

123

SESAME STREET®

# Bert & Ernie's IMAGINATION ADVENTURE

User's Manual



vtech®

V.SMILE™



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*Dear Parent,*

*At **VTech**<sup>®</sup>, 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**<sup>™</sup> **Learning System** – a unique video game system created especially for children aged 3 to 8. The **V.Smile**<sup>™</sup> **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**<sup>™</sup> **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**<sup>™</sup> **Learning System**, **VTech**<sup>®</sup> offers a library of game **Smartridges**<sup>™</sup> 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**<sup>®</sup> 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**<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 **V.Smile**<sup>™</sup> **Learning System** and other **VTech**<sup>®</sup> toys, visit [www.vtechkids.com](http://www.vtechkids.com)*

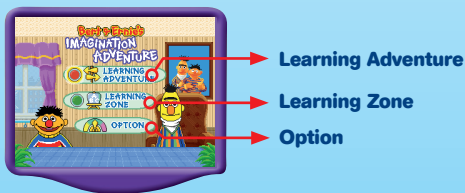
# INTRODUCTION

Oh no, Ernie does it again! As Bert sorts his collectibles, Ernie accidentally messes them up and they magically vanish! How can Bert get them back? With help from you! Travel with Ernie and Bert on an exciting adventure through their imaginations in Pigeon Garden, Rubber Duckie World, Moon Walker and Dinosaur Island. Along the way, you'll learn numbers, counting, letters, sequencing, rhyming, problem solving and more! Are you ready for an adventure through your imagination? Let's go!

## GETTING STARTED

### STEP 1: Choose Your Play Mode

Press the RED and GREEN buttons on the joystick unit to choose the corresponding play mode. Press the RED button to select "**Learning Adventure**" or press the GREEN button to select "**Learning Zone**". You can also move the joystick up and down to highlight the play mode you want, then press the **ENTER** button to choose.



#### 1. Learning Adventure

In this play mode, you can explore in four adventure worlds with Ernie and Bert.

#### 2. Learning Zone

In this play mode, you can play four games, each focusing on a specific learning skill.

#### 3. Option

In this screen, you can turn the background music on and off. This setting is designed for parents and requires help from an adult.

## STEP 2: Choose Your Game Settings

The **Learning Adventure** and **Learning Zone** modes have their own default settings shown on their game menu and require help from an adult. If you want to change the settings:

- For **Learning Adventure**: go to the Learning Adventure menu, move the joystick down to choose the game setting icon located at the bottom left corner of the screen.
  - For **Learning Zone**: go to the Learning Zone menu, move the joystick down to choose the game setting icon at the bottom left corner of the screen.
1. Move the joystick to highlight the different settings and press the **ENTER** button to choose one.
  2. To return to the Menu, press the GREEN button or use the joystick to highlight **YES** and press the **ENTER** button.

Note: A second joystick unit must be plugged into the “player 2” port on the console to change the player setting.



## STEP 3: 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 **Option**, please move the joystick to the Option icon and press the **ENTER** button. In the Option Menu, change the music setting by moving the joystick to highlight **ON** or **OFF** and press the **ENTER** button to select. To return to the Main Menu, press the GREEN button or use the joystick to highlight **YES** and press the **ENTER** button.



# FEATURES

## • Joystick Operations

During the **Menu** screen, you can press a color button to select a game or move the joystick left or right to highlight a game and press the **ENTER** button to confirm your selection.

During the **Learning Adventure** games, you can use the joystick to move Ernie in **Pigeon Garden** and on **Dinosaur Island**. You can also press the **ENTER** button to help him jump over obstacles. Along the paths of **Rubber Duckie World** and **Moon Walker**, you can control Rubber Duckie and the spaceship by moving your joystick left and right. You can also press the **ENTER** button to jump over obstacles.

To answer questions along the adventure paths, press one of the color buttons on the joystick to choose the answer. In the Difficult level of the **Rubber Duckie World**, **Moon Walker** and **Dinosaur Island** games, you can also move your joystick left or right and press the **ENTER** button to choose the answer.

There is a unique mini game after you complete each adventure game. To answer questions in the mini games, press one of the color buttons. In the Difficult level, you also can move your joystick left or right and press the **ENTER** button to choose the answer.

During a **Learning Zone** game, the joystick is not functional in the Easy level. Only the corresponding color buttons are necessary for these games. In the Difficult level, you also can move your joystick and press the **ENTER** button to select the answer.

## • Color Buttons

During the **Menu** screen, you can press the color buttons on your joystick unit to choose a corresponding selection directly.

During a **Learning Adventure** game, when Ernie is moving along the game path, you can press the color buttons to see him perform different actions. When Ernie asks you a question, you can press a color button to choose an answer.

During a **Learning Zone** game, you can press a color button to choose the answer.

## ● 2 - Player Option

During the **Menu** screen, Player 1 will control all the menu operations.

During a **Learning Adventure** game, two players will take turns answering questions during different sections in the game environment. Player 1 will always begin answering the questions for the first section. After Player 1 completes a round of questions, a voice prompt will indicate it's player 2's turn and you will see 2P on the screen.



During a **Learning Zone** game, two players will share the same game round. They will take turns answering questions one by one. Player 1 will always begin answering the questions in each round. After Player 1 completes a question, a voice prompt will indicate that it is Player 2's turn, and the four color buttons on Player 2's joystick will flash. Players will continue to take turns until the entire round has been completed.

Note: A second joystick unit must be plugged into the "player 2" port on the console to activate the 2-player mode.

## ● HELP Button

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

## ● 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. Press the GREEN button on the joystick unit to leave the game or press the RED button to cancel the exit screen and keep playing. You can also use your joystick to highlight "YES" to leave the game or "NO" to cancel the exit screen and keep playing, then 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. Press the GREEN button on the joystick unit to enter into the Learning Zone menu or press the RED button to cancel the exit screen and keep playing. You can also use your joystick to highlight "YES" to enter into the Learning Zone menu or "NO" to cancel the exit screen and keep playing, then press the **ENTER** button to confirm your selection.

# ACTIVITIES

## • Educational Curriculum

### Learning Adventure

Adventure 1 - Pigeon Garden

Adventure 2 - Rubber Duckie World

Adventure 3 - Moon Walker

Adventure 4 - Dinosaur Island

### Learning Zone

Zone 1 - What Comes Next?

Zone 2 - What's the First Letter?

Zone 3 - What Time Is It?

Zone 4 - What Will Fit?

## • Learning Adventure

### Learning Adventure Game Selection Screen

The **Learning Adventure** play mode has four different adventure games. Press one of the color buttons to make a selection, or use the joystick to scroll through the games and press the **ENTER** button to choose the game.

Game Settings Icon – You can change the settings of a **Learning Adventure** game by selecting the **Option** icon with your joystick and pressing the **ENTER** button. For further details, please see the “Getting Started - Step 2: Choose Your Game Settings” section of the manual.

### Curriculum

Addition, Subtraction, Counting, Sorting by Color

Rhyming, Sorting by Shape

Numeric Order, Alphabet Order, Sequencing, Sorting by Size

Problem Solving, Spatial Relationships, Sorting by Length

### Curriculum

Problem Solving, Sequencing

Beginning Letters, Word Families

Time Concepts, Daily Events, Numbers

Size and Shape Matching



## ACTIVITIES: Learning Adventure

### Game 1 - Pigeon Garden

#### Game Play

As Bert and Ernie enter Pigeon Garden, they see many pigeons flying around. You need to get the correct number of pigeons within the pigeon coops using mathematical skills.

Along this adventure path, you can move the joystick side to side to control Ernie. You can also press the **ENTER** button to help Ernie jump over obstacles. At each of the pigeon coops, help Ernie and Bert fill them with the right number of pigeons. In the Easy level, press the RED button to add one pigeon or press the GREEN button to subtract one pigeon. In the Difficult level, press the RED button to add one pigeon, press the YELLOW button to add two pigeons, press the BLUE button to add three pigeons, or press the GREEN button to subtract one pigeon. Press the **ENTER** button to confirm when you think you have the correct number of pigeons.



Along the path, help find Bert's clothespins. At the end of the adventure game, help sort the clothespins by color. Press one of the corresponding color buttons on your joystick to select the color box that matches the clothespins.



#### Curriculum

Addition, Subtraction, Counting, Sorting by Colors.

★ Easy level: Add by one or subtract by one; sort three different colors.

★★ Difficult level: Add by one, two, or three, and subtract by one; sort four different colors.



## Game 2 – Rubber Duckie World

### Game Play

As Bert and Ernie enter Rubber Duckie's water world, they find themselves riding on a life-size Rubber Duckie! As they float through various water areas in the bathroom, you will need to find the floating objects that rhyme.



Along the way, help collect Bert's sponges. You can move the joystick left and right to control Rubber Duckie. You can also press the **ENTER** button to help Rubber Duckie jump over obstacles. When floating objects appear on screen, help Bert and Ernie choose which two objects rhyme. Press one of the corresponding color buttons on your joystick unit to choose your answer.

At the end of the game, help sort the sponges by shape. Press one of the corresponding color buttons on your joystick unit to select the boat that matches the shape of the sponge.



### Curriculum

Rhyming, Sorting by Shape

- ★ Easy level: Learn to discriminate rhyming pairs from words with different vowel sounds; sort three different shapes (circle, triangle, square)
- ★★ Difficult level: Learn to discriminate rhyming pairs from words with similar vowel sounds; sort seven different shapes (circle, square, rectangle, triangle, pentagon, hexagon, octagon)

## Game 3 – Moon Walker

### Game Play

Far out! Bert and Ernie have landed on the moon! You can move your joystick left and right to control the spaceship. You also can press the **ENTER** button to jump over some obstacles along the path. As you discover incomplete crystals and constellations, help complete the alphabetic and numeric pattern in the correct order. Press one of the corresponding color buttons to choose the answer. Along the way, help find Bert's moonstones.



After completing the space adventure, help sort the moonstones by size. Press one of the corresponding color buttons on your joystick unit to choose the box with the moonstone of the same size.



### Curriculum

Numeric Order, Alphabet Order, Sequencing, Sorting by Size

- ★ Easy level: Learn number order from one to ten and letter order from A to E; sort two different sizes (small and large).
- ★★ Difficult level: Learn number order from eight to twenty, number sets from one to eight and letter order from B to V; sort three different sizes (small, medium and large).

## Game 4 –Dinosaur Island

### Game Play

Could it be? An island full of dinosaurs? Bert and Ernie are on Dinosaur Island! They need your help to find the correct apparatus to get from one place to another. Press one of the corresponding color buttons to choose the answer. Along the way, look for Bert's lost twigs. You can move the joystick left, right, down and up to control Ernie, and you can press the **ENTER** button to help him jump over obstacles.



At the end of the Dinosaur Island adventure, help sort Bert's twigs by length. Press one of the corresponding color buttons to choose the answer.



### Curriculum

Problem Solving, Spatial Relationships, Sorting by Length

- ★ Easy level: Solve six challenges by choosing the apparatus that will take you up, down and across; sort two different lengths (short and long)
- ★★ Difficult level: Solve six challenges by choosing the pair of apparatus that will take you up, down and across; sort three different lengths (short, medium and long)

## Learning Adventure Game Status Bar

In each adventure game, the status bar does not stay on the screen. It appears only when the game status has changed, and it stays on the screen for just a few seconds. A score bar at the top right of the screen indicates how many collectibles you have found.



## • Learning Zone

### Learning Zone Game Selection Screen

The **Learning Zone** play mode features four different learning games. Press one of the color buttons to make a selection, or use the joystick to highlight the game and press the **ENTER** button to confirm your selection.

Game Settings Icon - You can change the settings of a Learning Zone game by selecting the Option icon with your joystick and pressing the **ENTER** button. For further details, please see the “Getting Started - Step 2: Choose Your Game Settings” section of the manual.



### Learning Zone Game Status Bar

In all four learning games, the status bar does not stay on the screen. A sequence of stars will be shown on the top of the screen after you complete a question. The stars indicate how many questions you need to answer in the current game and how many have been answered. A star will change color after you complete each question.

## ACTIVITIES: LEARNING ZONE

### Zone 1 – What Comes Next?

In their kitchen, Ernie suggests playing a sequencing game with Bert.

You will see some picture frames hanging on the wall. Help put the pictures in the right order. Press one of the color buttons on your joystick unit to select the picture you need to fill in the sequence. In the Easy level, there are three steps in the sequence, and in the Difficult level, there are four steps in the sequence. In addition, in the Difficult level, you can move your joystick left or right and press the **ENTER** button to select the answer.



## Curriculum

Sequencing; Problem Solving

- ★ Easy level: A sequence of three pictures will be shown.
- ★★ Difficult level: A sequence of four pictures will be shown.

### Zone 2 – What's the First Letter?

In this game, an object will float onto the screen. A word with its first letter(s) missing will appear below the object. Then three sets of letters will appear as answer choices. Choose the beginning letter or letters that complete the word by pressing one of the corresponding color buttons on your joystick unit. In the Difficult level, you can also move your joystick left or right and press the **ENTER** button to select the answer.



## Curriculum

Beginning Letters, Word Families

- ★ Easy level: Three letter words will be shown; single letter answer choices will be used.
- ★★ Difficult level: Three, four and five letter words will be shown; single letter and letter blend answer choices will be used.

### Zone 3 – What Time Is It?

In the lunar base station, you will see Bert and Ernie in front of four screens. They are talking about their daily life on Earth. In the Easy level, you will see four different pictures on the screens. You need to choose the event according to when it occurs, either in the morning, afternoon, or nighttime by pressing one of the corresponding color buttons on your joystick unit. In the Difficult level, you will be asked to find a specific number. You can use the color buttons to confirm your answer, or you can move your joystick left, right, down or up and press the **ENTER** button to select the answer. After you choose the correct answer, you will see a clock that displays the time of day with a picture of something that might happen at that time.



## Curriculum

Time Concepts, Daily Events, Numbers

★ Easy level: Select events that occur during various times of the day (morning, afternoon, or nighttime).

★★ Difficult level: Select a number from one through twelve to see the time displayed on a clock, and to see events that might occur at that time of day.

## Zone 4 – What Will Fit?

Deep in the caves of Dinosaur Island, Bert and Ernie find some missing shapes on the wall. Help them match floating objects to the shapes. Press one of the three corresponding color buttons (RED, YELLOW or BLUE) on your joystick unit to select the shape on the wall that matches the object. In the Difficult level, you can also move your joystick left or right and press the **ENTER** button to select the answer.



## Curriculum

Size and Shape Matching

★ Easy level: Match objects with three different shapes.

★★ Difficult level: Match objects in three different sizes of the same shape.

## 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 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](http://www.vtechkids.com)**

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

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**TEL NO.:** 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.

