vtech®

V.FLASH™

NICKELODEON

SpongeBob SquarePants™ idea Sponge

USER'S MANUAL

V.DISC

Dear Parent,

*VTech®, with the introduction of our **V.FLASH**™, offers kids a cool, fun, and educational alternative to the world of violent video games. We know that kids want to play popular video games, and we also understand parents' reluctance to put potentially inappropriate content into their hands. As kids get older they want to be able to play independently, and make choices for themselves, and parents want to feel comfortable that these choices are going to be healthy and beneficial to their kids.*

*With **V.FLASH**™ – an educational video game system designed for kids 6-10 – VTech® continues its tradition of providing unique and fun alternatives to the existing video game systems. **V.FLASH**™ combines age-appropriate educational content with outstanding 3D graphics, fast-paced game play, real video and pictures, and three unique modes of play to provide a state of the art experience that kids and parents will both love. Also, **V.FLASH**™ can play all of your standard music CDs, making it both a cool video game system as well as your own personal stereo!*

***V.FLASH**™ works with a full library of V.DISCs, each of them featuring some of your kids' favorite characters. Best of all, every V.DISC comes with three modes of play, so your child is free to explore, play and learn in any way that they choose. Game zone offers fast-paced video game fun, with all the action but none of the violence. Knowledge World features a virtual encyclopedia of pictures, videos and facts. Creative Workshop lets kids show their creative side by making their own animations and custom 3D models.*

Best of all, the library of software will continue to grow, as VTech® seeks to provide parents with an almost endless selection of wholesome video games that meet the individual needs and likes of their children.

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 **V.FLASH**™ and other VTech® toys, visit:*

www.vtechkids.com

INTRODUCTION

The Krusty Krab is having a dry spell - what to do? SpongeBob the entrepreneur springs to the rescue, with a unique idea to help the Krusty Krab get back on its pincers! But can he win Bikini Bottom dollars from his biggest competitor - Plankton?

GETTING STARTED

Choose Game Zone, Knowledge World or Creative Workshop

On the Main Menu, use the joystick to choose a game mode, and press the **GREEN** button.

Game Zone

Choose this mode to join SpongeBob and his friends for four exciting games.

Knowledge World

Choose this mode to explore an interactive encyclopedia full of seafaring facts.

Creative Workshop

Choose this mode to enter the Creative Workshop, where you can use your imagination to redecorate the Krusty Krab or DJ a party for SpongeBob and his friends.

Options

Choose this to adjust the volume of the background music.

Choose Your Saved Record

Game Zone = Adventure Play

This section will not be seen if it is your first time playing the game. After you have completed a game, the V.FLASH™ system will automatically remember your place and status in the game. Even if you turn the unit **OFF** as long as you do not take out the V.DISC, the V.FLASH™ system will keep this record. When you turn the unit back **ON** and enter the Game Zone, you will see the screen to the right. Choose "Yes" to continue the game you started before turning off the V.FLASH™. Choose "No" to start a new game or load a saved game record from a V.FLASH™ Memory Card (sold separately). You will see the screen below and to the right.

New Game

Choose this option to start a new game from the beginning.

Load Saved Game

Choose this option to load a game from a V.FLASH™ Memory Card. (If you do not have a V.FLASH™ Memory Card inserted, this selection will be disabled.) You will see the screen to the right, which lists the games saved on the memory card.

Move the joystick up or down to choose the game you want to continue. Press the **GREEN** button to enter your choice. The V.FLASH™ Memory Card can save up to 4 games.

Knowledge World

There is no record saving and loading feature in this play mode.

Creative Workshop

Start Game

Choose this if you want to start a new creation.

View Saved Records

Choose this to go to the Memory Card Gallery where your creations are saved. (If a V.FLASH™ Memory Card is not inserted, this selection will be disabled.)

Choose Your Game Settings

Game Zone

Game Settings Screen

Move the joystick left, right, up and down to scroll between the Difficulty Level and Number of Players settings. Press the **GREEN** button to enter your settings. When you have finished adjusting your settings, select the check icon on the screen to continue.

The two-player option is only available if two joysticks are plugged into the V.FLASH™ unit. (Additional joysticks are sold separately.)

Knowledge World

There are no settings required for this play mode.

Creative Workshop

There are no settings required for this play mode.

Start Your Game

Game Zone

For the details of this play mode, please refer to the "Activities - Game Zone" section.

Knowledge World

For the details of this play mode, please refer to the "Activities - Knowledge World" section.

Creative Workshop

For the details of this play mode, please refer to the "Activities - Creative Workshop" section.

Options

Move the joystick left or right to turn the background music on or off. When you have adjusted the settings, press the **GREEN** button.

FEATURES

HELP Button

When you press the **HELP** button, a voice instruction or visual clue will be given for that particular game.

MENU Button

When you press the **MENU** button, the game will pause. An "Exit to Main Menu?" message will pop up to make sure you want to quit and go back to the Main Menu. Choose "Yes" to leave the game (your unsaved game will be lost) or "No" to cancel the "Exit" screen and keep playing.

EXIT Button

When you press the **EXIT** button, the game will pause. An "Exit" message will pop up to make sure you want to quit. Choose "Yes" to leave the game (your unsaved game will be lost) or "No" to cancel the "Exit" screen and keep playing.

ACTIVITIES

Educational Curriculum

Game Zone	Curriculum
Game 1 – Heat Wave	Fractions & Decimals
Game 2 – Recipe Rescue	Logic: Geometric Shapes
Game 3 – Secret Chamber	Logic: Color Decoder
Game 4 – Plankton's Retreat	Logic: Grid Pattern Puzzle

Knowledge World	Curriculum
Topic 1 – Life in the Sea	Life near the shore, in the open ocean and on the ocean floor
Topic 2 – Nautical Knowledge	Bodies of water, Famous seafarers and nautical myths and legends
Topic 3 – Ship Shape	Types of ships and Famous ships in history

Creative Workshop	Curriculum
Activity 1 – Krusty Krab Makeover	Creative Play: Art
Activity 2 – Party Time	Creative Play: Music

Game Zone

Quick Play Menu

There are four different games in the Game Zone Quick Play Menu. Use the joystick to choose a game and adjust the Level/Player settings if necessary. Press the **GREEN** button to play.

There is no limit to the number of times you can play a game.

V.FLASH™ Controller Operation

1	**HELP** Button	Repeat a question or game instruction
2	L Button	Function depends on the game play
3	**ENTER** Button	Enter a selection
4	Joystick	Control character movement in the games
5	ABCD Buttons	N/A
6	**MENU** Button	Exit the game to the Main Menu

7	**EXIT** Button	Exit the game to the Game Zone Menu
8	R Button	Function depends on the game play
9	Yellow Button	Function depends on the game play
10	Green Button	Same Function as the ENTER button
11	Blue Button	Function depends on the game play
12	Red Button	Back/Cancel

Heat Wave

Game Play

Help SpongeBob take advantage of the heat heat wave by selling delicious KrustyKrab smoothies at the Goo Lagoon. Adjust SpongeBob's smoothie amount so that it fills up the customer's smoothie. Dont forget to match the customer's smoothie flavor. Serve your customers quickly and correctly, or they will buy Plankton's smoothies instead! The bar at the top of the screen shows how well Krusty Krab smoothies are selling against Chum Bucket's.

Curriculum: Fractions & Decimals

Easy level: 1-digit Fractions

Medium level: 1-digit decimal numbers

Difficult level: 2-digit Fractions and decimals

Recipe Rescue

Game Play

Plankton is jealous of the Krusty Krab's smoothie success, and steals SpongeBob's special smoothie recipe! Help SpongeBob infiltrate Plankton's secret lab beneath the Chum Bucket. Avoid traps and obstacles, and blow bubbles at Plankton's robots for bonus points.

Curriculum: Logic - Geometric Shapes

Easy Level: Geometry and calculation

Medium Level: Simple shape equations

Difficult Level: Advanced shape equations

Game 3 – Secret Chamber

Game Play

SpongeBob has wandered into one of Plankton's traps! Help him figure out the passcode to escape the secret chamber by lighting up the five light bulbs in the correct order of colors. Jump on the control pads to change the bulb colors, and pull the handle to enter your passcode. After each try, you will see clues about which colors are correct. You have ten chances to solve the passcode and escape!

Curriculum: Logic - Color Decoder

Easy Level: Passcode contains 5 out of the 6 total colors

Medium Level: Passcode contains 5 out of the 7 total colors

Difficult Level: Passcode contains 5 out of the 8 total colors

Plankton's Retreat

Game Play

Plankton is trying to escape with SpongeBob's secret smoothie recipe! Help SpongeBob light up all the bulbs in the power grid, to overload it and stop Plankton. Each row and column of the grid shows a number. Light up that number of squares in each row and column, until all the bulbs are lit.
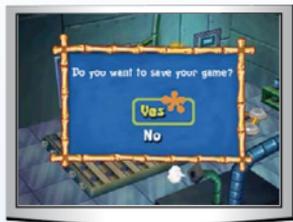
Curriculum: Logic Puzzles - Grid Pattern Puzzle

Easy Level: Easy puzzle

Medium Level: Medium puzzle

Difficut Level: Difficult puzzle

Saving Game Status

If you have a v.flash™ Memory Card inserted, you will see a Save screen after each game. Choose "Yes" if you want to save your game to the memory card.

Choose any empty slot to save a new game record, or choose the save slot you are currently using, to update your game record. The v.flash™ Memory Card can save up to 4 games. If all the save slots are full and you want to save a new record, you will need to overwrite one of your old records.

Knowledge World

Knowledge World Menu

The Knowledge World Menu features 3 different topics: Life in the Sea, Nautical Knowledge, and Ship Shape. Move your joystick to choose a topic and press the **GREEN** button. You will see a set of sub-topics to choose from.
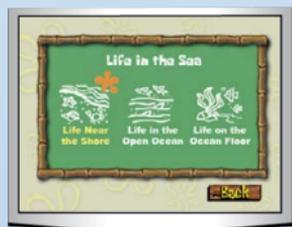

Knowledge World Sub-topic Menu

Each topic has 3 sub-topics. Choose the one you are interested in and press the **GREEN** button to go to the Entry Screen.

Topic 1: Life in the Sea   Topic 2: Nautical Knowledge   Topic 3: Ship Shape

Knowledge World Entry Menu

Once you have chosen a sub-topic, you will see a menu of encyclopedia entries to explore. Choose an entry and press the **GREEN** button to go the Fact Screen.

Knowledge World Fact Screen

Here you can explore facts and images related to the encyclopedia entry you have chosen.

Use the joystick to move the TV tuner left or right through the set of facts. Select the onscreen "sound" button to hear the fact read aloud. If the onscreen "video" button is available, select it to view a video. To exit out of the fact screen and explore a different entry, press the Exit button to go back to the Entry Menu.

Creative Workshop

Creative Workshop Menu

The Creative Workshop Menu features two creative-play activities. Use the joystick to select one, and press the **GREEN** button.

Activity 1: Krusty Krab Makeover

In this activity, you can use your imagination to redecorate the Krusty Krab. Choose new wallpaper floor patterns, furniture and decorations to create a whole new look!

Game Play

Step1: Help SpongeBob choose the wallpaper

Choose from 16 different wallpaper patterns. Move the cursor with the joystick and press a color button to assign a wallpaper to it. Each color button can be assigned one wallpaper pattern.

Step 2: Help Patrick choose the Floor

Choose from 16 different Floor patterns. Move the cursor with the joystick and press a color button to assign a Floor pattern to it. Each color button can be assigned one Floor pattern.

Step 3: Help Sandy choose the Furniture

Choose from 32 pieces of Furniture. Use the joystick to move the cursor and press a color button to assign a piece of Furniture to it. Each color button can be assigned one piece of Furniture.

Step 4: Help Sandy choose the decorations

Choose from 16 different decorations. Move the cursor with the joystick and press a color button to assign a decoration to it. Each color button can be assigned one decoration.

Step 5: Redecorate the Krusty Krab

Now it's time to put your choices into use. Use the joystick and color buttons to help SpongeBob change the wallpaper. Press the "Enter" button when you have finished. Use the same controls to help Patrick and Sandy change the Floor and the wall decorations.

Save Record: After you have finished redecorating, press the **ENTER** button to try the new look on the Krusty Krab's customers.

If a V.FLASH™ memory card is inserted, you can save your creation. You can view your creations in the Saved Records screen.

Activity 2: Party Time

Help SpongeBob and his Friends host a party.
You can remix the music with your own style
and record the party.

Step 1: Select a song

Choose a piece of background music for the
party.

Step 2: Select sound effects for re-mixing

Choose from 20 different sounds to mix into
your background tune. Move the cursor with
the joystick and press a color button to
assign a sound to it.

When you have finished selecting your
sounds, select the onscreen "Go" button to go
to the party screen.

Step 3: Mix music at the party

Press the colored buttons to mix your
selected sounds into the music, and watch
SpongeBob and his friends respond to your
choices.

Step 4: Save record

If you have a memory card inserted, you can
save the party when it is over. You can view
the record in the saved records screen.

ACTIVITIES

WORKSHOP GALLERY

If a V.FLASH™ Memory Card is inserted in the V.FLASH™ system, the Save records Feature will allow you to save your creations for each Creative Workshop activity. During the game, you will be asked if you want to save your creation. If you choose "yes", you will be asked to choose a save slot for your creation. Choose an empty slot to save a new creation, or the current slot to update it.

The V.FLASH™ Memory Card allows you to save up to 10 creations for each activity. If all the save slots are full and you want to save a new creation, you will have to overwrite one of your old creations.

CARE & MAINTENANCE

1. Keep your VDISC case 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 and humidity.

3. Unplug the AC adaptor when not using it.

4. Avoid dropping it. Never try to dismantle it.

5. Always keep the VDISC away from water.

6. This disc is **VTech®** Formatted software and is intended for use with the **VTech®** V.FLASH™ Home Edutainment System only. If the disc is used with other devices, damage to the disc or to the device may result.

7. A **VTech®** V.FLASH™ Memory Card may be required for saving certain portions of the game. The memory card is sold separately. Refer to the V.FLASH™ main console user manual for full details.

8. If paused images are displayed on the TV screen for an extended period of time, a faint image may be left permanently on the screen.

9. Do not open the plastic VDISC case, as this may result in warping or other damage to the disc.

10. Do not use cracked or deformed audio discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.

CD Cleaning Procedure

If the data side (bottom side) of the VDiSC needs to be cleaned, please follow the below steps:

1. Lay the VDiSC on a flat surface with the back side facing up.

2. While pushing the little latch, pull down the disc door as illustrated.

3. Clean the CD with only recommended methods for cleaning other standard CDs.

4. After cleaning, release the disc door and make sure it returns to the original position.

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. When using the headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the above symptoms. If the condition persists, consult a doctor.

This product requires an undisturbed environment to operate properly. Make sure it is placed on a hard, flat surface (carpet is not recommended) with sufficient space between the product and other items.

Do not tap or hit the product while it is operating.

Do not lift or move the product during operation.

Do not press or sit on the VDiSC.

TROUBLESHOOTING

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.

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

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 supplies 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

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.

DATA FROM KNOWLEDGE WORLD

IMPORTANT LEGAL INFORMATION