

90610

5+

SPIDER-MAN 3

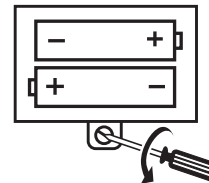
ESCAPE THE SANDMAN LCD VIDEO GAME

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver.
- Insert 2 "AAA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

Fig. 1



SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 5.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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:

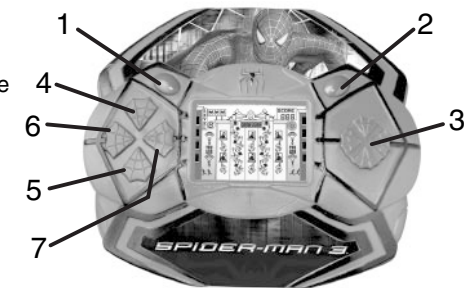
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the ON button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case press the ON button.

BUTTON DESCRIPTION

1. **ON** – Turns the game on or resets the game
2. **SOUND** () – Turns the sound on or off
3. **WEB NET** – Creates a Web Net to catch falling rubble
4. **UP** – Moves Spider-Man up
5. **DOWN** – Moves Spider-Man down
6. **LEFT** – Moves Spider-Man left
7. **RIGHT** – Moves Spider-Man right



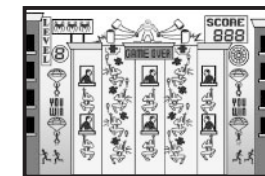
OBJECT

The Sandman is demolishing buildings, one rock fist at a time! People are trapped inside and only Spidey can help them escape. Scale the walls and help the people web-parachute to safety before everything comes crashing down!

GAME PLAY

- Press the **ON** button to turn the product on and begin the game. Music will play.
- You may push the **SOUND** button at any time during the game to turn the sound on or off.
- Help Spider-Man save the trapped residents from The Sandman! Press the **UP**, **DOWN**, **LEFT** and **RIGHT** buttons to move Spider-Man across the walls of the apartment building.
- When Spider-Man is next to a tenant, press the **LEFT** button (if the person is to Spider-Man's left) or **RIGHT** button (if the person is to Spider-Man's right) to create a web parachute that will carry them safely to the ground.
- Save 7 trapped residents to earn points and advance to higher levels! Earn 10 points for each rescue and 25 points for completing the level!
- Watch out for falling rubble! If a piece of the building collides with Spider-Man, the player will lose a chance. The game is over when the player loses all three chances.
- **Web Net:** Push the **WEB NET** button to shoot a web up to the top of the building and create a Web Net. The Web Net will appear for 5 seconds, stop all building pieces from falling, and earn the player a bonus 15 points!
NOTE: This bonus move is available only once per level.
- Earn a bonus chance at 500 points!
- If you save all of the trapped tenants on level 7, you will thwart The Sandman and win the game!
- The game will turn off automatically after 30 seconds of inactivity.

SCREEN



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