

vtech®

V. SMILE JAMMIN' GYM CLASS™



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 you feel confident in allowing your children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our solution to this on-going debate 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 a kid-friendly design, age-appropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The **V.SMILE® TV Learning System** engages your child 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 school skills in a fun, engaging way. Both of these educational modes offer your 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 while learning. 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 you with a much-needed solution to the video game dilemma, as well as another innovative way for your child 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,

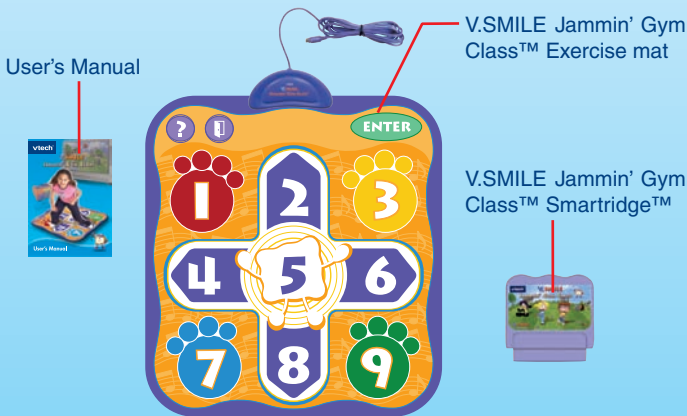
Your Friends at **VTech®**

To learn more about the **V.SMILE® TV Learning System** and other **VTech®** toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the V.Smile Jammin' Gym Class™!

With the help of the V.Smile TV Learning System, this Jammin' Gym Class™ will get your child's legs jumping and her heart pumping! This high-energy, soft exercise mat gives your child room to zoom and connects easily to V.Smile for beginner and advanced levels. With lessons in letters, numbers, colors, spelling, math and music, it's never too early to encourage a healthy lifestyle with the Jammin' Gym Class™!



INSTRUCTIONS

INCLUDED IN THIS PACKAGE


- One VTech® V.SMILE Jammin' Gym Class™ Exercise Mat
- One VTech® V.SMILE Jammin' Gym Class™ Smartridge™
- One User's Manual

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety.

PRODUCT FEATURES





HELP Button

When you press the **HELP** button , you will hear some helpful hints, or the instructions to the current game you are playing will be repeated for you.

EXIT Button

When you press the **EXIT** button , the game will pause and an “EXIT?” message will pop up to make sure you want to quit.

Press the green footprint  to choose “Yes” to leave the game or the red footprint  to choose “No” to keep playing.

ENTER Button

When you press the **ENTER** button , it will select your choice in character selection and song selection. You can also press the **ENTER** button to skip the instruction.

ARROW Buttons

There are four arrow buttons on the mat.

 Up Arrow

 Left Arrow





 Down Arrow

 Right Arrow

You may be required to step on these arrows to perform specific operations within different games. The operations will be covered in the “ACTIVITIES” section of this manual.

FOOTPRINT Buttons

There are four footprint buttons on the mat.

| | |
|--|--|
| Number 1 footprint  | Number 3 footprint  |
| Number 7 footprint  | Number 9 footprint  |

You may be required to step on these footprints to select options on the screen. The color of the footprints correspond to colors on the screen.

Connection Cable

Connect the **V.SMILE Jammin' Gym Class™** cable to the PLAYER 1 Slot on your **V.SMILE™**.

GETTING STARTED

CONNECTING THE V.SMILE JAMMIN' GYM CLASS™ TO V.SMILE™

Connect the **V.SMILE Jammin' Gym Class™** cable to the Player 1 slot on your **V.SMILE™** as illustrated.



For two-player game play, a separate **V.SMILE Jammin' Gym Class™** is required. Connect the second **V.SMILE Jammin' Gym Class™** cable to the Player 2 slot as illustrated.



NOTE: If you connect the cable to the **PLAYER 2** slot with only one **V.SMILE Jammin' Gym Class™**, there will be no responses when pressing the **HELP** button or **EXIT** button. Therefore, please be sure to plug the cable into the **PLAYER 1** slot.

CONNECTING V.SMILE™ TO A TV

Note : Before you connect the **V.SMILE Jammin' Gym Class™** to **V.SMILE™**, check to make sure that the **V.SMILE™** is working. Once you have turned the unit **ON**, the power indicator light (**ON Button**) should glow. If the **ON Button** does not glow, check to see the adaptor is correctly, or that the batteries are installed correctly. If the batteries are not installed correctly, the **V.SMILE™ TV Learning System** will not function and damage to the unit could result. Make sure that TV and the unit are turned **OFF** before you begin making connections. Please refer to **V.SMILE™ TV Learning System User's Manual** if necessary.



For TVs with stereo audio inputs:

- Connect the yellow plug on the **V.SMILE™** cable to the yellow video input terminal on your TV.
- Connect the white and red plugs on the **V.SMILE™** cable to the white and red audio input terminals on your TV.



For TVs with a mono audio input:

- Connect the yellow plug on the **V.SMILE™** cable to the yellow video input terminal on your TV.
- Connect the white or red plug on the **V.SMILE™** cable to the white or red audio input terminal on your TV.

CONNECTING TO A VCR

If there is no video IN and audio IN terminal on your TV set, you can connect **V.SMILE™** to a VCR.



- Connect the yellow plug on the **V.SMILE™** cable to the yellow video input terminal on your VCR.
- Connect the white and red plugs on the **V.SMILE™** cable to the white and red audio input terminals on your VCR.

TO BEGIN PLAY

- Make sure the **V.SMILE™** unit is turned **OFF** and the **V.SMILE Jammin' Gym Class™** connection cable jack is plugged into the **PLAYER 1** slot located on the front panel of your **V.SMILE™**.
- Insert the bundled **Smartridge™** into the **Smartridge™** slot on the front of the **V.SMILE™**. The **Smartridge™** should lock into place. Please use care when removing the **Smartridge™** from the slot.
- Turn on the TV.
- Set your TV input mode to accept input from the port to which **V.SMILE™** is connected. In many cases this will involve setting the TV to "video" mode; however, since all TVs vary, please refer to your TV or VCR manual for further details.
- Turn the **V.SMILE™ TV Learning System** on by pressing the **ON** Button.
- Enjoy your game!

STEP 1: Choose Your Play Mode

Step on the exercise mat to choose the play mode. Step on the color footprints on the corner of the mat to choose between **Gym Games**, **Brain Games**, **Music Box**, and **Options**.



1. Gym Games

In this play mode, you can play four different gym activities. After you have finished all four activities in the **Gym Challenge** mode, you will be able to compete on stage in the **Final Gym Challenge**.

2. Brain Games

In this play mode, you will be able to play four different games that will challenge your brain. The activities combine exercise and learning together.

3. Music Box

In this play mode, you can listen to your music selections and dance and jam as you wish!

4. Options



In this mode, you can step on the color footprints to select the number of players and your level of difficulty. Choose from either 1 player or 2 players, and select from Easy or Difficult levels. This setting is designed for parents and requires the help from an adult.

STEP 2: Choose Your Game Settings

The **Gym Games** and **Brain Games** share the same game settings. Please select your settings in the **Options** menu before you enter into a game.





Player Mode: 1 Player/2 Players

Step on the red footprint  to choose “1 Player” or step on the yellow footprint  to choose “2 Players.”

Note: A second exercise mat must be plugged into the Player 2 port on the V.SMILE™ TV Learning System to change this player setting.

Level of Difficulty: Easy/Difficult Levels

Step on the blue footprint  to choose the “Easy” level and step on the green footprint  to choose the “Difficult” level.

STEP 3: Start Your Game

For **Gym Games**, please see the “Activities – Gym Games” section of this manual.

For **Brain Games**, please see the “Activities – Brain Games” section of this manual.

For **Music Box**, please see the “Activities – Music Box” section of this manual.

For **Options**, please see the above section of this manual.

There are four arrow buttons on the mat.

ACTIVITIES

Educational Curriculum

Gym Games

| | | |
|------------|-------------------------|---|
| Game 1 | Health Beat | Non-foods & Food Classification Healthy & Junk Food Classification |
| Game 2 | Jump Rope Number Jam | Numbers Counting |
| Game 3 | Two-Step Tire Tread | Following Directions Colors |
| Game 4 | Dancercise Sequence | Following Directions Sequencing |
| Final Game | Final Gym Challenge | Numbers Counting |

Brain Games

| | | |
|--------|---------------|--|
| Game 1 | Dance Pattern | Colors Following Directions Matching |
|--------|---------------|--|

| | | |
|--------|--------------------|---|
| Game 2 | Letter Wheelies | Letters & Beginning Letters Spelling Following Directions |
| Game 3 | Soccer Color Kicks | Colors Matching Patterns |
| Game 4 | Math Motion | Counting Addition Subtraction |



Music Box

Creative Dancing, Music, Rhythm, Tempo

ACTIVITIES: GYM GAMES

GYM GAMES

In the **Gym Games** section, there are two play modes, **Gym Challenge** and **Quick Play**.

Step on the red footprint  to choose “**Gym Challenge**” or step on the yellow footprint  to choose “**Quick Play**.”







In the **Gym Challenge** mode, you can play four gym games in a specific order. After you complete the games, you will advance to the “**Final Gym Challenge**” to become a master athlete!



In the **Quick Play** mode, you can choose between the four gym games in no particular order.







Step on the corresponding color footprint to choose the game you would like to play. Step on the red footprint  to choose “**Health Beat.**” Step on the yellow footprint  to choose “**Jump Rope Number Jam.**” Step on the blue footprint  to choose “**Two-Step Tire Tread.**” Step on the green footprint  to choose “**Dancercise Sequence.**”

GAME 1 – HEALTH BEAT

Game Play

Inside the gym, you will see several trampolines on the floor. Try to jump from one trampoline to another to stretch your legs. While jumping, you will see objects bouncing from the trampolines. You need to jump to the trampolines that have only foods and healthy foods to keep your energy level up! Step on the numbers on the mat to jump to the corresponding trampolines. When your score bar is full, the game will end.

In the Easy level, there are only four trampolines on the screen. They correspond to numbers 1, 3, 7 and 9 on your mat. Try to jump to the trampolines that show only food. For the Difficult level, there are nine trampolines on the screen. They correspond to numbers 1 through 9. Try to jump to the trampolines that show only healthy foods.

| | |
|---|---------------------|
|  | Number 1 Trampoline |
|  | Number 2 Trampoline |
|  | Number 3 Trampoline |
|  | Number 4 Trampoline |

| | |
|---|---------------------|
|  | Number 5 Trampoline |
|  | Number 6 Trampoline |
|  | Number 7 Trampoline |
|  | Number 8 Trampoline |
|  | Number 9 Trampoline |



Curriculum

Non-foods & Food Classification; Healthy & Junk Food Classification

Easy level: Learn to distinguish between food and non-food objects. Also, the benefits of the healthy food will be taught.

Difficult level: Learn to distinguish between healthy food and junk food. Also, the benefits of the healthy food will be taught.

GAME 2 – JUMP ROPE NUMBER JAM

Game Play

Outside the gym, you will see children playing jump rope. Stand anywhere on the mat to begin the game. You will need to jump the number of times the V.Pal Coach tells you. When the rope comes near you, jump over it and you will hear the children count along to the number of jumps you completed. When your score bar is full, the game will end.



Curriculum

Numbers & Counting




Easy level: Learn counting from 1- 10.

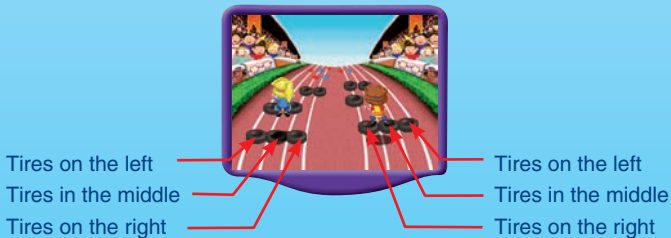
Difficult level: Learn counting from 11 - 20.

GAME 3 – TWO-STEP TIRE TREAD

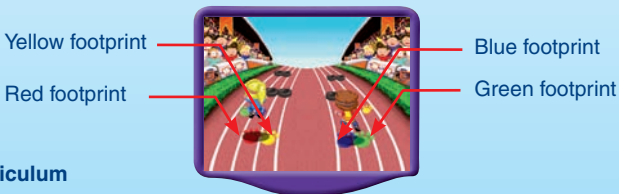
Game Play

Outside on the track, you will see tires set up. It is your goal to step on the numbers that correspond to the tires you see on the track to run and finish the race! Step on the corresponding arrows/colors to run to the next row. There are two parts in this race. For the first part of the race, you will need to follow the numbers. Step on the numbers 4, 5 and 6 on your mat. For the second part of the race, you will need to follow the color footprints. Step on the corresponding color footprints on your mat. After you have completed these two races, the game will end.

| | |
|---|---------------------|
|  | Tires on the left |
|  | Tires in the middle |
|  | Tires on the right |



| | |
|---|-------------------------------------|
|  | Red color footprint on the track |
|  | Yellow color footprint on the track |
|  | Blue color footprint on the track |
|  | Green color footprint on the track |



Yellow footprint

Blue footprint

Red footprint

Green footprint

Curriculum

Following Directions, Colors

Easy level: Step on numbers 4, 5, and 6, along with color footprints to complete the race. This level includes a total of 50 tires and footprints.





Difficult level: Step on numbers 4, 5, and 6, along with color footprints to complete the race. This level includes a total of 100 tires and footprints.

GAME 4 – DANCERCISE SEQUENCE

Game Play

On the playground at school, you will see children playing a ‘follow the leader’ game.

The V.Pal Coach will give the directions of a dance sequence and the steps will appear on the screen. You will need to follow this sequence by stepping on the arrows to dance this same sequence. After you have danced five correct sequences, the game will end.

| | |
|---|-------|
|  | UP |
|  | LEFT |
|  | RIGHT |
|  | DOWN |



Curriculum

Following Directions, Sequencing

Easy level: The sequence will include 3 steps.

Difficult level: The sequence will include 5 steps.

FINAL GYM CHALLENGE

Game Play

After you finish all of the games above as warm-up exercises, you will be asked to join the final Gym challenge! There are a series of exercises that you will need to complete, including jumping, walking on a short bridge, and jumping rope. After completing the exercises, you will be announced as the Gym Challenge Master!

There are checkpoints on the stage in between each exercise. Step on the mat to run between these checkpoints. The faster you step, the faster you will run!

In the first exercise, you will need to jump the number of times that the V.Pal Coach requires. Stand on the mat and jump the specific number of times.



In the second exercise, you will need to run over a bridge. However, the bridge will have gaps. You will need to jump over the gaps in order to avoid touching the water below you. Step on the mat to run on the bridge. Then jump on the mat in front of the gap to jump over it.



In the third exercise, you will need to jump rope. Stand on the mat and when the rope comes near you, jump over it.



Curriculum

Numbers, Counting





Easy level: Obstacle paths only require jumping; this is not a timed activity.

Difficult level: Obstacle paths are more challenging; this is a timed activity.

Brain Games

In the **Brain Games** section, you can choose between four games.



Step on the corresponding color footprints to choose the game you would like to play. Step on the red footprint  to choose "**Dance Pattern.**" Step on the yellow footprint  to choose "**Letter Wheelies.**" Step on the blue footprint  to choose "**Soccer Color Kicks.**" Step on the green footprint  to choose "**Math Motion.**"







GAME 1 – DANCE PATTERN

Game Play


In this game, you will see music bubbles coming out from the speaker on the stage. You need to make them pop before they go off the screen. After you make them pop, you will see a fun light show! The game will end once the song is completed.

To begin play, you need to choose the song that you want to play. Step on the color footprint to choose a song. You can also press the left arrow to see the previous screen or the right arrow to advance to the next screen.



| | |
|---|--------------------------------|
|  | Can Can |
|  | Twinkle Twinkle |
|  | Old MacDonald |
|  | When the Saints Go Marching In |
|  | Previous Screen |
|  | Next Screen |

After you have chosen a song, the music will play. Bubbles will come out from the speaker. To make the bubbles pop, step on the corresponding numbers on the mat. To make the music notes pop, step on the corresponding footprints on the mat.

| Bubbles | Step on the mat to see them pop |
|---|---|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Music Notes | Step on the mat to see them pop |
|  |  |
|  |  |
|  |  |
|  |  |



Curriculum

Colors, Following Directions, Matching

Easy level: Only bubbles for numbers 1, 2, 3, 4, and 6 will be shown.



Difficult level: Bubbles for numbers 1-9 will be shown.

GAME 2 – LETTER WHEELIES

Game Play

On a bike path, you will find some balloons floating towards you with letters on the top of them. You will be asked to find the beginning letter to complete a word, or you will be asked to find the letters to spell a word. Collect the balloons to find the letters you need.

To steer the bike to the right, keep stepping on the right arrow. To steer to the left, keep stepping on the left arrow. Try to avoid the tree logs on the road, too, by moving away from them. If you see the bike ramp, keep stepping on the mat quickly. The faster you step on the mat, the higher you will jump on the ramp.

| | |
|---|--------------------|
|  | Steer to the left |
|  | Steer to the right |



Curriculum

Letters & Beginning Letters, Spelling, Following Directions

Easy level: Find the beginning letter to complete a word.

Difficult level: Find all letters to spell a word.

GAME 3 – SOCCER COLOR KICKS

Game Play

On the soccer field, you will need to run towards the goal to try and score. However, guards will try to block your ball. Use your dribbling skills to avoid them by stepping on the sign before they get too close to you!

In order to make a score, you will need to complete a color pattern by stepping on the color footprint that matches the color of the soccer ball that comes next in the pattern. You can only shoot and score by completing the pattern correctly. Otherwise, the goalkeeper will block your ball. After you have completed six questions, the game will end.



Curriculum

Colors, Matching, Patterns

Easy level: The sequence of the color pattern is simple; 3 guards are playing.

Difficult level: The sequence of the color pattern is more challenging; 5 guards are playing.

GAME 4 – MATH MOTION

Game Play

On the stage, you will need to answer some Math questions by moving and twisting your feet! Answer the questions by pressing the corresponding numbers on the mat with your left or right foot. Continue pressing on the current answer, and then press the answer of the next question with your other foot. After you have completed six questions, the game will end.



Curriculum

Counting, Addition, Subtraction

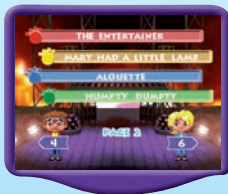
Easy level: Count objects up to nine by stepping on the correct number.







Difficult level: Add or subtract up to nine by stepping on the correct number.

MUSIC BOX

Game Play

To begin play, choose the song that you want to play. Step on the color footprint to choose a song. You can also press the left or right arrows to see the previous screen or advance to the next screen.



| | |
|---|------------------------|
|  | The Entertainer |
|  | Mary Had a Little Lamb |
|  | Alouette |
|  | Humpty Dumpty |
|  | Previous Screen |
|  | Next Screen |

After the selecting the song, the music will play and you can dance freely to the music.

CARE & MAINTENANCE

1. Keep your **V.SMILE Jammin' Gym Class™** 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 Jammin' Gym Class™** away from water.

IMPORTANT SAFETY INFORMATION

1. The mat sensors are sensitive; therefore, we strongly suggest stepping on the mat with your feet and avoid shoes as damage could occur.
2. Position the mat away from hard floor surfaces and furniture.
3. Dry the mat thoroughly before using it to prevent any slipping.
4. If the mat becomes wet with perspiration, condensation or other liquid, please wipe it off.
5. Do not play with the mat if you are currently consulting a doctor, or if you are experiencing health problems.
6. An adult should supervise children when possible to ensure safe use of the mat.
7. Do not keep the mat near open flames or other heat sources.

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™ TV 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 or exercise mat a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play.

TROUBLESHOOTING

| | | |
|--|--|---|
| The V.SMILE Jammin' Gym Class™ does not work. | 1. Improper V.SMILE Jammin' Gym Class™ connection | 1. Make sure that the V.SMILE Jammin' Gym Class™ is firmly connected to the V.SMILE™ joystick port. |
| | 2. V.SMILE Jammin' Gym Class™ was reconnected after program start | 2. Turn the unit OFF and then ON again. |

For the other operations, please refer to **V.SMILE™ TV Learning System** User's Manual.

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. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

Company: **VTech**® Electronics North America, L.L.C.

Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

Phone : 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

NOTICE: 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.

