

vtech[®]

Instruction Manual

MARVEL
SPIDEY
AND HIS AMAZING FRIENDS

Spidey Learning Laptop



© MARVEL

VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...

vtech *Baby*

Toys that will stimulate their interest in different textures, sounds and colours

I am...

...responding to colours, sounds and textures

...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

Birth-36 months



Pre-School

Interactive toys to develop their imagination and encourage language development

I want...

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

3-6 years



Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

I need...

...challenging activities that can keep pace with my growing mind

...intelligent technology that adapts to my level of learning

...National Curriculum based content to support what I'm learning at school

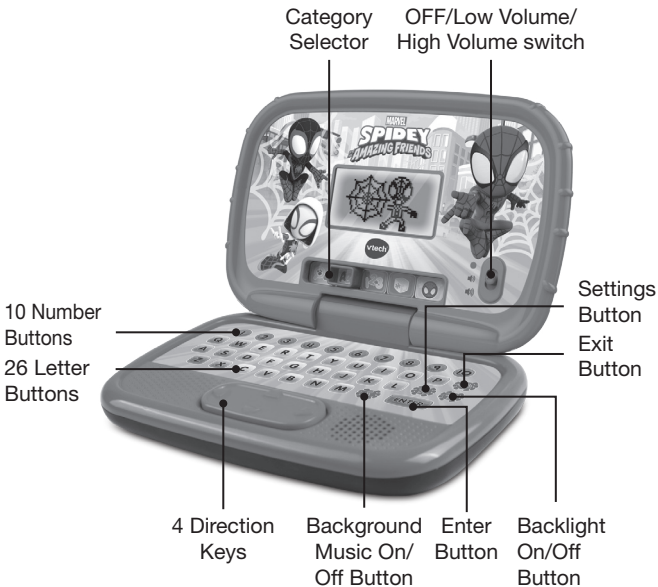
4-10 years



To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Thank you for purchasing the **VTech® Spidey Learning Laptop**. Save the city with Team Spidey as you explore letters and their sounds, words, numbers and counting. With lively animations, fun sound effects and a realistic keyboard, children will be introduced to their first computer skills through independent play. They can even switch on the backlight to add a cool blue glow to the screen display. Enjoy fun logic, memory, creative games and more with Spidey and his heroic friends as they encourage you throughout the journey across the 15 built-in activities!



INCLUDED IN THE PACKAGE

- One VTech® Spidey Learning Laptop
- One Quick Start Guide

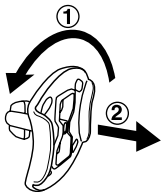
WARNING

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE

Please save this Instruction Manual as it contains important information.

Unlock the Packaging Locks

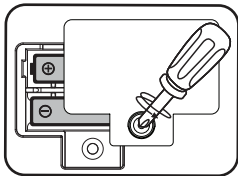


- ① Rotate the packaging locks 90 degrees anticlockwise.
- ② Pull out the packaging locks and discard.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Install 2 new AA (AM-3/LR6) batteries into the compartment as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover.



WARNING:

Adult assembly required for battery installation.
Keep batteries out of reach of children.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES:

- Remove rechargeable batteries (if removable) from toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

Disposal of batteries and product



The crossed-out wheellie bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.



The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in the Batteries and Accumulators Regulation.

The solid bar indicates that the product was placed on the market after 13th August, 2005.

Please dispose of your product and batteries responsibly.

In the UK, give this toy a second life by disposing of it at a small electricals collection point* so all of its materials can be recycled.

Learn more at:

www.vtech.co.uk/support/sustainability

www.vtech.com.au/vtechcares

* Visit www.recyclenow.com to see a list of collection points near you.

PRODUCT FEATURES

1. OFF/LOW VOLUME/HIGH VOLUME SWITCH ● 🔊 🔊)

Slide the switch from **OFF** to **Low** or **High Volume**, or slide it from **High** to **Low Volume** to switch the laptop on.

2. CATEGORY SELECTOR



Slide the selector to choose from one of the five categories: **Explore & Learn**, **Language**, **Maths**, **Logic** and **Fun**. There are 3 activities in each category.

3. LETTER BUTTONS



Press the letter buttons to learn letters or to answer letter related questions.

4. NUMBER BUTTONS



Press the number buttons to learn numbers or to answer number related questions.

5. SETTINGS BUTTON



Press this button to adjust screen contrast. There are 3 steps to adjust the screen contrast. Use the left cursor button to reduce the contrast or use the right cursor button to increase the contrast and then press the **Enter Button** to confirm.

6. Exit BUTTON

Press this button in a game to return to the activity menu of the selected category.

7. CURSOR BUTTONS

Press these buttons to select and press the Enter Button to confirm the choice.

8. ENTER BUTTON

Press this button to confirm a selection.

9. BACKLIGHT ON/OFF BUTTON

Press this button to turn the blue backlight on or off.

10. MUSIC ON/OFF BUTTON

Press this button to turn the background music on or off.

11. AUTOMATIC SHUT-OFF

To preserve battery life, the **Spidey Learning Laptop** will automatically turn off after one minute of inactivity. The unit can be turned on again by sliding the OFF/Low Volume/High Volume switch. The unit will also automatically turn off when the batteries are very low. A warning will be displayed on screen as a reminder to change the batteries.

TO BEGIN PLAY

- Slide **OFF** to **Low** or **High Volume**, or slide **High** to **Low Volume** to switch ON the unit.
- Slide the **Category Selector** to choose one of the five categories.
- Once a category is selected, you will enter the activity menu of that category. Use the **Cursor Buttons** to select an activity to play. Press the **Enter Button** to confirm your selection.

ACTIVITIES

The VTech® Spidey Learning Laptop offers a total of 15 activities to play.

Category 1: Explore & Learn



1. Letters & Sounds

In the HQ, Spidey is exploring different things with WEBSTER. Press any letter button to learn about letters and phonics.

2. Letters & Words

Press any letter button to learn the objects and words.

3. Numbers & Counting

Press a number button and the corresponding number of objects will be shown one by one.

Category 2: Language



4. Letter Typing

Spidey is swinging back to the HQ. Can you help him? Find the correct letter. Press a letter button to answer or use the cursor buttons to choose then press the **Enter Button** to confirm.

5. Picture Match

Spin loves painting. There are paintings of objects with labels in the museum but Green Goblin has mixed them all up. Help Spin find the correct picture that matches each label. Use the cursor buttons to choose then press the **Enter Button** to confirm.

6. Typing Chase

At the theme park, Rhino is stealing all the snacks from the snack shop and trying to escape in a bumper car.

Help Spidey swing into pursuit and catch Rhino by using the **Letter Buttons** to type the letters as fast as you can!

Category 3: Maths



7. Number Typing

Spidey is swinging back to the HQ. Can you help him? Find the correct letter. Press a number button to answer or use the cursor buttons to choose then press the **Enter Button** to confirm.

8. Number Path

Ghost-Spider is a great detective, so when a girl's scooter goes missing her skills are just what are needed! Help Ghost-Spider select the correct path to find the scooter. Find the largest or smallest number in each path. Press a number button to answer or use the cursor buttons to choose then press the **Enter Button** to confirm.

9. Equation Tricks

Rhino has escaped with some gold coins that he stole from the bank and Ghost-Spider needs to chase after him! Solve the equations to chase Rhino. Press a number button to answer or use the cursor buttons to choose then press the **Enter Button** to confirm.

Category 4: Logic



10. Matching Cracks

Some cracks have appeared in the dam and water is leaking through! Help Spin fix the dam by choosing the shapes that match each hole. Use the cursor buttons to choose then press the **Enter Button** to confirm.

11. Logic Pattern

Spidey has sneaked into Doc Ock's secret hideout but needs to get past the security lasers. Help Spidey disable the lasers to reach the console and stop Doc Ock's evil plan!

Help Spidey find the shape that completes the pattern sequence. Use the cursor buttons to choose then press the **Enter Button** to confirm.

12. Shadow Match

Spin wants to make himself a new Spider Bot. Look carefully and remember the shadow of the part, then find the part that matches. Use the cursor buttons to choose then press the **Enter Button** to confirm.

Category 5: Fun



13. Sequence Catch

Ghost-Spider is pursuing Green Goblin and needs to capture him in a web. Watch carefully and remember the sequence, then press the cursor buttons to repeat the sequence.

14. Spider Bot Workshop

Build a Spider Bot step-by-step by first choosing a body, then adding eyes, a mouth, legs, a hat and a bow. Complete the design with your choice of background. Use the cursor buttons to choose then press the **Enter Button** to confirm.

15. Spidey & Friends

Let's find out more about Spidey and his Amazing Friends. Use the cursor buttons to choose a character then press the **Enter Button** to find out something about them. Choose from: Spin, Ghost-Spider, Ms.Marvel, Black Panther, Hulk and Team Spidey.

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the program/activity stops working, then please follow these steps:

1. Turn the unit OFF.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit back ON. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new batteries.

If the problem persists, please call our Consumer Services Department on 01235 546810 (from UK) or +44 1235 546810 (outside UK) and a service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing preschool learning products is accompanied by a responsibility that we at VTech® take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at +44 1235 546810 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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.

CONSUMER SERVICES

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UK Customers:

Phone: 0330 678 0149 (from UK) or +44 330 678 0149 (outside UK)

Website: www.vtech.co.uk/support

Australian Customers:

Phone: 1800 862 155

Website: support.vtech.com.au

NZ Customers:

Phone: 0800 400 785

Website: support.vtech.com.au

PRODUCT WARRANTY/ CONSUMER GUARANTEES

UK Customers:

Read our complete warranty policy online at vtech.co.uk/warranty.

Australian Customers:

VTECH ELECTRONICS (AUSTRALIA) PTY LIMITED – CONSUMER GUARANTEES

Under the Australian Consumer Law, a number of consumer guarantees apply to goods and services supplied by VTech Electronics (Australia) Pty Limited. Please refer to vtech.com.au/consumerguarantees for further information.

**Visit our website for more
information about our products,
downloads, resources and more.**

www.vtech.co.uk
www.vtech.com.au

