



BOB'S BUSY DAY

For use with  SMILE™
TV Learning System

User's Manual



For use with

 vtech®

 V-SMILE



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www.bobthebuilder.com

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 5 - 7) – 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

Bob the Builder™ is always willing to lend a hand to people in the town. Today Bob is having a very busy day and he needs your help to fulfill his tasks by completing fun and educational games. Learn important school skills along the way and see why Bob's assistance is always in such great demand!

GETTING STARTED

Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press **ENTER** when you are finished.



Learning Adventure

Learning Zone

Options

1. Learning Adventure

In this play mode, you can join Bob while he makes repairs or looks for tools to do his jobs.



Continue Game: Choose this to keep playing the game you started. Your old game settings will be kept.

New Game: Choose this to start a new game from the beginning.

2. Learning Zone

In this play mode, you can play one of four fun games that each focuses on a specific learning skill. To change the level between Easy/Difficult, move the joystick left or right to highlight Easy or Difficult. Press **ENTER** to choose. Move the joystick to highlight the Learning Zone Game you wish to play, then press **ENTER** to start.

3. Options

To turn the background music **On** or **Off**, move the joystick left or right to highlight "On" or "Off". Press **ENTER** to choose.

Choose Your Game Settings

1. Follow the voice instructions to choose your game settings.
2. Move the joystick left and right and press **ENTER** to confirm. Press the **EXIT** button to cancel the settings and begin again.



3. In Learning Zone, move the joystick to select the vehicle you want to play with.



4. If you are **OK** with the current settings in Learning Zone, move the joystick to **YES** to start the game or **NO** to select your vehicle again. Press **ENTER** to confirm.



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, you will hear the instructions for that game.

Exit Button

When you press the **EXIT** button, the game will pause. Use the joystick to select **YES** to quit the game or **NO** to continue the game. Press **ENTER** to confirm.



Learning Zone Button

The **LEARNING ZONE** button is a shortcut that takes you to the **LEARNING ZONE** menu screen. When you press the **LEARNING ZONE** button, the game will pause. An Exit box will pop up to make sure you want to quit. Use the joystick to select **YES** to quit the game or **NO** to keep playing the game. Press **ENTER** to confirm.



ACTIVITIES

Educational Curriculum

Learning Adventure

Game 1. Mending the Walls

- Bonus Game: Catch the Eggs

Game 2. Search Around Town

Game 3. Looking for Tools

Game 4. Paint the Pipes

- Bonus Game: Repeat the Sequence

Learning Zone

Zone 1. Shape Matching

Zone 2. Number Counting

Zone 3. Find A Path

Zone 4. Goal! Goal! Goal!

Curriculum

Shapes

Hand-Eye Coordination

Letters

Object Identification

Colors

Patterns

Curriculum

Shapes

Counting

Colors

Letter Sequence

Learning Adventure

Basic Operation

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

Learning Adventure Game Menu Screen

The Learning Adventure play mode has four different adventure games and two bonus games. Use the joystick to select the games and press **ENTER** to start one adventure game.



Learning Adventure Game Status Bar

In each adventure game, the status bar stays on the top of the screen to show the player's respective icons, chances and score.

Mending the Walls

Game Play

Farmer Pickles' wall has been broken by mischievous Spud! Bob mends the wall by collecting the bricks and fitting them in the correct holes with Lofty's help. Move the joystick left or right, up or down to walk in each direction. Be careful of the animals, rolling wheels, Spud and fallen bricks on the road, and collect as many nuts as possible along the way to increase your score.



Curriculum: Shapes



Easy Level: Fill up 5 holes on the walls in each scene.



Difficult Level: Fill up 5 holes on the walls in each scene; includes some incorrect pieces.

Bonus Game: Catch the Eggs

Keep an eye on the time and catch as many eggs as possible. The more eggs you catch, the higher your score will be.



Search Around Town

Game Play

Trix has lost the lettered materials around the town and Bob is going to help JJ retrieve them. Move the joystick up, down, left or right to collect the correct box which shows the same letter as the one indicated at the top left of the screen. Be careful and watch out for the rolling wood, Pilchard, Spud and the mice! Be sure to pick up the extra chances as you explore the town.



Curriculum: Letters



Easy Level: Collect 12 uppercase letters.



Difficult Level: Collect 12 lowercase letters.

Looking for Tools

Game Play

Mrs. Percival wants to fix the school building and asks for Bob's assistance, but Spud has hidden Bob's tools all over the place! See if you can find each of the tools shown at the top of the screen. Move the joystick left or right to walk left or right. Move the joystick up or down to climb up or down. Be careful of the falling books and collect as many nuts as possible along the way.



Curriculum: Object Identification

Easy Level: Follow the tool's picture to find 10 tools hidden in the school building.



Difficult Level: Follow the tool's outline to find 10 tools hidden in the school building.

Paint the Pipes**Game Play**

Water is leaking out from the water pipes in the town. Bob helps re-paint the old pipes to repair them and stop them from rusting. Move the joystick left or right to collect the drops of correctly colored paint. Be sure and pick up the extra chances along the way!

**Curriculum: Colors**

Easy Level: 7 pipes need to be re-painted using 4 basic colors in each scene.



Difficult Level: 7 pipes need to be re-painted using 4 colors in each scene.

Bonus game: Repeat the Sequence

After Bob has finished painting over the old pipes, he needs to go underground! Spud will come out from pipes of different colors. Remember the sequence in which Spud appears and repeat the pattern using the four colored buttons. The more you can remember, the more time you will be given to collect the nuts.

**Learning Zone****Learning Zone Game Menu Screen**

→ Shape Matching

→ Find a Path

→ Goal! Goal! Goal!

→ Number Counting

The Learning Zone play mode features four different learning games. Use the joystick to select the games and press **ENTER** to start one.

Learning Zone Game Status Bar

In all four games, the status bar will stay on the top of the screen to show the character you're playing with as well as your current game status.



Shape Matching

Game Play

Play with Scoop, Muck or Roley to match objects shown on the top of the screen with the shapes below. Move the joystick up, down, left or right and then press **ENTER** to confirm your choice.



Curriculum: Shapes



Easy Level: Match 6 shapes with the 2-dimensional target shape.



Difficult Level: Match 6 shapes with the 3-dimensional target shape.

Number Counting

Game Play

Observe the number of objects shown on the top of the screen and control your vehicle to collect the correct amount of each object. Move the joystick left or right to steer and move the joystick up to speed up your vehicle. Avoid the wrong objects and obstacles on the road or they will lower your speed.



Curriculum: Counting



Easy Level: Collect 8-9 objects.



Difficult Level: Collect 12-15 objects and avoid the wrong objects on the road.

Find A Path

Game Play

Follow the color shown on the top of the screen to find the correct path to an exit. Move the joystick left, right, up or down to control your direction.



Curriculum: Colors

- ★ Easy Level: There is one correct path to the exit for each question.
- ★★ Difficult Level: More than one path will appear but one path will reach the exit.

Goal! Goal! Goal!

Game Play

Play with Scoop, Muck or Roley to kick balls into the correct goals and fill in the letter sequence. Move the joystick left or right to aim at different goals and then press **ENTER** to kick your ball.



Curriculum: Letter Sequence

- ★ Easy Level: 6 questions using uppercase letters.
- ★★ Difficult Level: 6 questions using either lower or uppercase letters.

OPTIONS MENU

Music On/Off Selection

To turn the background music **On** or **Off**, move the joystick left or right to highlight “On” or “Off”. Press **ENTER** to confirm your selection.



CARE & MAINTENANCE

1. Keep your **V.Smile™** 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™** 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™ 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 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.

TROUBLESHOOTING

Please note that if you try to insert or remove a Smartridge™ without first turning the unit **OFF**, you may experience a malfunction. If this happens, and the unit does not respond to pressing the **ON / OFF / RESTART** buttons, disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries. If the unit still does not respond, press the **RESET** button at the bottom of the unit, using a pen.

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.

If you wish to buy additional joysticks for your **V.Smile™ TV Learning System**, please visit us online, or contact our Consumer Services Department.

Internet: www.vtechkids.com

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

OTHER INFO

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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.

Expand your V.Smile Smartridge™ library with these great games for never-ending fun!

Early Learners

Ages: 3-5

- Letters
- Phonics
- Colors
- Numbers
- Music
- Shapes



Junior Thinkers

Ages: 4-6

- Vocabulary
- Logic
- Math
- Phonics
- Time-Telling
- Music



Master Minds

Ages: 5-7

- Vocabulary
- Problem Solving
- Geography
- Spelling
- Advanced Math
- Art & Creativity



and many more...

Collect and learn from them all!

Each sold separately and subject to availability.

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