vtech®

V.FLASH™

MARVEL

THE AMAZING SPIDER-MAN

COUNTDOWN TO DOOM

USER'S MANUAL

V.DISC

Dear Parent,

vtech®, with the introduction of our **V.FLASH™**, offers kids a cool, fun, and educational alternative to the world of violent video games. We know that kids want to play popular video games, and we also understand parents' reluctance to put potentially inappropriate content into their hands. As kids get older they want to be able to play independently, and make choices for themselves, and parents want to feel comfortable that these choices are going to be healthy and beneficial to their kids.

With **V.FLASH™** – an educational video game system designed for kids 6-10 – **vtech®** continues its tradition of providing unique and fun alternatives to the existing video game systems. **V.FLASH™** combines age-appropriate educational content with outstanding 3D graphics, fast-paced game play, real video and pictures, and three unique modes of play to provide a state of the art experience that kids and parents will both love. Also, **V.FLASH™** can play all of your standard music CDs, making it both a cool video game system as well as your own personal stereo!

V.FLASH™ works with a full library of V.DISCs, each of them featuring some of your kids' favorite characters. Best of all, every V.DISC comes with three modes of play, so your child is free to explore, play and learn in any way that they choose. Game zone offers fast-paced video game fun, with all the action but none of the violence. Knowledge World features a virtual encyclopedia of pictures, videos and facts. Creative Workshop lets kids work in a cool 3D environment on creative projects such as model building and custom animations.

Best of all, the library of software will continue 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 **V.FLASH™** and other **vtech®** toys, visit:

www.vtechkids.com

Please carefully read the 'Care & Maintenance' & 'Warning' sections at the end of the Instruction Manual before getting started. The V.DISC is protected by a plastic case, and it should not be removed from this case.

INTRODUCTION

Disastrous news breaks out from the city's top-secret X-Lab (famous scientific experiment laboratory) as the ultra cosmic Power Packs have been reported missing! With some investigative searching, Peter Parker discovers that the lost Power Packs have been located at different corners of the city by 3 dangerous villains – **Rhino**, **Sandman**, and the **Black Cat**. If these three villains are able to figure out how to use the Power Packs, they will be able to control all sources of energy in the city… and create a total blackout!

There isn't much time, and Spider-Man has to move quickly in order to locate the Power Packs, defeat his enemies, and return them safely back to the X-Lab… before it's too late!

GETTING STARTED

1. Choose Game Zone, Knowledge World or Creative Workshop

On the Main Menu, you can move the joystick up or down to choose where you want to go and press the GREEN button to confirm a selection.
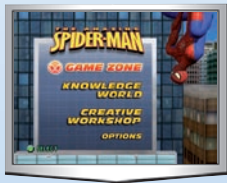
Game Zone

Select this and you can join Spider-Man to explore and solve problems in 6 different city locations while trying to stop his enemies from causing problems. Help our hero to use his Spidey Skills and your smarts to get back the lost Power Packs and complete the missions.

Knowledge World

Select this and you can visit Spider-Man's interactive science lab and learn cool things about the three main types of science: Physical, Earth and Life. There are hundreds of facts, pictures and videos to explore!

Creative Workshop

Select this and you can enter Spider-Man's Creative Workshop and start creating your very own superhero photography projects and 3D models.

Options

Select this and you can adjust the overall background music volume.

2. Choose Your Play Mode

When you choose to play Game Zone, you will see the menu to the right. You can select one of two ways to play the missions: Story Mode or Mission Mode.

Story Mode

Choose this to play the overall mission in a complete story sequence. This enables Game Save/Load features and allows for the chance to challenge the game record to be the fastest player to complete the missions.

Mission Mode

Choose this to play the games individually through a direct access menu.

3. Choose Your Saved Record

Game Zone

After you have completed a mission, you can choose to save the game status in the **V.FLASH**™ system. So even if you turn the unit OFF, **V.FLASH**™ remembers your place and status in the game. If you turn the unit back ON, you will see the pop-up screen to the right.

New Game

Choose this to start a new game from the beginning.

Load Game

Choose this to load the game records you have saved in the **V.FLASH**™ system. Move the joystick up or down to select the game that you want to continue to play and press the GREEN button to confirm.

V.FLASH™ can save up to 3 game records. If you want to delete any saved game record, you can select a record and press the YELLOW button to delete it.

Knowledge World

There is no record saving and loading feature in this play mode.

Creative Workshop

While you are creating your work in the Creative Workshop, the **V.FLASH™** system will automatically remember what you have created. So even if you turn the unit OFF without a memory card, as long as you do not take out the V.DISC, when you turn the unit back ON and select a Creative Workshop activity you can retrieve your last creation and continue working on it.

The **V.FLASH™** system also provides a **V.FLASH™** Memory Card saving feature for this play mode. The memory card is sold separately.

After you have completed a creation in the Creative Workshop, you can choose to save it on a memory card. Therefore your creation can be retrieved at anytime for editing and viewing.

When you enter the Creative Workshop, the **V.FLASH™** system will automatically detect whether a memory card is inserted. If no memory card is found, the icon of the GALLERY will be greyed out.

If you select NEW with no memory card, in the Edit mode, the save function will be disabled and the icon of the SAVE will be greyed out.

Also, if no memory card is inserted, in the Camera Mode the photo function and Green Circle button will be disabled. The "Take Photo" indicator will be greyed out.

4. Choose Your Game Settings

Game Zone

Move the joystick left, right, up and down to scroll between Difficulty Level and Number of Players settings and press the GREEN button to confirm. When you have finished your settings, choose "OK" to go to the next screen.

Two-player option is only available if two controllers are inserted into **V.FLASH™**. The second controller is sold separately.

Knowledge World

There are no settings required for this play mode.

Creative Workshop

There are no settings required for this play mode.

5. Start Your Game

Game Zone

For the details of this play mode, please refer to the "Activity - Game Zone" section.

Knowledge World

For the details of this play mode, please refer to the "Activity - Knowledge World" section.

Creative Workshop

For the details of this play mode, please refer to the "Activity - Creative Workshop" section.

Options

Move the joystick up or down to switch the background music on and off. When you have finished the setting, choose "OK" to leave the screen.

FEATURES

1. HELP Button

When you press the HELP button, a voice instruction and visual clue will be given for that particular game.

2. MENU Button

When you press the MENU button, the game will pause. A "Do you want to exit and go to MAIN MENU?" screen will pop up to make sure you want to quit and go back to the Main Menu. Choose "YES" to leave the game (and the unsaved game will be lost) or "NO" to cancel the pop up screen and keep playing.

3. EXIT Button

When you press the EXIT button, the game will pause. A "Do you want to EXIT?" screen will pop up to make sure you want to quit. Choose "YES" to leave the game (and the unsaved game will be lost) or "NO" to cancel the pop up screen and keep playing.

ACTIVITIES

1. Educational Curriculum

Game Zone			Curriculum
Mission 1	–	Broken Bridges	Fractions
Mission 2	–	Warehouse Shakedown	Physical Science
Mission 3	–	Subway Adventure	Map Reading, Critical Thinking
Mission 4	–	Theme Park Challenge	Earth Science
Mission 5	–	Night of the Cat	Light and Color
Mission 6	–	Lights, Camera… Action!	Life Science
Knowledge World			**Curriculum**
Knowledge World	Topic 1		Earth Science
Knowledge World	Topic 2		Life Science
Knowledge World	Topic 3		Physical Science
Creative Workshop			**Curriculum**
Activity 1	–	Machine Master	3D Spatial Sense
Activity 2	–	Making the Scene	Positioning, zooming and panning

2. Game Zone

Story Mode Status

The screen to the right shows how many missions have been completed in the current game.

After a mission is completed, a Spider-Man logo will appear over it. If you want to review your fastest records, press the BLUE Button. The 5 fastest record-times for completing all missions will be shown. Try to challenge the records and see if you can be the fastest!

Mission Mode Menu

There are 6 different missions on the Mission Mode Menu. Move your joystick to choose a mission and press the GREEN button to start the challenge.

There is no limit to the number of times you can play a game, so you can always keep trying to achieve a better result.

Game Zone Status Bar

In all 6 missions, the status bar stays on the screen to show you the game status, questions and hints.

Spider-Man Energy Bar

Chance Indicator

Power Pack Indicator

Question Board

Villain Energy Bar

Game Time

Hint Icon

- The **Spider-Man Energy Bar** shows his energy level in the current game. There are 10 units of energy per chance in 1-player mode, 5 units in 2-player mode.

- The **Chance Indicator** shows the chances left in the current game.

- The **Power Pack Indicator** shows how many "Power Pack Challenges" you have completed.

- The **Question Board** shows you the question that you need to answer along the game path.

- The **Villain Energy Bar** shows the energy level of the current villain. You defeat each of them when the Villain Energy Bar runs out.

- The **Game Time** shows you how much time remains to complete a mission. The game will be over if you cannot finish it within the time limit.

- The **Hint Icon** shows you how to operate the current game.

ACTIVITIES

V.FLASH™ Controller Operation

1	HELP Button	Repeat game instruction or questions
2	L Button	Bend Left / Zoom Out / Pull things attached with web (game specific)
3	ENTER Button	Functions the same as the GREEN button
4	Joystick	Control character movement in the games
5	ABCD Buttons	Not applicable
6	MENU Button	Exit the game to Main Menu
7	EXIT Button	Exit the current activity
8	R Button	Bend Right / Zoom In / Pull things attached with web (game specific)
9	YELLOW Button	Sling Web to Swing
10	GREEN Button	Jump
11	BLUE Button	Crouch
12	RED Button	Sling Web / Hold to aim (game specific)

The Missions

Mission 1 – Broken Bridges

Game Play

While being chased, Rhino breaks the bridge and causes Spider-Man to fall into the sea. Help Spider-Man reach the opposite shore to catch up with Rhino.

Get across by standing on a floating box and slinging a web to the correct answer to the fractions problem shown. Move fast and pull yourself forward in order to reach the next checkpoint before the tension breaks your connection.

Next, use Spider-Man's swinging skills to get to some objects floating in the distance. When you get to a place with numerous floating objects, keep moving by jumping from one to the next. When a countdown timer shows up, be sure to get off the current object before time runs out, or else Spider-Man will sink into the sea!

Along the way, watch out for falling objects and do your best to avoid them. Remember, you have to reach the opposite shore before Spider-Man loses Rhino.

Complete this mission by reaching the opposite shore before Rhino runs away.

Curriculum: Fractions

Easy Level	Match the pie chart with the correct fraction
Medium Level	Match two equal fractions
Difficult Level	Match decimals with fractions

Mission 2 – Warehouse Shakedown

Game Play

Rhino has broken into the seaside warehouse, smashed up everything and set in motion some of the gadgets and machines inside!

Avoid any of the objects dropping or rolling towards you as well as the heavy gadgets moving around. Time things properly and jump across the moving and swinging platforms. Don't let Spider-Man fall into the lower level!

When a **Power Pack Challenge** comes, the challenge question will show up on the top side of the screen. Aim at the correct action ball and the highlighted answer will be displayed on the lower part of the screen. Answer the challenge by shooting the action ball(s) containing the correct answer(s) (A, B, C or D).

HINT: The answer to many of the Power Pack Challenge questions can be found in Knowledge World.

When Spider-Man finally reaches the ultimate challenge with Rhino, you'll have to use Spidey's balancing ability to keep the platform balanced while Rhino moves about. When you get it balanced, Rhino will begin to attack with boxes. Avoid his attacks by controlling Spider-Man to move and shoot his web at the correct times. You have to defeat Rhino to complete this mission

Curriculum: Physical Science, Simple Mechanical Effects

Easy Level	Power Pack Challenge: Easy physical science questions
Medium Level	Power Pack Challenge: Medium physical science questions
Difficult Level	Power Pack Challenge: Difficult physical science questions

Mission 3 – Subway Adventure

Game Play

Sandman has escaped with the Power Packs down into the subway system. Hang on tight because Spider-Man has to ride on top of the subway cars while following the correct route map to chase Sandman. Read the map carefully and then jump from train to train in order to stay with Sandman.

Along the way, avoid the obstacles inside the subway tunnels by jumping up, crouching, and bending left or right. If you end up at the wrong station or jump onto the incorrect train, Spider-Man will have to start all over from the beginning.

Complete this mission by following all of the routes correctly and catching up to Sandman.

Curriculum: Map Reading, Critical Thinking

Easy Level	Every step in the route is given; slower trains
Medium Level	One step missing between every given step
Difficult Level	Two steps missing between every given step; faster trains

Mission 4 – Theme Park Challenge

Game Play

A new amusement park is under construction, and Sandman has decided it will make a perfect place to hide.

Avoid the machines and gadgets inside the park and be careful that Spider-Man doesn't fall into any dangerous areas. When climbing up walls, watch out for Sandman's sneaky attack at any time. In the magnetic water path, control the platform by toggling the correct magnetic poles and avoid getting trapped.

When a **Power Pack Challenge** comes, the challenge question will show up on the top side of the screen. Aim at the correct power ball and the highlighted answer will be displayed on the lower part of the screen. Answer the challenge by shooting the action ball(s) containing the correct answer(s) (A, B, C or D).

HINT: The answer to many of the Power Pack Challenge questions can be found in Knowledge World.

In Spider-Man's ultimate challenge against Sandman, the pool has been affected by an electrical charge. Sandman will move from place to place and Spider-Man must avoid his attacks while using his webshooting to fight back. Press and hold the red button to aim Spider-Man's web. You have to defeat Sandman to complete this mission.

Curriculum: Earth Science, Simple Magnetic Effect

Easy Level	Power Pack Challenge: Easy earth science questions
Medium Level	Power Pack Challenge: Medium earth science questions
Difficult Level	Power Pack Challenge: Difficult earth science questions

ACTIVITIES

Mission 5 – Night of the Cat

Game Play

Black Cat has escaped with the Power Packs by moving and jumping between city rooftops. Help Spider-Man use his spider sight to find where Black Cat is hiding. First, find out the possible rooftops where Black Cat can be found by panning, zooming in and out and matching the color light with the question given. Then, recognize Black Cat's shadow cast by the spotlight and lock onto your target.

Once you have locked onto the target, follow the arrow direction and swing to reach the rooftop as soon as possible. Be fast, because Black Cat might get away and Spider-Man will have to find her all over again.

To complete this mission, find Black Cat's final hiding place.

Curriculum: Color Addition of Light

Easy Level	Recognize 1 color made up by 1 color + 1 color
Medium Level	Recognize 2-color pattern made up by 2 colors + 2 colors
Difficult Level	Recognize 4-color pattern made up by 2 colors + 2 colors

Mission 6 – Lights, Camera… Action!

Game Play

Black Cat has broken into the local TV studio and set traps to prevent Spider-Man from capturing her. Guide Spider-Man carefully through the studio while chasing Black Cat. Beware of changes of light and shadow… danger lurks nearby.

When a **Power Pack Challenge** comes, the challenge question will show up on the top side of the screen. Aim at the correct action ball and the highlighted answer will be displayed on the lower part of the screen. Answer the challenge by shooting the action ball(s) containing the correct answer(s) (A, B, C or D).

HINT: The answer to many of the Power Pack Challenge questions can be found in Knowledge World.

In the ultimate challenge with Black Cat, she will hide herself behind large projection screens. Locate her shadow cast by the spotlight and then try to guess whether she will come out and attack from the left or right side. Avoid her attacks and shoot Spider-Man's web at her. You have to defeat Black Cat to complete this mission.

Curriculum: Life Science

Easy Level	Power Pack Challenge: Easy life science questions
Medium Level	Power Pack Challenge: Medium life science questions
Difficult Level	Power Pack Challenge: Difficult life science questions

Result Screen

After each game, you will see a result screen.

The **Time** shows how much time was used during the mission you just completed.

The **Total Time** shows how much time you have used altogether.

After the Final Result pop-up when all missions are completed, the **Highest Records** show the fastest 5 records thus far. If you break the record, your time record will be updated to show it is now the highest.

Saving Game Status

After you have completed a game, you can choose to save the current game to a **V.FLASH**™ Memory Card. You will see the screen to the right.

You can choose any empty slot to save a new game record or choose the save slot where you are currently playing to update your record status.

A **V.FLASH**™ Memory Card can save up to 3 game records. If all the save slots are full and you want to save a new record, you need to choose an old game record and save over it with your new record.

3. Knowledge World

Knowledge World Menu

The Knowledge World Menu features 3 different topics. Move your joystick left or right to choose a topic and press the GREEN button to go to the Entry Menu.

Knowledge World Entry Menu

Within each Entry Menu, you can select a specific entry that you are interested in and press the GREEN button to go to the Fact Screen to learn more about that entry.

Topic 1: Earth Science   Topic 2: Life Science   Topic 3: Physical Science

Knowledge World Fact Screen

On this screen you can see different facts about the specific entry you're exploring.

You can choose the left or right arrow buttons to read a previous fact or move to the next fact. If you choose the sound button, the fact will be read out loud. If there is a video, you can choose the video button to see it. If you want to choose a new entry, you can choose the arrow button to go back to the Entry Menu.

Topic 1: Earth Science   Topic 2: Life Science   Topic 3: Physical Science

4. Creative Workshop

Creative Workshop Menu

The Creative Workshop main menu features 2 creative games. Use the joystick to select a game and press the GREEN button to confirm.

Creative Workshop Gallery

If a **V.FLASH™** Memory Card is inserted in the **V.FLASH™** system, the Gallery feature will be functional. It helps you to save your creations for each Creative Workshop activity.

After you have completed a creation, you can click SAVE and the GALLERY screen will pop up.

The Gallery allows you to save up to 10 creations for each activity. You can choose an empty slot to save a new creation. If all the save slots are full and you want to save a new creation, you need to choose an old creation and save over it with your new creation.

If you want to view any saved creation, press the Green button.

If you want to edit any saved creation, press the Blue button.

If you want to delete any saved creation, press the Yellow button.

If you want to go back to the previous mode, press the Red button.

Activities

Activity 1: Machine Master

In this activity, you can select your machine body, and add different body parts to form your own custom machine. There are a total of 4 body bases and 22 sets of body parts for you to choose to make your machine look more cool and interesting!

Game Play

Step 1: Basic Settings

Choose the machine base to use for your model.

When you have finished your selection, press the Green button to go to the next step.

Step 2: Add Body Parts

Click ADD to select the body parts that you want to add to your machine. Then move your selected items onto the body.

If you want to change the viewing angle, click SELECT FACE, then choose a direction to view. If you want to delete any added body parts from the body, click DELETE, then choose an item on the body to be removed.

If you want to save your work, click SAVE, then choose a save slot to save.

After you have added the body parts, you can choose PREVIEW to go to the next step to see your machine.

Step 3: View Your Machine

Press Left or Right Arrow button to rotate your machine.

Press the Red button to go back to the previous editing mode.

Activity 2: Making the Scene

In this activity, you can create your own 3D scene by choosing your favorite stage, characters and objects to form your own scene. There are a total of 6 stages, 4 characters and more than 30 objects for you to choose to make your scene look more cool and interesting!

Game Play

Step 1: Basic Settings

Choose "Stage" to select your foreground and background.

When you have finished your selection, press the Green button to go to the next step.

Step 2: Add Objects

Click ADD to select the character or object that you want to add to your scene. Then move your selected items onto the scene.

If you want to delete any added item from the scene, click DELETE, then choose an item in the scene to be removed.

If you want to modify the location of any added item in the scene, click MODIFY, then choose an item in the scene to be modified.

If you want to save your work, click SAVE, then choose a save slot to save.

After you have added the items, you can choose CAPTURE to go to the next step to take your photo.

Step 3: Take Your Photo

Press Left, Right, Top or Bottom Arrow button to rotate your camera angle.

Press Red button to go back to the previous editing mode.

Press Green button to take a picture.

Press R or L button to zoom in or zoom out your camera angle.

CARE & MAINTENANCE

1. Keep your V.DISC case 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 and humidity.

3. Unplug the AC adaptor when not using it.

4. Avoid dropping it. Never try to dismantle it.

5. Always keep the V.DISC away from water.

6. This disc is **vtech**® formatted software and is intended for use with the **vtech® V.FLASH**™ Home Edutainment System only. If the disc is used with other devices, damage to the disc or to the device may result.

7. A **vtech® V.FLASH**™ Memory Card may be required for saving certain portions of the game. The memory card is sold separately. Refer to the software manual for full details.

8. If paused, images may be displayed on the TV screen for an extended period of time, and a faint image may be left permanently on the screen.

9. Do not open the plastic V.DISC case, as this may result in warping or other damage to the disc.

10. Do not use cracked or deformed audio discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.

CD Cleaning Procedure

In case the data side (bottom side) of the V.DISC needs to be cleaned, please follow the following procedure:

1. Lay the V.DISC on a flat surface with the back side facing up.

2. While pushing the little latch, pull down the disc door as illustrated.

3. Clean the CD with only recommended methods for cleaning other standard CDs.

4. After cleaning, release the disc door, and make sure it returns to the original position.

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. When using the headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.

This product requires an undisturbed environment to operate properly. Make sure it is placed on a hard flat surface (carpet is not recommended) with sufficient space between the product and other items.

Do not tap or hit the product while it is operating.

Do not lift or move the product during operation.

Do not press or sit on the V.DISC.

TROUBLESHOOTING

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

Remark: While a game is saving, if insufficient memory is found in the **V.FLASH**™ system, you may need to delete some files or else play the game without saving it. (Please refer to the **V.FLASH**™ main console Instruction Manual for more detail.)

OTHER INFO

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 supplies 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

Phone: 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.

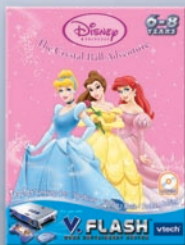## DATA FROM KNOWLEDGE WORLD

IMPORTANT LEGAL INFORMATION

Copying of any video game for any **V.FLASH**™ system is illegal and is strictly prohibited by domestic and international intellectual property law. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any authorized copying device or any unlicensed accessory. Use of any such device will invalidate your **V.FLASH**™ product warranty. **vtech**® is not responsible for any damage or loss caused by the use of any such device.

This instruction manual and other printed materials accompanying this game are protected by domestic and international intellectual property laws.