

vtech®

V. SMILE
V. MOTION
ACTIVE LEARNING SYSTEM

MARVEL
SPIDER-MAN
& Friends
SECRET MISSIONS



USER'S MANUAL

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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 parents responsibly allow their children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our answer to this question is **V-Motion™ Active Learning System**! A big breakthrough for junior gamers, **V-Motion™** takes educational video gaming to a whole new level with a motion-activated gaming system that engages both active minds and bodies.

V-Motion™ plugs directly into the TV to provide kids with a high-tech gaming experience using thrilling, age-appropriate learning games and a motion-activated, intuitive wireless controller. The **V-Motion™ Active Learning System** engages children 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 skills in a fun, engaging way. Each Smartridge™ game encourages active gaming while giving kids' minds a workout, too, as they learn basic math, reading, science, spelling and more.

In addition to the action-packed Smartridge™ game play, the **V-Motion™** includes the **V.Link™** (USB drive) that connects kids to **VTech**®'s secure online site to unlock bonus games and track their scores against other gamers.

At **VTech**®, we are proud to provide parents with a much-needed solution to the video game dilemma, as well as another innovative way for children 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,



Julia Fitzgerald

Vice President, Marketing

Vtech Electronics, NA

To learn more about the **V-Motion Active Learning System™** and other **VTech**® toys, visit www.vtechkids.com



INTRODUCTION

One for all and all for one! When we get together, there's lots of fun!

In **Spider-Man and Friends: Secret Missions**, join forces with Spider-Man, Spider-Girl and Wolverine and help them to solve problems around town. With exciting journeys, you'll learn spelling, animal names, counting, money concepts, problem solving and much more!



SPIDER-MAN

Raised by his Aunt May, Peter Parker has unique abilities that he uses to help others. Under the secret identity of Spider-Man, Peter possesses superhuman strength and reflexes. No matter where he swings, Spider-Man always remembers that with great power comes great responsibility.



SPIDER-GIRL

May Parker is Spider-Man's younger cousin and possesses the same abilities as the famous wall-crawler. Like Spider-Man, Spider-Girl can spin webs and uses them to swing all over the neighborhood while helping others.



WOLVERINE

A well traveled young hero, Logan has lived in both Canada and Japan. Sometimes made fun of by the kids at school for being different, Logan secretly possesses a desire to help others as Wolverine.



GETTING STARTED

STEP 1: Choose Your Play Mode

Move your joystick up and down to choose the play mode you want. Press **ENTER** when you are finished.



Learning Adventure

In this play mode, you can join Spider-Man and Friends and play four exciting adventure games with bonus mini-games for each.

Learning Zone

In this play mode, you can play three games that focus on a specific learning skill.

Options

In this screen, you can turn the music on or off, and choose between limited or unlimited chances to play the game.



V.Link Connection

You can select this to update your game record to the V.Link.

STEP 2: Choose Your Game Settings

Learning Adventure Mode

If you are playing for the first time or have selected “New Game,” you will be asked to choose the game settings. (Default settings will be Level = Easy, Player = 1 Player.) If you have selected “Continue Game,” the system will use the game settings from your previous game.

Use the joystick to choose “New Game” or “Continue Game.” Press the ENTER button when you have finished.

Continue Game: Choose this to continue a previous game. **V-MOTION™** remembers your game status after you turn it **OFF**, and if you turn it back **ON** without removing the **Smartridge™**, you will have the choice of continuing your old game. Your previous settings will be kept.



New Game: Choose this to start a new game.

Note: Two-player mode is not available when played on the **V.Swile Pocket™** or **V.Swile Cyber Pocket™**

Learning Zone Mode

1. Move the joystick up and down to switch between level and player selection.
2. When you have finished the selection of level and player mode, move the joystick to choose the game and press the **ENTER** button to start the game with the selected game settings.



Game Control Method

In Learning Adventure and Learning Zone, you can choose two different control methods to play the game: “Motion Controller Mode” or “Joystick Mode”

Note: For the details of Joystick Control and Motion Control, please refer to the “**Activities – Learning Adventure**” and “**Activities – Learning Zone**” sections.



STEP 3: Start Your Game

- For Learning Adventure, please see the “**Activities – Learning Adventure**” sections.
- For Learning Zone, please see the “**Activities – Learning Zone**” sections.



FEATURES

Color Buttons

In Learning Adventure games, you can press the **RED** button to perform the special ability of Spider-Man, Spider-Girl and Wolverine.

You can change your character by pressing the **GREEN** button.

HELP Button

When you press the **HELP** button, the activity and game control instructions will be repeated, or you will hear hints during a 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. Choose  to leave the game, or  to cancel the “**EXIT**” screen and keep playing. Press **ENTER** to choose. The **EXIT** button also takes you 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, an “Exit” screen will pop up. If you want to quit and go to the Learning Zone menu, choose . To continue playing, choose .

V.Link Connection

When you plug the V.Link into the console, a new selection – “V.Link Connection” - will appear under the main menu. You can select it to download your game score to the V.Link. After the downloading process is complete, you can plug the V.Link into your computer and unlock some fun web games on the **V.Smile™** Web Site. Please don't unplug the V.Link during the downloading process.



Bonus Games on V.SMILE™ Web Site

When you reach a certain score in Learning Adventure games, you'll be rewarded with special coins. You can save your score to the V.Link and then plug the V.Link into a PC. You'll then be able to use the coins to unlock special bonus games on the **V.Smile™** Web Site.



How To Earn Gold Coins:

- | | |
|---------------------------|--|
| 1 st gold coin | First mission is played in Learning Adventure games. |
| 2 nd gold coin | Earn a total score of 120 in Learning Adventure games. |
| 3 rd gold coin | Earn a total score of 270 in Learning Adventure games. |
| 4 th gold coin | Earn a total score of 300 in Learning |



ACTIVITIES

Educational Curriculum

Learning Adventure Curriculum

- | | |
|---------------------------------|--|
| 1. Safari Showdown
Mini Game | Spelling, Animal Names, Numbering Sequence
Animal Names, Spelling |
| 2. Bizarre Bazaar
Mini Game | Public Responsibility, Colors and Shapes
Object Identification |
| 3. Museum Madness
Mini Game | Problem Solving, Basic Science
Shape and Size Matching |
| 4. Food Frenzy
Mini Game | Categorization, Counting
Money Concepts, Basic Calculation |

Learning Zone Curriculum

- | | |
|------------------|-------------------|
| 1. Super Speller | Spelling |
| 2. Number Blowup | Basic Calculation |
| 3. Speed Pack | Categorization |

Learning Adventure

Learning Adventure Games

When you select New Game, there is a story introduction about Spider-Man and Friends. You can skip the introduction screens by pressing **ENTER**.

Status Bar



Mission Status

This shows how much of the current mission is completed.

Energy

This shows the character's energy level in the current game.

Score

This shows the number of points you've earned during play.

Active Character

This shows the character you are currently using.

Inactive Characters

This shows the friends with you.

Basic Operations

Action	Motion Controller Mode	Joystick Mode
Walk to the left	Tilt the controller left	Move the joystick to the left
Walk to the right	Tilt the controller right	Move the joystick to the right
Look or walk/climb up	Tilt the controller forward	Move the joystick up
Crouch or walk/climb down	Tilt the controller backward	Move the joystick down
Jump	Lift the controller or press ENTER	Press ENTER
Use special abilities (swing/claw)	Press the RED button	Press the RED button
Change characters	Press the GREEN button	Press the GREEN button

Mission 1 - Safari Showdown

Curriculum

Spelling, Animal Names, Number Sequence

Game Play

Oh no! The monkeys have taken some of the letters from the animal signposts. Join forces with the heroes to find all the missing letters in the safari.

Animal Signpost

Find the missing letter to fix the animal signpost in the safari. Watch out for the monkeys.

★ **Easy level:** Shorter animal names.

★★ **Difficult level:** Longer animal names.



Numbering Woodlogs

Jump on the woodlogs to get across, in correct sequence to avoid falling.

★ **Easy level:** Numbering sequence up to 15.

★★ **Difficult level:** Numbering sequence up to 30, odd & even numbers.



Mini Game

Curriculum

Animal Names, Spelling

Game Play

Fix the signposts by catching the correct letter from the four monkeys. Don't be slow, or the monkeys will change it!

★ **Easy level:** Shorter animal names.

★★ **Difficult level:** Longer animal names.



Other Operations in Safari Showdown

Action	Motion Controller Mode	Joystick Mode
Make Selection (Mini Game)	Tilt the controller left or right	Move the joystick left or right
Confirm (Mini Game)	Lift the controller	Press ENTER

Mission 2 - Bizarre Bazaar

Curriculum

Object Names, Color and Shapes

Game Play

The Litter-Bug is littering everywhere at the bazaar! Join the heroes to follow the Litter-Bug and collect all the litter to keep the place clean.

Woodlog Balance

Balance your body in order to get through the unstable woodlog.

Color and Shape Ties

Get across the ties by the command of color and shapes.

- ★ **Easy level:** Learn colors and shapes separately.
- ★★ **Difficult level:** Learn colors and shapes together.

Mini Game

Curriculum

Object Identification

Game Play

Help to recycle! Identify the types of litter and put them into the correct bins.



★ **Easy level:** Sort the litter from one Litter-Bug.

★★ **Difficult level:** Sort the litter from two Litter-Bugs.

Other Operations in Bizarre Bazaar

Action	Motion Controller Mode	Joystick Mode
Balance body (Woodlog balance)	Tilt the controller left or right	Move the joystick left or right
Bounce falling garbage (Mini Game)	Tilt the controller left or right	Move the joystick left or right

Mission 3 - Museum Madness

Curriculum

Problem Solving, Basic Science

Game Play

Careful! Join our heroes and get though all the crazy machines while collecting the parts dropped from the robots in the science museum.

Weight Balance

Select the correct numbered weight to balance out the platform and get across.



Power Up the Machines

Run on the belt and generate enough power to move the machine up.



Reflect the Light

Rotate the mirrors correctly and make the light move across the room to the pyramid.



Mini Game

Curriculum

Shape and Size Matching

Game Play

Fix the robots by choosing the gears that match the correct size and shape of the slots on their body.

- ★ **Easy level:** Match one slot per robot.
- ★★ **Difficult level:** Match two slots per robot.



Other Operations in Museum Madness

Action	Motion Controller Mode	Joystick Mode
Select weight (Weight Balance)	Press the BLUE or YELLOW button	Press the BLUE or YELLOW button
Generate power (Power Up the Machines)	Keep tilting the controller left and right	Move the joystick left or right
Rotate mirror (Reflect the Light)	Tilt the controller left or right	Press the BLUE or YELLOW button

Mission 4 - Food Frenzy

Curriculum

Categorization, Counting

Game Play

The school is going to have a big party and our Super Heroes need to go shopping for the food. Watch out, though, because Rhino is on the loose at the supermarket!

Shopping List

Collect the goods on the shopping list. Find the food objects on the shelves based on their food category.

- ★ **Easy level:** Show shopping list items one by one as you shop.
- ★★ **Difficult level:** Show all items in shopping list at beginning.



Mini Game

Curriculum

Money Concepts, Basic Calculation

Game Play

Go to the check-out and pay for your food by selecting the correct amount of money.

- ★ **Easy level:** Count the correct coins needed to pay.
- ★★ **Difficult level:** Calculate the amount and select the correct coins.



Other Operations in Museum Madness

Action	Motion Controller Mode	Joystick Mode
Confirm collecting goods (Add item to cart)	Tilt the controller backward	Move the joystick down
Pay coins (Mini Game)	Press ENTER	Press ENTER

Learning Zone

Learning Zone Game Selection Screen

The Learning Zone features three curriculum-based learning games. Use the joystick to highlight a game, and press **ENTER** to start it.

Status Bar

In all the learning games, the status bar will stay on the screen to show you how you are doing.

Player's icon



Player's score

Activity 1 - Super Speller

Curriculum

Spelling

Game Play

Guide the correct letters along the path of vines by tilting the sticks in order to complete the word.



- ★ **Easy level:** Choose the correct answer from the dropping bubbles to fill one missing letter.
- ★★ **Difficult level:** Choose the correct answer from the faster dropping bubbles to fill one missing letter.

Other operations in Super Speller

Action	Motion Controller Mode	Joystick Mode
Change stick direction	Tilt the controller left or right	Move the joystick left or right

Activity 2 - Number Blowup

Curriculum

Basic Calculations

Game Play

Help our heroes to pump up balloons for their friends. Pump the balloons in the correct number of times in order to fill them up.



★ **Easy level:** Arrange number order from 1 to 10.

★★ **Difficult level:** Addition equations within 10.

Other operations in Number Blowup

Action	Motion Controller Mode	Joystick Mode
Pump up the balloon	Shake the controller	Press ENTER
Release the balloon	Move the joystick left or right	Move the joystick left or right

Activity 3 - Speed Pack

Curriculum

Categorization

Game Play

Control the conveyor belts to place the different foods into the correct boxes. Be careful not to miss any of them!



★ **Easy level:** Sort the food into three categories.

★★ **Difficult level:** Sort the faster moving food into four categories.

Other operations in Speed Pack

Action	Motion Controller Mode	Joystick Mode
Select conveyor belt	Move the joystick up or down	Move the joystick up or down
Change the conveyor belt direction	Tilt the controller left or right	Move the joystick left or right



CARE & MAINTENANCE

1. Keep your **V-MOTION™** 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-MOTION™** 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

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



OTHER INFO

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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.**



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