vtech®

ACTIVE LEARNING GAMES

V.SMILE® MOTION™

Super WHY

The Beach Day Mystery

The Beach Day Mystery

V.SMILE MOTION

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80-064049USL

vtech®

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.Smile® Motion™ Active Learning System**! A big breakthrough for junior gamers, **V.Smile® Motion™** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

V.Smile® 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.Smile® 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.

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,

Your friends at VTech®

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

INTRODUCTION

The Super Readers find a message in a bottle on the beach. It's a clue to find a surprise! But how can they find it? They need to fly into the book "The Beach Day Mystery" to find out. Join them on their journey and help them find the Super Story Answer.

GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick up or down to choose the play mode you want. Press **ENTER** to make your choice.

1. Learning Adventure

In this play mode, you can help Super Why and the Super Readers solve each problem in story order, to find the surprise.

Adventure Play Play all four games in story order.

Quick Play Play the games in any order.

Adventure Play

Start the adventure from the beginning by choosing **New Game**, or start the adventure from where you left off by choosing **Continue Game**.

New Game Start the adventure from the beginning.

Continue Game Start the adventure from where you left off.

Quick Play

In the Quick Play menu, choose any game you'd like to play. Move the joystick to select the game you want and press **ENTER** to play.

2. Learning Zone

Sharpen your reading skills in the Learning Zone. Move the joystick to the game you want.

3. Options

In the Options screen, you can turn the music and game tutorials on or off. Move the joystick to choose your options, then move to the OK button to set your choices.

STEP 2: Choose Your Game Settings

1. **Number of Players:** Move the joystick to choose one-player or two-player mode. Press **ENTER** to make your choice.

   Note: Two-player mode is not available on the **V.SMILE® Pocket™** or **V.SMILE Cyber Pocket™.**

2. **Level:** Move the joystick to Easy or Difficult level, and press **ENTER** to make your choice**.**

3. Move the joystick to the OK button and press **ENTER** to set your choices.

4. **Controller Mode:** Move the joystick to choose Motion Controller Mode or Joystick Mode. Press **ENTER** to make your choice.
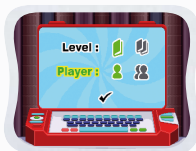
STEP 3: Start Your Game

- For Learning Adventure games, please go to the "Activities – Learning Adventure" section.

- For Learning Zone games, please go to the "Activities – Learning Zone" 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 make sure you want to quit. Choose Yes to quit the game, or No to cancel the exit screen and keep playing. Press **ENTER** to choose.

LEARNING ZONE Button

The **LEARNING ZONE** button is a shortcut that takes you to the Learning Zone game selection screen. When you press the **LEARNING ZONE** button the game will pause. A window will pop up to make sure you want to quit. Choose Yes to quit the game and enter the Learning Zone, or No to keep playing. Press **ENTER** to choose.

V.Link™ Connection

When you plug the **V.Link™** into the console, a new selection – "**V.Link™** Connection" – will appear in the main menu. You can select it to download your game score to the **V.Link™**. After the update is completed, you can plug the **V.Link™** into your computer and unlock bonus games on the **V.Smile™** Web Site. Please don't unplug the **V.Link™** during the downloading process.

Bonus Games on the V.Smile™ Web Site

When you reach a certain score in Adventure Play mode, you'll be rewarded with special gold coins. You can save your score to the **V.Link™** and then plug the **V.Link™** into your computer. You can use the gold coins to unlock special bonus games on the **V.Smile™** Web Site.

How To Earn Gold Coins:

1st gold coin	Get a total score of 1 point in Adventure Play
2nd gold coin	Get a total score of 100 points in Adventure Play
3rd gold coin	Get a total score of 250 points in Adventure Play
4th gold coin	Get a total score of 350 points in Adventure Play

ACTIVITIES

Educational Curriculum

Learning Adventure

Learning Adventure	Curriculum
Game 1: X Marks the Spot	Alphabet Sequencing, Uppercase and Lowercase Letters
Game 2: The Pirate Ship	Encoding, Letter Sounds
Game 3: Rhyme Time	Decoding, Rhyming
Game 4: Change the Story	Reading, Comprehension

Learning Zone	Curriculum
Zone 1: Beach Volleyball	Letter Identification, Encoding, Letter Sounds
Zone 2: Super Surfing	Vocabulary, Reading, Comprehension

How to Play

At the beginning of each game in Learning Adventure and Learning Zone, a "How to Play" screen shows you the game settings and controls.

Status Bar

Some of the games have a status bar to show you certain game information:

- Player icon – shows the Player 1 and Player 2 icons.
- Score – shows how many points you have in the game.
- Question bar – shows the question you need to answer.

Player icon

Player icon

Score

Question bar
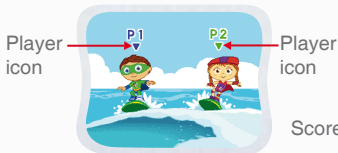
Learning Adventure

X Marks the Spot

Game Play

Alpha Pig to the rescue! Help Alpha Pig find all the letters from A – Z in order, and get to X marks the spot. Along the way, you will need to match the uppercase and lowercase letters to choose the correct path.

Curriculum: Alphabet Sequencing, Uppercase and Lowercase Letters

⭐ **Easy Level:**   Find the uppercase letters

⭐⭐ **Difficult Level:** Find the lowercase letters

Operations

Control	Motion Controller Mode	Joystick Mode
Lift the magnifying glass	Tilt the controller backward	(↓)
Choose an answer	Tilt the controller left or right	(←) / (→)
Enter the answer	Press **ENTER**	Press **ENTER**

The Pirate Ship

Game Play

Cue the sparkles! Cue the music! Help Princess Presto make her way through the pirate ship by identifying letter sounds. Choose the door with the letter that makes the given sound to find your way. Take a magical flight through the pirate ship and collect bonus points. Look out for the spider webs!

Curriculum: Encoding, Letter Sounds

⭐ **Easy Level:** Match letter sounds to uppercase letters

⭐⭐ **Difficult Level:** Match letter sounds to lowercase letters

Operations

Control	Motion Controller Mode	Joystick Mode
Move left or right	Tilt the controller left or right	(←) / (→)
Enter the door	Tilt the controller forward	(↑)

Rhyme Time

Game Play

Wonder Red to the rescue! Help Wonder Red find the rhyming words, to find the surprise. Follow the arrows to do a special dance and earn bonus points.

Curriculum: Decoding, Rhyming

⭐ **Easy Level:** Rhyme with shorter words

⭐⭐ **Difficult Level:** Rhyme with longer words

Operations

Control	Motion Controller Mode	Joystick Mode
Jump left	Tilt the controller left	(←)
Jump right	Tilt the controller right	(→)
Jump up	Tilt the controller backward	(↑)
Follow the arrow	Move the controller as shown on the screen	Move the joystick as shown in the tutorial

Change the Story

Game Play

Super Why to the rescue! Help Super Why change the story and save the day. He needs to help the Super Readers make it through the obstacles down the path, so they can find the surprise!

Curriculum: Reading, Comprehension

⭐ **Easy Level:** Easier story problems

⭐⭐ **Difficult Level:** More difficult story problems

Operations

Control	Motion Controller Mode	Joystick Mode
Move left or right	Tilt the controller left or right	(←) / (→)
Select the answer	N/A	(↑) / (↓)
Enter the answer	Press **ENTER**	Press **ENTER**

Learning Zone
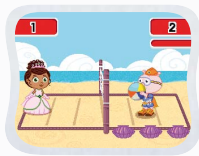
Beach Volleyball

Game Play

Help Alpha Pig and Princess Presto play beach volleyball by guiding them to the right letters.

Curriculum: Letter Identification, Encoding, Letter Sounds

⭐ **Easy Level:** Letter identification

⭐⭐ **Difficult Level:** Letter sounds

Operations

Control	Motion Controller Mode	Joystick Mode
Move left	Tilt the controller left	(←)
Move right	Tilt the controller right	(→)

Super Surfing

Game Play

Super Why and Wonder Red are going surfing! Help them keep their balance, and identify the animals and things that appear on the water and in the sky.

Curriculum: Vocabulary, Reading, Comprehension

⭐ **Easy Level:** Words are said aloud

⭐⭐ **Difficult Level:** Words are not said aloud

Operations

Control	Motion Controller Mode	Joystick Mode
Balance on the surfboard	Tilt the controller left and right	$(\leftarrow) / (\rightarrow)$
Choose an answer	Tilt the controller left, right, or swing up	$(\leftarrow) / (\rightarrow) / (\uparrow)$
Enter the Answer	Press **ENTER**	Press **ENTER**

CARE & MAINTENANCE

1. Keep your **V.Smile® 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.Smile® 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.Smile® 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 started.

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.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.