

**vtech**<sup>®</sup>

**V. SMILE POCKET**<sup>™</sup>  
L E A R N I N G   S Y S T E M



**User's Manual**

**Dear Parent,**

**VTech®**, with the introduction of our **V.SMILE POCKET™**, offers parents a fun, healthy alternative to the world of hand-held video games. We know that children enjoy the “big kid” feeling that comes with owning one’s very own hand-held system, and we also understand parents’ reluctance to put these toys into their children’s hands. Children want more independent play as they get older, and parents want to feel comfortable that this play is providing healthy, fun and educational benefits to their children.

With **V.SMILE POCKET™** – an educational hand-held video game system designed for 5-8 year-olds – **VTech®** continues its tradition of providing unique and fun alternatives to the existing video game systems. The **V.SMILE POCKET™** combines age-appropriate educational content with high-tech graphics and fun game play to provide a state-of-the-art experience that kids and parents will both love. Also, **V.SMILE POCKET™** can be played both on-the-go as a hand-held unit, or plugged directly into your TV for a shared, at-home game play experience.

Both the **V.SMILE POCKET™** and the **V.SMILE™ TV Learning System** work with the full library of **VTech® Smartridges™**, each based on popular children’s characters that engage and encourage your child to play while learning. The library continues 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 the **V.SMILE POCKET™** and other **VTech®** toys, visit [www.vtechkids.com](http://www.vtechkids.com)

# INTRODUCTION

Thank you for purchasing the **VTech® V.SMILE POCKET™**!

This unique handheld video game device was created especially for young players. With the **VTech® V.SMILE POCKET™**, children can play exciting, educational games on the go, or plug the **V.SMILE POCKET™** directly into a TV for great at-home play. Either way, children will enjoy the fun and rewards of great educational video game play, all the while playing along on adventures with the characters that they love best.



## INCLUDED IN THIS PACKAGE

- One **VTech® V.SMILE POCKET™**
- One **Smartridge™**
- One AV Cable
- One Wrist Strap
- One User Manual
- 4 **AA** heavy duty batteries included. Alkaline batteries are recommended for longer life and optimum performance.

**WARNING:** All packing materials such as tape, plastic sheets, wire ties, vacuum form and tags are not part of this toy and should be discarded for your child's safety.

# PRODUCT FEATURES



**ON Button**  
**OFF Button**

Press this button to turn the unit **ON**.  
 Press this button to turn the unit **OFF**. Always do this before removing a **Smartridge™**.

**LCD indicator**  
**TV indicator**

Light flashes when the unit is turned on.  
 Light appears when the unit is connected to the TV screen and the unit is turned **ON**.

## FUNCTION JACKS

**DC Power Jack**  
**AV Output Jack**  
**Headphone Jack**

Use this to connect to an adaptor.  
 Use this to connect the unit to a TV.  
 Use this to connect to headphones.

**NOTE: V.SMILE POCKET™ supports one-player mode only.**

## FUNCTION BUTTONS

**ENTER Button**

Press this button to make a choice or to perform certain game actions.

**DIRECTION Button**

Press left, right, up, or down to direct the on-screen cursor, or game character, to the location you wish.

**4 Color Buttons**

Use these buttons to choose answers in certain activities, or to perform certain game actions.

**LEARNING ZONE Button**

Push this button to enter the Learning Zone play mode.

## Microphone Button

Press the microphone button to turn the mic on. The **Mic Indicator** lights up to indicate that you can now use the built-in Microphone for any singing along or microphone-related activities.

If you connect the unit to a TV and hear feedback when using the microphone, try lowering the volume setting on the TV.

## EXIT Button

Press this button to exit or pause a game.

## HELP Button

Press this button to hear helpful hints in certain games.

## Smartridge™ slot

Slide in a **Smartridge™** here for game and activity play.

**NOTE:** Do not hold the unit by the **Smartridge™** as it may cause the unit to become disconnected.

## DIRECTION AND ENTER BUTTON LEFT/RIGHT REVERSE SWITCH

The **V.SMILE POCKET™** accommodates both right and left-handed players. To switch the **ENTER** and **DIRECTION** buttons from one side to the other:

- Slide up the switch on the back of the unit as shown in the diagram.
- Roll the **DIRECTION** and **ENTER** buttons from up to down until you hear and feel a locking sound. The **DIRECTION** and **ENTER** buttons will now appear on opposite sides from where you started.
- To return the buttons to their original positions, perform this same maneuver again.



## HOW TO ATTACH WRIST STRAP TO THE V.SMILE POCKET



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## GETTING STARTED

### BATTERY INSTALLATION


- Make sure the unit is turned **OFF**.
- Locate the battery cover on the back of the unit.
- Locate and remove the battery cover on the back of the unit as indicated in the diagram.
- Insert 4  batteries as indicated in the diagram.
- Make sure to replace the battery cover.



### BATTERY NOTICE



- Do not try to recharge non-rechargeable batteries.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix different types of batteries. Do not mix new and used batteries.
- Only use batteries of the recommended or equivalent type.
- Always insert batteries properly matching the plus  and minus  signs.

- Batteries that have run out of energy must be removed from the toy.
- Do not short-circuit the supply terminals.
- Do not use more batteries than recommended.
- Remove batteries from the toy if it will not be used for an extended period of time.

**NOTE:** When the **V.SMILE POCKET™** is running on batteries, you may see this icon appear on the screen . This indicates that battery power is low, and you should replace the batteries soon. Battery time remaining once the icon first appears is approximately 10-30 minutes, depending on the type of batteries in use. After that, the handheld will show the screen below for 5 seconds, and then will turn **OFF** automatically.



## AC ADAPTOR

- Use a standard 9V  300mA  AC/DC adaptor. We recommend the use of a **VTech®** 9V AC/DC adaptor.
- Make sure the unit is turned **OFF**.
- Plug the power jack into the 9V socket at the lower part of the handheld.
- Plug the AC adaptor into a wall socket.

**NOTE:** The use of an adaptor will override the batteries. When the toy is not going to be in use for an extended period of time, unplug the adaptor.

## STANDARD GUIDELINES FOR ADAPTOR TOYS

- The toy is not intended for use by children under 3 years old.
- Only use the recommended adaptor with the toy.
- The transformer is not a toy.
- Never clean a plugged-in toy with liquid.
- Never use more than one adaptor.
- Do not leave the toy plugged-in for extended periods of time.

## CONNECTING TO A TV

- Make sure the handheld and TV are turned **OFF**.
- Slide a **Smartridge™** firmly down into the slot located on the back of the unit, matching the label on the **Smartridge™** with LCD screen facing out, to assure that it is inserted correctly as shown in the diagram.
- Connect the purple AV cable plug to the TV jack on the handheld.



yellow white

- Connect the yellow plug on the **V.SMILE POCKET™** cable to the yellow video input terminal on your TV.
- Connect the white plug on the **V.SMILE POCKET™** cable to the white audio input terminal on your TV.

- Turn on the TV.
- Set your TV mode to accept input from the port in which your **V.SMILE POCKET™** is connected. In some cases this will involve setting the TV to **Video** mode. However, since all TVs vary, please refer to your TV manual for further details.
- Turn the **V.SMILE POCKET™** on by pressing the **ON** button.
- When the handheld is properly connected, the TV indicator light will come on.

## TO BEGIN PLAY

### When the V.SMILE POCKET is not connected to a TV

- Make sure the handheld is turned **OFF**.
- Make sure the TV cable is disconnected from the handheld.
- Slide a **Smartridge™** firmly down into the slot located on the back of the handheld, matching the label on the **Smartridge™** with LCD screen facing out, to assure that it is inserted correctly as shown in the diagram.
- Turn the **V.SMILE POCKET™** on by pressing the **ON** button.
- When the handheld is operating properly, the LCD indicator light comes on.





## CARE & MAINTENANCE

1. Keep your **V.SMILE POCKET™** 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 POCKET™** 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 POCKET™** 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 and LCD screen at close range and handling joystick controls 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.

## TROUBLESHOOTING

Problem	Possible Reason	Solution
No LCD display but can hear sound	After some time, the LCD will turn off	Press any key and the LCD should display again.
LCD display but with no sound	Volume is turned down	Adjust the volume control.
	The Headphone is connected	Unplug headphones from the headphone jack.
No LCD or sound but TV indicator light is <b>ON</b>	Cable is plugged into AV jack	Unplug the AV cable from the AV output jack.
TV indicator <b>ON</b> but no picture on TV	Incorrect TV connection	Make sure that the yellow plug of the AV cable is connected to the Video IN terminal □Usually yellow□of the TV.
	Incorrect TV mode selected	Make sure that the TV is set to □Video□mode. Some TVs have several video inputs □please make sure you selected the video input that matches the video port connected to the <b>V.SMILE POCKET™</b> unit.

TV or LCD display turns <b>ON</b> and <b>OFF</b> immediately	Battery power low	Replace battery.
The LCD or TV light on the unit is ON, but there is no picture or incorrect picture on the TV or LCD, and pressing the <b>OFF</b> Button has no effect.	Program needs to be reset	Disconnect all power supplies (batteries and adaptor) then reconnect all power supplies. Press the <b>ON Button</b> .
		If the problem persists, remove the Smartridge. Inspect the inside of the Smartridge by pushing up the protective sleeve on the bottom of the Smartridge. Clean the inside piece with a dry, soft cloth. Then, re-insert the Smartridge and press the <b>ON Button</b> .
The picture on LCD is correct but the picture on TV is black and white	Non-matching color system	Make sure that the TV is set to the correct TV system (e.g. NTSC or Auto)
	Cable connection problem	Make sure that the video cable is firmly connected to the video input of the TV and video setup of <b>V.SMILE POCKET™</b> .
There is a picture on the TV, but no sound.	TV setting	Raise the volume of the TV, and make sure it is not set to <b>Mute</b> .
	Cable connection problem	Make sure that the white and/or red plug is firmly connected to the audio input of the TV.
	Program needs to be reset	Disconnect all power supplies (batteries and adaptor) then reconnect all power supplies. Press the <b>ON Button</b> .
If the problem persists, remove the Smartridge. Inspect the inside of the Smartridge by pushing up the protective sleeve on the bottom of the Smartridge. Clean the inside piece with a dry, soft cloth. Then, re-insert the Smartridge and press the <b>ON Button</b> .		
No sound coming through Microphone	The microphone is turned <b>OFF</b>	Press the microphone <b>ON/OFF</b> Button to turn the microphone <b>ON</b> . The sound from the microphone can only be heard when the <b>V.SMILE POCKET™</b> is connected to either A. a TV or B. earphones. The microphone sound will not be heard through the speakers of the <b>V.SMILE POCKET™</b> .

## 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

## OTHER INFO

### DISCLAIMER AND LIMITATION OF LIABILITY

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**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.

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

## DEVELOPMENTAL BENEFITS



### Language Development & Phonics

Introduces the alphabet and letter sounds.



### Spelling & Advanced Phonics

Introduces age-appropriate spelling words to enhance reading readiness.



### Word Building

Expands vocabulary through age-appropriate words.



### Cognitive Development

Stimulates critical thinking skills through challenging memory and logic games.



### Basic Math Skills

Enhances basic math skills, including counting, number identification and arithmetic.



### Science Facts

Introduces early science concepts through exploration of various environments and associated vocabulary.



### Discovery & Exploration

Two different learning modes heighten curiosity and encourage exploration at a child's own pace.



### Social Studies

Introduces concepts of community, safety, geography and cultures.



### Independent Play

Interactive games and instructional voice prompts allow children to control the pace and difficulty of play.



### Cooperative Play

Encourages sharing and cooperation through take-turn activities.



### Letter Names & Sounds

Teaches letters and their sounds, the building blocks of reading.



### Motor Skills

Interactive right- and left-handed joystick controls help strengthen fine motor skills.



### Visualization & Memory

Engaging graphics and visualization activities help build memory skills.



### Imaginative Play

Stimulates imagination and exploration through interaction with popular children's characters.



### Problem Solving

Develops logic skills and strategic thinking through various gaming situations.



### Musical Creativity

Enhances music skills and creativity with music and sound activities.

