

vtech®

V. SMILE™

SOCCER CHALLENGE



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[™] Learning System** – a unique video game system created especially for children aged 3 to 8. The **V.Smile[™] 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[™] 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[™] 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 5-7) 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[™] Learning System** and other VTech[®] toys, visit www.vtechkids.com*

INTRODUCTION

Mike loves soccer and his goal is to play in the **V.Smile™** Cup. But first he needs to build a great soccer team. Mike's coach suggests that he find four teammates from around the world to create his very own dream team.

In **V.Smile™** Soccer Challenge, you'll tour different countries and meet soccer players from around the globe. You'll play exciting games and overcome cool challenges to improve your soccer skills. Help Mike build a powerful soccer team and then play hard to win the **V.Smile™** Cup!

GETTING STARTED

Choose Your Play Mode

Move the joystick up and down to highlight the play mode you want, then press the **ENTER** button to choose.



Soccer Play: Go to the Soccer Play menu, move the joystick to choose Friendly Play mode or **V.Smile™** Cup mode.

Learning Adventure: Go to the **Learning Adventure** menu, move the joystick to choose Adventure Play mode or Quick Play mode.

Learning Zone: Go to the **Learning Zone** menu, move the joystick to choose from the game icons.

1. Soccer Play



In this play mode, you can select a team to play either in a friendly five-on-five soccer match or in the **V.Smile™** Cup.

2. Learning Adventure



In this play mode, you will explore the world with Mike in four different adventures. Your goal is to build a soccer team to enter in the **V.Smile™** Cup.

3. Learning Zone






In this play mode, you can play three games, each focusing on a specific educational or gaming skill.

4. Options




In this screen, you can turn the background music **on** or **off** and set the number of chances to **Normal** or **Unlimited**. This setting is designed for parents and requires help from an adult.

Choose Your Game Settings

- For the **Adventure Play** mode of **Learning Adventure**: After selecting this mode, the screen will enter the game settings menu. You can select the difficulty level in this menu. Move the joystick to highlight the different settings and press the **ENTER** button to choose. Move the joystick to highlight  and press the **ENTER** button to start the game.
- For the **Quick Play** mode of **Learning Adventure** and **Learning Zone**: Move the joystick down to choose the game setting icon located at the bottom left corner of the screen. Move the joystick to highlight the different settings and press the **ENTER** button to choose. To return to the Menu, use the joystick to highlight  and press the **ENTER** button.
- For **Soccer Play**: After selecting this mode, the screen will enter the game settings menu. You can select the difficulty level and number of players in this menu. Move the joystick to highlight the different settings and press the **ENTER** button to choose. Move the joystick to highlight  and press the **ENTER** button to start the game.

Note: 2-player mode is only available in the **Learning Zone** and **Soccer Play** game modes. In **Learning Zone** game mode, the two players take turns playing. In **Soccer Play** game mode, the two players can either cooperate and play against a computer team or compete against each other. A second joystick (sold separately) must be plugged into the Player 2 port of the console to activate the 2-player mode.

Start Your Game



- For **Learning Adventure**, please see the **Activities: Learning Adventure** section of this manual.
- For **Learning Zone**, please see the **Activities: Learning Zone** section of this manual.
- For **Soccer Play**, please see the **Activities: Soccer Play** section of this manual.
- For **Options**, please move the joystick to the Options icon and press the **ENTER** button. In the Options Menu, change the settings for background music and the number of chances by moving the joystick to highlight **ON** or **OFF** and **Normal** or **Unlimited**. Then press the **ENTER** button to select. To return to the Main Menu, use the joystick to highlight  and press the **ENTER** button.

FEATURES



• HELP Button

When you press the **HELP** button during play, you will hear the game instructions or a helpful hint.

• EXIT Button

When you press the **EXIT** button, the game will pause. An “Exit?” icon will pop up to make sure you want to quit. You can use your joystick to highlight  to leave the game or  to cancel the exit screen and keep playing. Press the **ENTER** button to confirm your selection.

• Learning Zone (ABC) Button

When you press the **Learning Zone (ABC)** button, the game will pause. An “Exit?” icon will pop up to make sure you want to quit. You can use your joystick to highlight  to enter the **Learning Zone** menu or  to cancel the exit screen and keep playing. Press the **ENTER** button to confirm your selection.

Educational Curriculum

Learning Adventure

World Map Game

Adventure 1: Get the Soccer Ball Back

Adventure 2: Food for Fitness

Adventure 3: Find Your Uniform

Adventure 4: Obstacle Course

Learning Zone

Zone 1: Ball Control

Zone 2: Ball Passing

Zone 3: Ball Dribbling

Curriculum

Country Names and Locations, National Flags, Famous Landmarks

Basic Math, Counting

Foods and Food Groups

Logic, Shape Matching, Pattern Identification

Sports Equipment Identification

Curriculum

Musical Rhythm

Logic, Navigation Skills

Spelling

LEARNING ADVENTURE

Learning Adventure Game Selection Screen

The **Learning Adventure** play mode has a world map game and four different adventure games. In Quick Play mode, use the joystick to scroll through the games, and press the **ENTER** button to select one.

World Map Game

Game Play

Travel the world with Mike as he explores different countries in his soccer ball-shaped hot air balloon! Navigate the map and learn the locations, flags, and landmarks of 19 countries.

Your **Learning Adventure** starts on the world map. At the beginning of each game, you can select one of two countries to explore and find a teammate in. Use the joystick to highlight a country name and press the **ENTER** button to confirm your selection. Then use the joystick to move Mike along the path on the map toward the selected country. When you arrive at that country, press the **ENTER** button to enter the **Learning Adventure** game.

In each **Learning Adventure**, you will find a teammate who plays a different position: forward, midfielder, defender or goalkeeper.

Curriculum

- Country Names and Locations, National Flags, Famous Landmarks



Learning Adventure Game 1: Get the Soccer Ball Back

Game Play

Mike meets a soccer player on the beach! He invites the player to join his team as a forward. But seagulls steal their soccer ball, and Mike promises to get it back.

Mike drives a watercraft on the ocean to retrieve the soccer ball. Move the joystick left and right to control the vehicle. You can also press the **ENTER** button to help Mike jump over obstacles. You will need to answer counting questions by selecting the correct ramps for Mike to drive over. Avoid taking ramps that do not have the number you are looking for.



Curriculum: Basic Maths

- ★ Easy Level: Count up by 1's and 2's only
- ★★★ Difficult Level: Count up by 2's, 5's and 10's

Learning Adventure Game 2: Food for Fitness

Game Play

Mike meets a goalkeeper who promises to join the team if Mike can help find enough healthy food for an entire day. You need to explore the town and collect the food needed to complete a Food Chart. The Food Chart is divided into six major food groups: Vegetables, Fruits, Grains, Milk, Meat, and Fats, Oils and Sweets.



You can collect food from food shops and labelled wooden crates. Move the joystick up to enter a shop when an arrow appears outside. Or collect other food by pressing the **RED** button to shoot your soccer ball at wooden crates. Press the **YELLOW** button to display your Food Chart and review the food you have collected, or press the **ENTER** button to help Mike jump over obstacles.

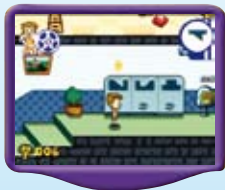
Curriculum: Foods and Food Groups

- ★ Easy Level: A total of 9 foods exist in the game
- ★★★ Difficult Level: A total of 15 foods exist in the game and 6 of them are surplus

Learning Adventure Game 3: Find Your Uniform

Game Play

Mike meets a midfielder at a soccer stadium. The midfielder wants to join the team, but he lost his soccer uniform in a locker somewhere and asks Mike to help find it. Help open lockers with specially shaped keycards to find the defender's shirt, shorts and boots.



Move the joystick to move Mike and press the **ENTER** button to help him jump over obstacles. When Mike gets to a staircase or door, move the joystick up to enter. When you find a locker that matches the keycard, use the joystick to move in front of the correct locker and press the **ENTER** button to open it.

Curriculum: Shape Matching, Pattern Identification

- ★ Easy Level: Keycard shapes are simple
- ★★ Difficult Level: Keycard shapes are more complex

Learning Adventure Game 4: Obstacle Course

Game Play

Mike meets a defender at a playground. The defender agrees to join the team if Mike will help pick up all the sports equipment scattered along an obstacle course.



Use the joystick to move left or right to change paths. You can also press the **ENTER** button to help Mike jump over obstacles. Use the joystick to move when Mike climbs the net or crosses the river on floating logs. Mike may lose his balance on the logs and you should move the joystick in the opposite direction to avoid falling into the water!

Curriculum: Sports Equipment Identification

- ★ Easy Level: All objects are sports equipment
- ★★ Difficult Level: Some objects are not sports equipment

LEARNING ZONE

Learning Zone Game Selection Screen

The **Learning Zone** play mode features three different learning games. Use the joystick to highlight the game and press the **ENTER** button to confirm your selection.

Learning Zone Game 1: Ball Control

Game Play

Show off in a soccer skills showdown! Check out the color icons dropping from the top of the screen. When each color reaches the target at the bottom, press the corresponding joystick color button to perform a trick.



Curriculum: Musical Rhythm,

- ★ Easy Level: Rhythm is simple
- ★★★ Difficult Level: Rhythm is more complex

Learning Zone Game 2: Ball Passing

Game Play

Practice passing the ball across the field! You need to pass the ball from teammate to teammate until it reaches the far side of the grid. You and your teammates can only pass in a straight line. Move the joystick to change the direction that you and your teammates face, and then press the **ENTER** button to pass the ball in that direction. Be careful to avoid the cones and the players from the opposing team on the field.



Curriculum: Logic, Navigation Skills

- ★ Easy Level: 5 teammates and a maximum of 1 opponent
- ★★★ Difficult Level: 7 teammates and a maximum of 2 opponents

Learning Zone Game 3: Ball Dribbling

Game Play

Practice your dribbling skills! Dribble your way through sets of cones to collect letters and spell words. Look at the picture in the top-right corner and collect all the letters to spell that word. Move the joystick to dribble your way around the field. But watch out, the opposing players will follow you and try to steal the ball! Press the **ENTER** button to perform a turn and escape the opposing player.



Curriculum: Logic, Navigation Skills

★ Easy Level: Easy word and 2 opponents

★★ Difficult Level: More difficult word and 4 opponents

SOCCER PLAY

Basic Operations

←	Player runs to the left
→	Player runs to the right
↑	Player runs up
↓	Player runs down
ENTER (Outside the penalty area)	Short pass
ENTER with longer press (Outside the penalty area)	Long pass
ENTER (Inside the penalty area)	Shoot
ENTER with longer press (Inside the penalty area)	Powerful shoot
RED button	Short pass
YELLOW button	Long pass
BLUE button	Shoot
GREEN button	Not Available

Soccer Play Game Selection Screen

Soccer Play has two different game modes: Friendly Play and the **V.Smile™** Cup. Use the joystick to highlight the mode, and press the **ENTER** button to confirm your selection.

Soccer Game Mode 1: Friendly Play

Game Play

Friendly Play is a 5-on-5 soccer match where you can compete against a computer team or against Player 2's team. Let's start the match!



Soccer Game Mode 2: The V.Smile™ Cup

Game Play

The **V.Smile™** Cup is a soccer tournament with four teams competing to win the Cup. You will be the champion if you win all your matches. Let the games begin!

Game Settings Menu

After you select the game mode, the screen will enter the game settings menu. You can select the difficulty level and the number of players in this menu.

- For **Friendly Play** mode:
 - **One Player:** Play the soccer match against the computer team.
 - **Two Players Compete:** Play the soccer match against Player 2's team.
- For **V.Smile™ Cup** mode:
 - **One Player:** Play in the **V.Smile™** Cup tournament against three computer teams.
 - **Two Players Compete:** Play in the **V.Smile™** Cup tournament against Player 2's team and two computer teams.

Move the joystick to highlight the different settings, and press the **ENTER** button to choose one.

Note: A second joystick (sold separately) must be plugged into the Player 2 port on the console to activate the 2-player mode.

After you select the difficulty level and the number of players, the screen will enter the team selection menu. Based on the number of players that you selected, you can choose Player One team, Player Two team or Computer team. Move the joystick to highlight the team logo and press the **ENTER** button to choose. After choosing the teams for your player(s) and the computer, move the joystick to highlight **START** and press the **ENTER** button to start the match. To reset your selection, move the joystick to highlight **RESET** and press the **ENTER** button to confirm.



To choose the length of the soccer match, move the joystick to highlight **TIME** and press the **ENTER** button to confirm. The screen will enter the match settings menu where you can select the soccer ball and stadium that you want to use, and choose the match duration. Move the joystick to highlight the different settings and press the **ENTER** button to choose. After selecting your settings, move the joystick to highlight **FIN** and press the **ENTER** button to return to the team selection menu.

CARE & MAINTENANCE

1. Keep your **V.Smile™** 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 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™ 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 **v**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

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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.

