

THE  
**BATMAN**  
™

# GOTHAM CITY™ RESCUE

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 5-7) 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

The **Batman™** is always ready to spring into action. Join him on a daring mission to rescue the mayor of **Gotham City™** from the clutches of **The Joker™**, **The Penguin™** and **Mr. Freeze™**. Use your spelling, math, geometry and logical thinking skills to help the **Batman™** foil his enemies and make **Gotham City™** safe again!

## GETTING STARTED

### STEP 1: Choose Your Play Mode and Game Settings

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



Learning Adventure

Learning Zone

Options

### Learning Adventure

In this play mode, you can join the **Batman™** on his mission to rescue the mayor of **Gotham City™**. You can choose one of two play modes: Adventure Play and Quick Play.



Adventure Play: Help the **Batman™** complete his mission by playing the games in story order.

Quick Play: Play the four adventure games in any order.

## 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 the Smartridge™ has not been removed from the unit, and there has been no interruption in power supply.



**New Game:** Choose this to start a new game from the beginning.

**Continue Game:** Choose this to keep playing the game you started. Your old game settings will be kept.

## Quick Play

If you choose Quick Play, you will see a map showing the four adventure games. Use the joystick to select a game and press **ENTER** to start.



## Learning Zone

In this play mode, you can enter the **Batcave™** to choose one of four training programs that focus on a specific learning skill. Move the joystick left or right to highlight the Learning Zone game you want to play, and press **ENTER** to start.



## Options

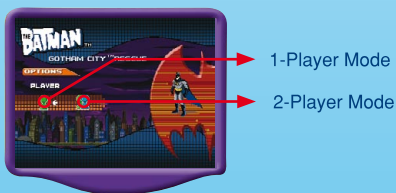
In this screen, you can choose your game settings. Move the joystick to one of the four sub-menu choices (Music, Player, Brightness, or Level) and press **ENTER** to enter that menu. Press the **EXIT** button to return to the Main Menu.



To turn the background music **On** or **Off**, move the joystick to highlight "On" or "Off". Press **ENTER** to make your choice and return to the Options Menu. You can also press the **EXIT** button to return to the Options Menu at any time.



To choose the number of players, move the joystick to the choice you want, and press **ENTER** to return to the Options Menu. You can also press the **EXIT** button to return to the Options Menu at any time.



Move the joystick left to make the screen brighter, or right to make the screen darker. Press **ENTER** to make your choice and return to the Options Menu. You can also press the **EXIT** button to return to the Options Menu at any time.



To choose your difficulty level, move the joystick left or right. Press **ENTER** to make your choice and return to the Options Menu. You can also press the **EXIT** button to return to the Options Menu at any time.



Easy Level

Difficult Level

## STEP 2: 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 during play, you will hear the game instructions again, or a helpful hint.

## • EXIT Button

When you press the **EXIT** button during play, your game will pause. An “Exit” box will pop up to make sure you want to quit. Move the joystick to  to quit the game or to  to keep playing. Press **ENTER** to make your choice.



## • LEARNING ZONE Button

The **LEARNING ZONE** button is a shortcut that takes you to the **LEARNING ZONE** menu screen. When you press the **LEARNING ZONE** button, the game will pause. An “Exit” box will pop up to make sure you want to quit. Move the joystick to  to quit the game or to  to keep playing. Press **ENTER** to make your choice.



# ACTIVITIES

## Educational Curriculum

### Learning Adventure

Stage 1: Factory Road

- Mini Game: Letter Tunnel

Stage 2: Secret Passage

- Mini Game 1: Math Password

- Mini Game 2: Robo-Spy Attack

Stage 3: Ice Laboratory

- Mini Game: Box Blocker

Stage 4: Final Escape

- Mini Game: Ice Shapes

### Curriculum

Hand-Eye Coordination

Spelling

Spatial Skills

Mathematics

Hand-Eye Coordination

Logic Skills

Spatial Skills

Hand-Eye Coordination

Geometry





**Learning Zone**

Training 1: Skyline Freeze  
 Training 2: Subway Scanner  
 Training 3: Villain Scramble  
 Training 4: **Batcave™** Workshop





**Curriculum**

Spelling  
 Matching  
 Observation  
 Geometry, Spatial Skills

**Learning Adventure****Basic Operations**

	Move to the left
	Move to the right
	Move up
	Move down
<b>ENTER</b> Button	Select / Enter choice

**Special Operations**

	Move Northwest in "Ice Laboratory" Turn the platform counterclockwise in " <b>Batcave™</b> Workshop"
	Move Southeast in "Ice Laboratory" Turn the platform clockwise in " <b>Batcave™</b> Workshop"
	Move Northeast in "Ice Laboratory" Turn the platform clockwise in " <b>Batcave™</b> Workshop"
	Move Southwest in "Ice Laboratory" Turn the platform counterclockwise in " <b>Batcave™</b> Workshop"
<b>ENTER</b> Button	Jump / Select / Enter choice



## Learning Adventure Settings:


If you are playing for the first time or have selected “New Game,” you will be asked to choose your game settings. (Default settings will be Level Easy, Player 1 Player.) 2-Player mode is not available in Learning Adventure. If you have selected “Continue Game” the system will use the game settings from your previous game.

## Learning Adventure How-To-Play Screen:


When you enter an adventure stage, you will see a screen describing the game controls and settings.



## Learning Adventure Game Energy Bar



In each adventure game, the energy bar  at the top left corner of the screen shows how many chances to play you have left.

## Learning Adventure Game Score Bar

In each adventure game, the score bar  shows how many points you have earned in your game.

## Factory Road

### Game Play

The mayor of **Gotham City™** has been kidnapped by **The Joker™**, **The Penguin™** and **Mr. Freeze™**. Drive the **Batmobile™** to the villains' secret lair, and take them by surprise! Move the joystick to steer, and press **ENTER** to jump over obstacles in the road. Along the way, collect as many bonus  and energy  crystals as you can.



**Curriculum: Hand-Eye Coordination, Spelling**

★ Easy Level: Shorter path with fewer obstacles; 4-letter grid in “Letter Tunnel”

★★ Difficult Level: Longer path with more obstacles; 6-letter grid in “Letter Tunnel”

**Mini Game: Letter Tunnel**

Crack the code to get through the tunnel. Move the joystick to highlight words reading both up-and-down, and across. When you have found both words, press **ENTER** to make your choice. Find as many words as you can before time runs out. The more words you find, the higher your score will be.

**Secret Passage****Game Play**

Help the **Batman™** find his way through the secret passage with the help of the map at the lower left-hand corner of the screen. Move the joystick up, down, left or right to move, and press **ENTER** to open the doors.

**Curriculum: Spatial Skills, Mathematics and Hand-Eye Coordination**

★ Easy Level: 1-digit addition and subtraction; fewer robo-spies in “Robo-Spy Attack”

★★ Difficult Level: 2-digit addition and subtraction, multiplication; more robo-spies in “Robo-Spy Attack”

## Mini Game 1: Math Password

Crack the number code to open the gate. Choose a number from column B that completes the math problem at the bottom of the screen. To choose a number, move the joystick up and down and press **ENTER** to choose.



## Mini Game 2: Robo-Spy Attack

Shoot down the flying mechanical spies before they shoot you! To shoot, press the colored button that matches the color of the robo-spy.



## Ice Laboratory

### Game Play

The **Batman™** has entered **Mr. Freeze™**'s ice laboratory! Move the joystick up, down, left and right to walk around the laboratory. Follow the arrows and the voice instructions to operate **Mr. Freeze™**'s tricky traps and help the **Batman™** find the mayor.



### Curriculum: Logic, Spatial Skills

- ★ Easy Level: Simpler logic puzzles; one-color boxes in "Box Blocker"
- ★★★ Difficult Level: More complex logic puzzles; multi-colored boxes in "Box Blocker"

## Mini Game: Box Blocker

Put the boxes on the floor in the pattern shown at the top right corner, before time runs out. Move the joystick to choose a box and press **ENTER** to pick it up or put it down.



## Final Escape

### Game Play

Help the **Batman™** escape the Ice Laboratory before it explodes! Use the joystick to move, and look out for dangerous obstacles. Collect as many bonus and energy crystals as you can.



### Curriculum: Hand-Eye Coordination and Geometry

★ Easy Level: fewer obstacles

★★★ Difficult Level: more obstacles

### Mini Game: Ice Shapes

When the **Batman™** reaches certain points in the path, he will be surrounded by icy shapes that block his way. To get through them, press **ENTER** to hit the 2D shape that matches the 3D shape at the top of the screen.



### Learning Zone

#### Learning Zone Game Menu Screen:

Train with the **Batman™** by playing one of four Learning Zone games. Use the joystick to choose a game and press **ENTER** to play.




#### Learning Zone How-To-Play Menu:

When you enter a training game, you will see a “**How-To-Play**” screen that explains the controls used in the game.



## Learning Zone Timer:

In all four games, the timer  will stay on the screen to show you how much time you have left in the game. If you solve all the puzzles within the time limit, the remaining time will be added to your score.

## Skyline Freeze

### Game Play

Take on **Mr. Freeze™** high above **Gotham City™**. Use the joystick to move the **Batman™** through the sky, and shoot the letter that completes the word at the bottom of the screen.



### Curriculum: Spelling

★ Easy Level: 5-letter words

★★★ Difficult Level: 6-letter words

## Subway Scanner

### Game Play

Find the villains hiding on the subway train. Move the joystick to zoom in on their faces, and find the one that matches the wanted villain at the bottom of the screen. Press **ENTER** to make your choice.



### Curriculum: Matching

★ Easy Level: Fewer villains; shorter game

★★★ Difficult Level: More villains; longer game

## Villain Scramble

### Game Play

Put together a picture of a villain that matches the picture on the right side of the screen. Move the joystick to a puzzle piece at the bottom of the screen, and press **ENTER** to select it. Then, drag it to the correct square in the blank grid on the left, and press **ENTER** again to drop it.



### Curriculum: Observation

★ Easy Level: 2 missions; 6-piece puzzles

★★ Difficult Level: 2 missions; 7-piece puzzles

## Batcave™ Workshop

### Game Play

Match the falling shape to the correct platform. Use the joystick to move the platform, and press **ENTER** to make the shape fall. You can also press the colored button that matches the platform where you want the shape to fall.



### Curriculum: Geometry, Spatial Skills

★ Easy Level: 10 puzzles

★★ Difficult Level: 15 puzzles

## 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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**COMPANY:** **VTech**<sup>®</sup> Electronics North America, L.L.C.

**ADDRESS:** 1155 West Dundee Rd, Suite 130, Arlington Heights, IL 60004 USA

**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.





