

**vtech**<sup>®</sup>

User's Manual

# Voyager Adventure Pack Quiggle Caper



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**Dear Parent:**

**At VTech<sup>®</sup>, we know how children love to take control of playtime, creating their own fun adventures and making their own discoveries. That's why we created the Voyager Adventure System<sup>™</sup> a system of interactive learning products that empower children while learning, and spark their curiosity for more.**

**The Voyager Adventure System<sup>™</sup> delivers a personalized learning experience where fun, interactive adventures come to life with incredible realism. Children just point and touch to explore ten feet of colorful, scrolling landscapes that are filled with cool sound effects and vivid imagery.**

**Each Voyager adventure uses revolutionary technology that actually tracks your child's progress and remembers where they have traveled on their learning journey then responds and adapts to keep the adventure new and exciting. With Voyager, children control the adventure and decide where they want to go - no two adventures will be the same!**

**Adventure Packs are expandable accessories that allow the Voyager Station to deliver new stories and educational activities to keep children constantly engaged. Each accessory has over 20 games that teach important skills such as reading, math and problem solving. With new Adventure Packs, the learning and fun won't end.**

**At VTech<sup>®</sup>, we are committed to creating fun learning toys that foster a child's intellectual and social development. We thank you for trusting VTech<sup>®</sup> with the important job of helping your child explore a new world of learning!**

**Sincerely,**

**Your Friends at VTech<sup>®</sup>**

**To learn more about the Voyager Adventure System<sup>™</sup> and other VTech<sup>®</sup> toys, please visit [www.vtechkids.com](http://www.vtechkids.com)**

# Introduction

## VOYAGER ADVENTURE PACK – QUIGGLE CAPER™

Thank you for purchasing the VTech® Voyager Adventure Pack – Quiggle Caper™. Adventure Packs are expandable accessories that introduce new stories, characters and educational content for the Voyager Adventure Station™. Each adventure pack features engaging, interactive, colorful content that puts kids in control of learning.

In **Quiggle Caper**, children can help Professor Bumblebrain try to stop his quiggles from taking over Magictown. As they help the Professor, kids can play great games that teach important skills like vocabulary development, story comprehension, math and logic.

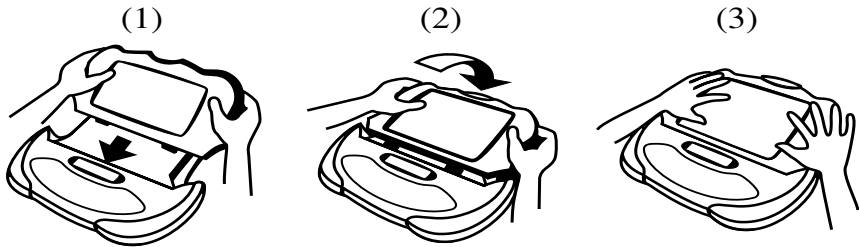
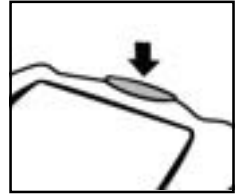
Start building your Voyager Adventure Pack library! Look for other original titles now!



# Getting Started

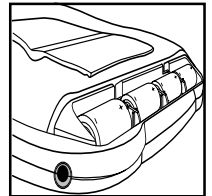
## 1. ATTACH ADVENTURE PACK

- Make sure the unit is turned OFF.
- If there is already an Adventure Pack attached, you may remove it by pressing up on the Adventure Pack lock (see picture at right).
- Slide the **Quiggle Caper** Adventure Pack into the main unit as shown below.
- Press firmly until the Adventure Pack is locked into place by the lock at the top of the unit.

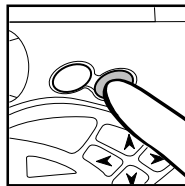


## 2. SUPPLY POWER

- Insert 4 C (UM-2/LR14) batteries into the battery compartment on the back of the main unit.
- Power can also be supplied through a 9V 300mA AC center-positive power adaptor (sold separately).



## 3. PRESS THE ON BUTTON




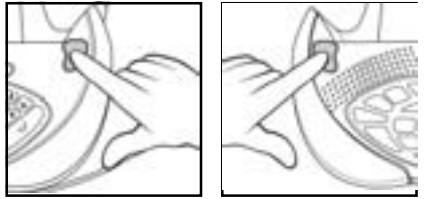
## 4. TYPE YOUR NAME

- At the voice prompt “What’s your name?” please type your name using the keyboard.
- Use the Erase key to correct mistakes.
- When you are finished typing your name, press the Enter key.
- The Adventure Pack will scroll to the title screen to start the new adventure. It will keep your name in its memory until the Voyager Adventure Station is turned off.

# How To Play

There are many ways to play and explore with the Voyager Adventure Pack.

- Use the pen to touch the interactive picture and hear fun facts, voices, and sound effects.
- Use the arrow buttons to explore new interactive pictures.
- Touch the icon bar with the pen to start activities.
- Press the Story key to hear the **Quiggle Caper** story. 
- Use the pen to touch the Professor on the first screen to launch the **Quiggle Caper** adventure.



## Icon Bar

### LEFT/RIGHT ARROW ICONS



Use the pen to touch the left and right arrow icons to scroll the picture left or right. A light tap will move the picture one segment and holding the pen on the icon will continue to move the picture until you release it.



### ACTIVITY ICON



Touch the soccer ball icon to see the list of activities in that scene. If two scenes are showing at once, the Voyager Adventure Station will scroll to one or the other and then display the activity list. Use the directional arrow keys on the keyboard to highlight an activity and press the Enter key to select it.



### HOME ICON



This icon will return the scroll to the first screen of the cartridge.



## STORY SMARTS ICON



Touch this icon to hear the **Quiggle Caper** story for the particular scene you are in.



## EXIT ICON



Touch this icon to exit the current activity.



## Exploration

Use the pen to touch the picture and hear fun voices, sounds, and facts about the images. You can use the arrow buttons to explore new pictures to the left or right. When you have reached the farthest boundaries of the Adventure Pack, it will let you know with a sound effect.



## Adventure

To start the **Quiggle Caper** Adventure, touch the Professor with the pen. He will ask for your help in finding different landmarks on the way to the Quiggletron's off switch. Find each object and help him stop the machine from making more quiggles!



## Activities

Press the soccer ball icon to see the available activities on the LCD screen. Highlight the activity you want to play by using the directional keys and press the Enter key to start. There are several activities in each scene. Explore and see if you can find them all!



## Add Them Up

You will be given a math problem based on the picture. Use the keyboard to answer the question.

## Count Them

How good are you at counting? You will be given a certain object to count. Look very carefully at the picture, and use the arrow buttons to explore the scene. When you find the object, use the pen to touch it, and you will hear it counted. Keep looking and counting until you have counted them all!

## Dudemover Patterns

On the Dudemover conveyor belt that runs through Magictown, there are patterns of quiggles in different shapes and colors. Use the pen to pick the quiggle that should appear next!

## Find the Shapes

Quiggles can be ball-shaped, box-shaped, pyramid-shaped or tube-shaped. Use the pen to touch quiggles that are the right shape. Use the arrow buttons to look around. Can you find them all?

## Hidden Numbers

There are numbers hidden in some scenes. When you start playing Hidden Numbers you will hear a number that you have to find in the picture. When you see it, use the pen to touch the number. Can you find them all?

## Pie Time

The bakery has lots of different pies. Touch one of the pies, and see if you can correctly guess the number of people who could each have a piece. Hint: count the pieces for the answer!

## **Make Your Own Quiggle**

Make your own quiggle! Use the switches on the machine to pick the shape and color of your quiggle. Then go through Magictown, and see if you can find your quiggle! Touch your quiggle with the pen every time you see it.

## **More or Less**

You will be given two types of objects. Use the pen to choose which object there are more or fewer of.

## **Quiggle Instruments**

You will be given a pattern of quiggle instrument names. Remember the pattern and use your pen to touch the instruments in the correct order. Watch out - the game gets harder as more and more instruments are added to the pattern!

## **Quiggles in a Row**

Count the number of quiggles in each row of the theater. Use the keyboard to answer.

## **Shopping Spree**

You have some money. Let's go on a shopping spree! You will have one minute to use the pen to touch all the objects you would like to buy.

## **Speed Count**

Count the objects as FAST as you can! Use the pen to touch each object. When you have found them all, you will see how long it took you.

## **Speed Find**

Find the objects as FAST as you can! Use the pen to touch each object. When you have found them all, you will see how long it took you.

## **Time to Find**

You will be given objects to find on the screen - find them as fast as you can. When you have found them all, you will see how long it took you. Try to beat your own time!

## **Touch It, Spell It**

Use the pen to touch an object in the picture. You will have a short time to see how it is spelled on the LCD screen, so watch carefully. When the word disappears, try to spell it, using the letters on the keyboard. Press Enter when you are through.