

MARVEL

SPIDER-MAN & Friends

SECRET MISSIONS

User's Manual



vtech[®]

V. SMILE[™]

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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 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™ TV Learning System** – a unique video game system created especially for children aged 3 to 7. The **V.Smile™ TV 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™ TV 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™ TV Learning System**, VTech® offers a library of game Smartridges™ 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 4-6) and Master Minds (ages 5-7) – so that the educational content of the system grows with your child.*

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™ TV Learning System** and other VTech® toys, visit www.vsmile.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, 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

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

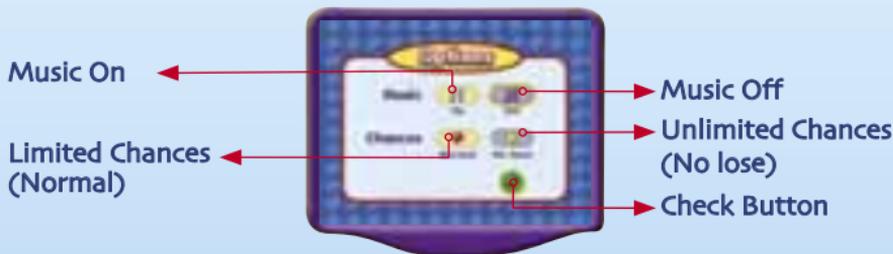
Learning Zone

Options

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 mode, you can play four 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. Move the joystick left or right to make your choice and press **ENTER** when you are finished.



Music On Select this to turn on the music.

Music Off Select this to turn off the music.

Normal Chances Select this to have a limited number of chances to play in each game.

No Lose Select this to have unlimited chances to play in each game.

Choose Your Game Settings

Learning Adventure Game Settings

you can choose "New Game" to start a new game, or "Continue Game" to continue an old game.



Continue Game Choose this to continue a previous game. **V.Smile™** 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.

Start Your Game

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

FEATURES

HELP Button

When you press the **HELP** button, the activity 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 “X” 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 “X”.

ACTIVITIES

Educational Curriculum

Learning Adventure

Mission 1 – Safari Showdown

– Mini Game

Mission 2 – Bizarre Bazaar

– Mini Game

Mission 3 – Museum Madness

– Mini Game

Mission 4 – Food Frenzy

– Mini Game

Learning Zone

Zone 1: Super Speller

Zone 2: Number Blowup

Zone 3: Robo-Match

Zone 4: Speed Pack

Curriculum

Animal Names and Numbering Sequence

Animal Names and Spelling

Public Responsibility, Colors & Shapes

Object Identification

Problem Solving, Basic Science

Shape Matching

Categorization and Counting

Money Concepts and Basic Calculation

Curriculum

Spelling

Basic Calculation

Shape Matching

Categorization

Basic Operations

 Walk to the left

 Walk to the right

 Crouch or walk/climb down

 Use special abilities

 + Enter Jump to the left

 + Enter Jump to the right

 Look or walk/climb up

 Change characters

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**.



Learning Adventure Games 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.

MISSION 1 - SAFARI SHOWDOWN



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.

Educational Curriculum

Animal Name and Numbering Sequence



Easy level: Learn shorter animal names and numbers up to 20.



Difficult level: Learn longer animal names, odd and even numbers, and numbers up to 40.

Safari Showdown Mini Game



Game Play

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

Educational Curriculum

Animal Names



Easy level: Learn spelling and shorter animal names.



Difficult level: Learn spelling and longer animal names.

MISSION 2 - BIZARRE BAZAAR



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.

Educational Curriculum

Responsibility, Colors and Shapes



Easy level: Learn colors and shapes separately; hints given for types of litter.



Difficult level: Learn colors and shapes together; no hints given for types of litter.

Bizarre Bazaar Mini Game



Game Play

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

Educational Curriculum

Object Identification



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



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

MISSION 3 - MUSEUM MADNESS



Game Play

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

Educational Curriculum

Problem Solving, Basic Science



Easy level: Match two types of science objects to make sets.



Difficult level: Match three types of science objects to make sets.

Museum Madness Mini Game



Game Play

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

Educational Curriculum

Shape and Size Matching

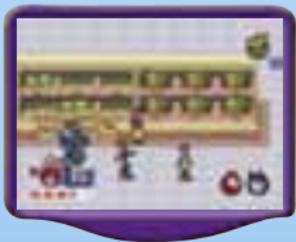


Easy level: Match one slot per robot.



Difficult level: Match two slots per robot.

MISSION 4 - FOOD FRENZY



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!

Educational Curriculum

Categorization, Counting



Easy level: Show shopping list items one by one as you shop.



Difficult Level: Show all items in shopping list at beginning.

Food Frenzy Mini Game



Game Play

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

Educational Curriculum

Money Concepts, Basic Calculation



Easy level: Count the correct coins needed to pay.



Difficult level: Calculate the amount and select the correct coins.

Learning Zone

Learning Zone Game Selection Screen

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

Learning Zone Game 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

Learning Zone Games

Zone 1 - Super Speller



Game Play

Pop the correct letter bubble to complete the missing letters from different words.

Educational Curriculum

Spelling



Easy level: Choose the correct answer from four dropping bubbles.



Difficult level: Choose the correct answer from five faster dropping bubbles.

Zone 2 - Number Blowup



Game Play

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

Educational Curriculum

Calculations



Easy level: Addition and subtraction equations up to 20.



Difficult level: Addition and subtraction equations up to 40.

Zone 3 - Robo-Match



Game Play

Match the head, body and legs to make a matching robot. Be quick, because there are lots of combinations and time is ticking away!

Educational Curriculum

Pattern Matching



Easy level: Matching with five choices for each robot part.



Difficult level: Matching with five heads and ten choices of bodies and legs.

Zone 4 - Speed Pack



Game Play

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

Educational Curriculum

Categorization



Easy level: Sort the food into three categories.



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

CARE & MAINTENANCE

1. Keep your **V.Smile™** 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™** 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™ TV 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 a time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play.

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.

If you wish to buy additional joysticks for your **V.Smile™**, please visit us online, or contact our Consumer Services Department.

Internet : www.vsmile.com

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

OTHER INFO

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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.

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Super Hero(es) is a co-owned registered trademark.

Expand your V.Smile Smartridge™ Library with these great games for never-ending fun!

Early Learners

Ages: 3-5

- Counting
- Phonics
- Colors & Shapes
- Letters
- Numbers
- Basic Vocabulary



Junior Thinkers

Ages: 4-6

- Spelling
- Math Computation
- Patterns & Logic
- Music
- Vocabulary
- Time-Telling Skills



Master Minds

Ages: 5-7

- Vocabulary
- Problem Solving
- Geography
- Spelling
- Advanced Math
- Art & Creativity



and many more...

Collect and learn from them all!

Each sold separately and subject to availability.