



Disney • PIXAR

TOY STORY 2

**OPERATION:
RESCUE WOODY!**

User's Manual



vtech®

V. SMILE™

Toy Story 2 © Disney/Pixar.

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 8. 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 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™ TV Learning System** and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

While Andy is away at summer camp, Woody is toynapped! Buzz and his friends have to save Woody before Andy comes back. Let's join Buzz and his friends on this exciting rescue adventure!

GETTING STARTED

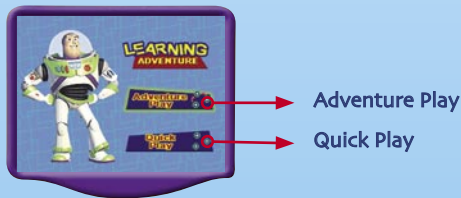
Choose Your Play Mode

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



Learning Adventure

In this play mode, you can help Buzz find Woody by playing four exciting adventure games in familiar scenes from the Toy Story 2 movie. You can choose Adventure Play to play through the story, or practice your skills in each adventure game individually, by choosing Quick Play.



Adventure Play Play the games in story order and help Buzz complete the mission.

Quick Play Play the adventure game of your choice without having to follow the story.

• Adventure Play

When you turn the unit **OFF**, **V.Smile™** remembers your place in the Learning Adventure game. To continue your adventure, simply turn the unit back **ON** and select “Continue Game” under the Adventure Play menu. Please note that you can only do this if “Operation: Rescue Woody!” has not been removed from the unit, and power has not been turned off.



Continue Game Start the adventure from the point you reached before exiting the game.

New Game Start the adventure from the beginning.

• Quick Play

In the Quick Play menu, choose any game you like. Use the joystick to highlight a game, and press **ENTER** to begin play.

Note: For the details of all Learning Adventure games, please refer to the “Activities - Learning Adventure” section.

Learning Zone

In the Learning Zone menu, choose game you like. To change the game level between Easy and Difficult, move the joystick left or right to the one-star icon or the two-star icon. Press the **ENTER** button to make your choice. Use the joystick to move the cursor to the game you want and press **ENTER** to play.

Note: For the details of all Learning Zone games, please refer to the “Activities - Learning Zone” section.

Options

Move the joystick up and down to move the cursor between Music and Chances.



The Quick Play and Learning Zone modes each have their own settings on the game selection page.

1. Music On/Off Selection


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

2. Normal/Unlimited Mode Selection

To choose between **Normal** and **Unlimited** modes, move the joystick left or right to highlight “**Normal**” or “**Unlimited**.” Press the **ENTER** button to make your choice.

In the “**Unlimited**” mode, you will have an unlimited number of chances to play the games in Adventure Play.

Choose Your Game Settings

If you are happy with the default settings, press the **ENTER** button. To change the level to Easy/Difficult, move the joystick left or right to the one-star icon or the two-star icon. Press the **ENTER** button to choose. Use the joystick to move the cursor to the  icon and press **ENTER** when you are done.

The Quick Play and Learning Zone modes each have their own settings on the game selection page.

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, the activity instructions will be repeated.

EXIT Button

When you press the **EXIT** button, the game will pause. A “Quit Game?” icon will pop up to make sure you want to quit.

Move the joystick to  to leave the game or to  to cancel the exit screen and keep playing. Press **ENTER** to make your choice.

The **EXIT** button also allows you to get back to the previous menu.

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 “Quit Game” icon will pop up to make sure you want to quit.

Move the joystick to  to go to the **LEARNING ZONE** or to  to cancel the screen and keep playing. Press **ENTER** to choose.

ACTIVITIES

Educational Curriculum

Learning Adventure

Path 1	Crossing the Road	Problem Solving
Mini Game 1	Giant Door	Observation & Timing
Path 2	Toy Barn Race	Letter Cases & Consonant Pairs
Path 3	The Maze of Vents	Map Reading
Mini Game 2	Airport Dash	Driving Role Play
Path 4	Conveyor Belt Panic	Computation

Learning Zone

Zone 1	Missing Toy	Logic Skills
Zone 2	Baggage Search	Vocabulary
Zone 3	Alien Uni-mind	Geometry and Spatial Sense
Zone 4	Cowboy Gallery	Mathematics

Learning Adventure

Buzz	This is the character you control on the screen.
Energy	This will decrease if Buzz comes in contact with an obstacle.
Hints	This is helpful information related to the puzzle you have to solve.
Bonus	These are objects that add extra points to Buzz's score if touched.
Score	These are the points you have earned in the current game.
Obstacle	These are objects that drain Buzz's energy if touched.



Basic Controls

The basic controls are the same in all paths, but certain controls may not be available in all paths. For details, please see the game descriptions.

- ← Walk to the left
- Walk to the right
- ↑ Move up (in top view only)
- ↓ Move down (in top view only)

ENTER Button Jump

Learning Adventure Game Status Bar

In each adventure game, the status bar stays on the screen to show you how you are doing.

Path 1 — Crossing the Road



Game Play

Can you get across the busy highway to save Woody? Use the joystick to move Buzz across the road, and look out for the cars! You will need to cross five roads to get to the end.

Curriculum : Problem Solving



Easy level: Simpler path and fewer obstacles to avoid.



Difficult level: More complex path and more obstacles to avoid.

Mini Game 1 — Giant Door



Game Play

You've made it to the Toy Barn, but the door is closed! Help Buzz and the toys open the automatic door by putting enough weight on its sensor. Wait for the right time, and press **ENTER** to make all the toys jump onto the sensor at the same time.

Curriculum : Observation & Timing



Easy level: Three toys with easier timing.



Difficult level: Four toys with more difficult timing.

Path 2 — Toy Barn Race



Game Play

The toynapper is leaving the Toy Barn with Woody – help Buzz hurry after him! Listen to the instructions and collect the correct boxes to earn points.

Curriculum : Letter Cases and Consonant Pairs



Easy level: Lower/upper case letter identification



Difficult level: Consonant pair identification

Path 3— The Maze of Vents



Game Play

To save Woody, the toys have to break into the toynapper's apartment through a vent. Along the way, you will meet some aliens - can you help them read the map to find their way out?

Curriculum : Map Reading



Easy level: Simple maze.



Difficult level: Difficult maze.

Mini Game 2 — Airport Dash



Game Play

The toynapper is taking Woody to the airport - catch up with him in the Pizza Planet truck! Catch the toynapper as quickly as you can, but don't hit the other cars or you will lose points.

Curriculum : Driving Role Play



Easy level: At most two cars at a time must be avoided.



Difficult level: At most three cars at a time must be avoided.

Path 4— Conveyor Belt Panic



Game Play

Woody, Jessie, Bullseye and some aliens are trapped in the green suitcases on the conveyor belt! When you find a green suitcase, step on it to find the combination to open it. When you have found all your friends, your rescue mission will be complete!

Curriculum : Mathematics



Easy level: Solve simple addition problems using objects.



Difficult level: Solve simple number equations.

Zone 1— Missing Toy



Game Play

The toys are on the shelf in a pattern, but one of them is missing – can you find it? Use the colored buttons to choose the correct answer.

Curriculum : Logic Skills



Easy level: The pattern has no more than two types of toys.



Difficult level: The pattern has no more than three types of toys.

Zone 2— Baggage Search



Game Play

Each piece of luggage on the conveyor belt has an object inside it. Find the luggage with the object that matches the word on the screen. Move your joystick to the correct piece of luggage, and press **ENTER** to choose it.

Curriculum : Vocabulary



Easy level: Find the objects by using a picture hint.



Difficult level: Find the objects by using a beginning letter hint.

Zone 3 — Alien Uni-mind



Game Play

Find the 3D shape that matches the top view of the shape seen by the alien. Use the colored buttons to answer.

Curriculum : Geometry and Spatial Sense



Easy level: Most of the top views have no edge lines inside the shape.



Difficult level: Top views have edge lines inside the shape.

Zone 4 — Cowboy Gallery



Game Play

Hit the target that answers the math problem at the top of the screen. Move the joystick to aim, and press **ENTER** to fire. Hit as many correct ones as you can, and look out for the wrong ones!

Curriculum : Mathematics



Easy level: Learn simple addition using objects.



Difficult level: Learn advanced addition using numbers.

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.

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.

If you wish to buy additional joysticks for your **V.Smile™**, 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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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

NOTICE: 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.

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

Early Learners

- Counting
- Phonics
- Colors & Shapes
- Letters
- Numbers
- Basic Vocabulary



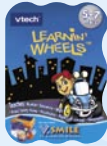
Junior Thinkers

- Spelling
- Math Computation
- Patterns & Logic
- Music
- Vocabulary
- Time-Telling Skills



Master Minds

- 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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