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!

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.

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.

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:

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

## Educational Curriculum

<table>
<thead>
<tr>
<th>Learning Adventure</th>
<th>Curriculum</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Safari Showdown</td>
<td>Spelling, Animal Names, Numbering Sequence</td>
</tr>
<tr>
<td>Mini Game</td>
<td>Animal Names, Spelling</td>
</tr>
<tr>
<td>2. Bizarre Bazaar</td>
<td>Public Responsibility, Colors and Shapes</td>
</tr>
<tr>
<td>Mini Game</td>
<td>Object Identification</td>
</tr>
<tr>
<td>3. Museum Madness</td>
<td>Problem Solving, Basic Science</td>
</tr>
<tr>
<td>Mini Game</td>
<td>Shape and Size Matching</td>
</tr>
<tr>
<td>4. Food Frenzy</td>
<td>Categorization, Counting</td>
</tr>
<tr>
<td>Mini Game</td>
<td>Money Concepts, Basic Calculation</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Learning Zone</th>
<th>Curriculum</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Super Speller</td>
<td>Spelling</td>
</tr>
<tr>
<td>2. Number Blowup</td>
<td>Basic Calculation</td>
</tr>
<tr>
<td>3. Speed Pack</td>
<td>Categorization</td>
</tr>
</tbody>
</table>

## 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

- **Score**
- **Active Character**
- **Energy**
- **Mission Status**
- **Inactive Characters**
<table>
<thead>
<tr>
<th>Mission Status</th>
<th>This shows how much of the current mission is completed.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Energy</td>
<td>This shows the character’s energy level in the current game.</td>
</tr>
<tr>
<td>Score</td>
<td>This shows the number of points you’ve earned during play.</td>
</tr>
<tr>
<td>Active Character</td>
<td>This shows the character you are currently using.</td>
</tr>
<tr>
<td>Inactive Characters</td>
<td>This shows the friends with you.</td>
</tr>
</tbody>
</table>

## Basic Operations

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

<table>
<thead>
<tr>
<th>Action</th>
<th>Motion Controller Mode</th>
<th>Joystick Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Make Selection (Mini Game)</td>
<td>Tilt the controller left or right</td>
<td>Move the joystick left or right</td>
</tr>
<tr>
<td>Confirm (Mini Game)</td>
<td>Lift the controller</td>
<td>Press ENTER</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Action</th>
<th>Motion Controller Mode</th>
<th>Joystick Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balance body (Woodlog balance)</td>
<td>Tilt the controller left or right</td>
<td>Move the joystick left or right</td>
</tr>
<tr>
<td>Bounce falling garbage (Mini Game)</td>
<td>Tilt the controller left or right</td>
<td>Move the joystick left or right</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Action</th>
<th>Motion Controller Mode</th>
<th>Joystick Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select weight (Weight Balance)</td>
<td>Press the BLUE or YELLOW button</td>
<td>Press the BLUE or YELLOW button</td>
</tr>
<tr>
<td>Generate power (Power Up the Machines)</td>
<td>Keep tilting the controller left and right</td>
<td>Move the joystick left or right</td>
</tr>
<tr>
<td>Rotate mirror (Reflect the Light)</td>
<td>Tilt the controller left or right</td>
<td>Press the BLUE or YELLOW button</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Action</th>
<th>Motion Controller Mode</th>
<th>Joystick Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Confirm collecting goods (Add item to cart)</td>
<td>Tilt the controller backward</td>
<td>Move the joystick down</td>
</tr>
<tr>
<td>Pay coins (Mini Game)</td>
<td>Press ENTER</td>
<td>Press ENTER</td>
</tr>
</tbody>
</table>
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.

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

<table>
<thead>
<tr>
<th>Action</th>
<th>Motion Controller Mode</th>
<th>Joystick Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change stick direction</td>
<td>Tilt the controller left or right</td>
<td>Move the joystick left or right</td>
</tr>
</tbody>
</table>
**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**

<table>
<thead>
<tr>
<th>Action</th>
<th>Motion Controller Mode</th>
<th>Joystick Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pump up the balloon</td>
<td>Shake the controller</td>
<td>Press ENTER</td>
</tr>
<tr>
<td>Release the balloon</td>
<td>Move the joystick left or right</td>
<td>Move the joystick left or right</td>
</tr>
</tbody>
</table>

**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**

<table>
<thead>
<tr>
<th>Action</th>
<th>Motion Controller Mode</th>
<th>Joystick Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select conveyor belt</td>
<td>Move the joystick up or down</td>
<td>Move the joystick up or down</td>
</tr>
<tr>
<td>Change the conveyor belt direction</td>
<td>Tilt the controller left or right</td>
<td>Move the joystick left or right</td>
</tr>
</tbody>
</table>
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
DISCLAIMER AND LIMITATION OF LIABILITY

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

COMPANY: VTech® 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.