

90640
5+

SPIDER-MAN 3

3-D COLOR
V.I.E.W.™ SYSTEM
VIRTUAL INTERACTIVE ENTERTAINMENT WINDOW
LCD VIDEO GAME

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver.
- Insert 3 "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.

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 of 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.

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.

CARING FOR YOUR LENSES

- THIS PRODUCT CONTAINS PLASTIC LENSES, WHICH MAY CAUSE INJURIES IF BROKEN.
- Take care not to scrape the lenses with hard objects, as the surface scratches easily.
- Use a soft, dry cloth to remove dust from the lenses.
- Do not use volatile substances such as thinners or benzene, as these may react with the lenses and cause deformation or remove the coating.

IMPORTANT

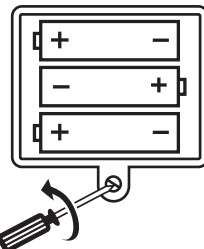
- Allow a clear open space for game play.
- **CAUTION:** This product has been designed to be played while seated. Playing while standing may cause some individuals to lose their balance. If you feel dizzy or as though you cannot maintain your balance, immediately remove the game from your eyes and stop playing.
- Be sure to play with this product in a safe area. To reduce the risk of possible injury, do not attempt to walk while holding the V.I.E.W. System over your eyes.

TROUBLESHOOTING

If you cannot view the 3-D effect on the screen:

- Adjust the lenses to fit your eyes by sliding them left or right.
- Watch the screen for 2 minutes or longer to let your eyes adjust to the viewer.
- Find the same objects in the left and right screens and match them together.

Fig. 1



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:

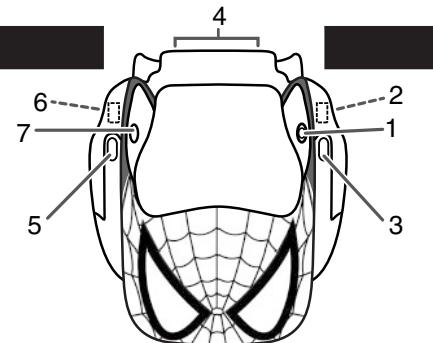
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

LENSES can be adjusted left or right for the perfect view



BUTTON DESCRIPTION

1. **GAME MODE SWITCH (GAME 2 / GAME 1 / OFF)**
Slide to select Game 1 (*SANDBLASTED!*), Game 2 (*Web Blast Washout*), or to turn off the unit.
2. **WEB** – Shoots a web at The Sandman.
3. **LEFT** – Moves Spider-Man left.
4. **ADJUSTABLE LENSES** – Slide lenses left or right to get the full 3-D effect.
5. **RIGHT** – Moves Spider-Man right.
6. **WEB** – Shoots a web at The Sandman.
7. **SOUND** (🔊) – Turns the sound on or off.



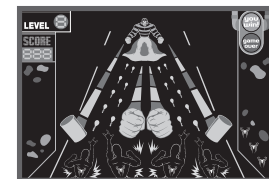
OBJECTIVE

The Sandman is wreaking havoc in the NYC subways and it's up to you to help Spider-Man stop him! Hold the V.I.E.W. System up to your eyes and enter the world of your favorite Super Hero. In *SANDBLASTED!*, you will have to use Spidey's web slinging powers to stop The Sandman, but in *Web Blast Washout*, you'll need to think creatively to defeat this dangerous villain!

GAME PLAY FOR SANDBLASTED! (BEGINNER)

- Slide the **GAME MODE SWITCH** to **GAME 1** to turn the unit on and start *SANDBLASTED!* Music will play.
- You may press the **SOUND** button at any time during the game to turn the sound on or off.
- Spider-Man begins the game at the bottom of the screen. Use the **LEFT** and **RIGHT** buttons to move Spider-Man across the screen.
NOTE: In beginner mode, Spider-Man cannot cling to the walls on the sides of the screen. You can only move him along the bottom of the screen in this game.
- The Sandman is at the top of the screen shooting his rocky hammer fists toward Spider-Man. Use the **LEFT** and **RIGHT** buttons to avoid The Sandman's attacks!
- Press the **WEB** buttons to shoot webs at The Sandman. If a web hits The Sandman, it will register as a hit and a tone will sound.
- Hit The Sandman twice to weaken part of his body and make it disappear. Reduce The Sandman completely to sand to defeat this dangerous menace!
- Weaken The Sandman with webs while avoiding his deadly attacks to earn points. You will earn 5 points each time you hit The Sandman with a web. If you weaken a part of his body and it disappears, you will receive 10 points!
- Defeat The Sandman to earn a 25-point bonus and advance to harder levels!
- You begin the game with 3 chances. Each time Spider-Man is hit by one of The Sandman's rocky hammer fists, you will lose all of your chances, the game is over.

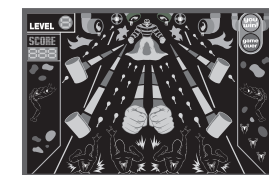
GAME 1 SCREEN



GAME PLAY FOR WEB BLAST WASHOUT (ADVANCED)

- Slide the **GAME MODE SWITCH** to **GAME 2** to turn the unit on and start *Web Blast Washout*. Music will play.
- You may press the **SOUND** button at any time during the game to turn the sound on or off.
- In this advanced game, webs alone will not defeat The Sandman! The Sandman's powers have grown even stronger and you need to figure out a way to stop him! Climb onto the walls to shoot at the water valves above The Sandman. Turn on all of the valves to wash away The Sandman with a flood of water before his powers become too great!
- Spider-Man begins the game at the bottom of the screen. Use the **LEFT** and **RIGHT** buttons to move Spider-Man across the screen. In this advanced mode, Spidey can climb the walls on the sides of the screen! Push the **LEFT** and **RIGHT** buttons when Spider-Man is next to the wall to cling to it.
- The Sandman is at the top of the screen shooting his rocky hammer fists toward Spider-Man. Use the **LEFT** and **RIGHT** buttons to avoid The Sandman's attacks!
- Quickly move Spider-Man onto the walls and press the **WEB** buttons to shoot at the water valves above The Sandman. Hit each valve twice with a web to turn it on!
- Hit The Sandman with webs while turning on the water valves to earn points. You will earn 5 points each time you hit The Sandman with a web. If you turn on a valve, you will receive 10 points!
- Wash away The Sandman with a flood of water to earn a 25-point bonus and advance to harder levels!
- You begin the game with 3 chances. Each time Spider-Man is hit by one of The Sandman's rocky hammer fists, you will lose a chance. Once you lose all of your chances, the game is over.
- Slide the **GAME MODE SWITCH** to **OFF** to turn off the game, or the game will turn off automatically after 60 seconds of inactivity.

GAME 2 SCREEN



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