to play a single Kung Fu competition.

During each competition, collect correct objects from the wooden boxes to increase your action points. You can perform a powerful Kung Fu special move to reduce Tai Lung's energy level when you have 3 action points. Use the joystick to move your character and press **ENTER** to jump.



Enter the colored buttons in the correct order to use the Kung Fu special move or defend against a special attack from your opponent.



Shake the joystick to fill up the bar and use the Kung Fu special move or defend against a special attack from your opponent.



Curriculum: Mathematics

- ★ Easy Level:
- Find the numbers that are less than / greater than a given single number.
 - Find the shapes that are exactly the same as the given shape.
 - Find the shapes that have 3 edges.
- ★★ Difficult Level:
- Find the numbers that are less than / greater than a given double figure number.
 - Find the shapes that might be upside down or turned around from the given shape.
 - Find the shapes that have 4 or 5 edges.

Basic Operations

- Move to the left (←)
Move to the right (→)
Move down (↓)
Jump (↑) / ENTER

Tournament Play

Game Play

This mode features the same game play as Versus Play but you will play several rounds of competition in the Kung Fu tournament with the computer or another player.





CARE & MAINTENANCE

1. Keep your **V-MOTION™** 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-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.

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.

