SPIDER-MAN 3

BATTLE TRONICS

INSTRUCTION MANUAL

5+

No. 90660

Cover

BATTLETRONICS™

Spider-Man 3™ Battletronics™ lets you become your favorite web-slinging Super Hero as you take on your most dangerous enemies, one battle at a time! Choose which enemy you want to take on first; then plan your attack with your 3-weapon arsenal. Watch each battle unfold on the LCD screen as you web-blast your way to victory!

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OPERATION

A. **WRIST PIECE:** secure to underside of wrist with Velcro straps

B. **PALM PIECE:** secure to palm of hand with Velcro straps

C. **LCD SCREEN:** displays characters, weapons, animations and stats

D. **THUMB BUTTON:**
   1. **Push** to choose 1P or 2P game, continue a game, scroll through character and weapon screens, start the next round of play, or replay winner's taunting phrase
   2. **Press and Hold** to confirm a selection or start a battle

E. **WEAPON BUTTONS:** press buttons A, B or C to launch the corresponding weapon

F. **IR TRANSMITTER/RECEIVER (2-player game):** communicates with a 2nd Battletronics unit for 2-player game
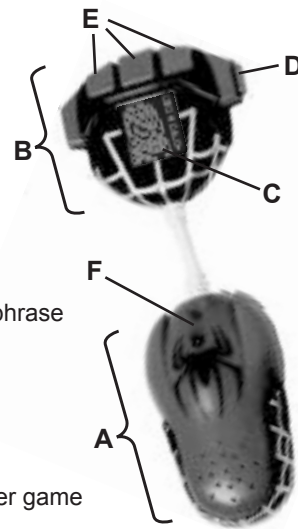
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Page 1

GAME PLAY

Put on Battletronics™ by securing the wrist piece to the underside of your wrist and the palm piece to the palm of your hand with the Velcro straps.

Press any button to turn on Battletronics™. You will hear a sound effect and see the Battletronics™ and Spider-Man 3™ logos scroll across the LCD screen.

GAME SCREEN

You can play a 1-player game against the computer or a 2-player game against a friend who also owns Battletronics™.

Press the *thumb button* to choose between a 1-player and 2-player game. **Press and hold** the *thumb button* to confirm your selection.

CHOOSE
1P – 2P

1 PLAYER GAME

When viewing the Player Screen, press the *thumb button* twice, or until you see only 1P on the screen. **Press and hold** the *thumb button* to confirm your selection and begin the game.
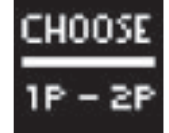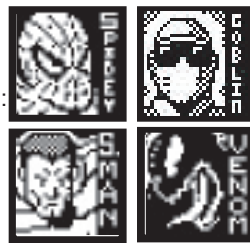
CHOOSE
1P –

2

Page 2

CHOOSE YOUR CHARACTER

The Spider-Man character screen will appear on the LCD display. Press the *thumb button* to scroll through the 4 characters available: Spider-Man, The Goblin, The Sandman and Venom.

Press and hold the *thumb button* to confirm your character selection.

CHOOSE YOUR ENEMY

You can choose an enemy from the three remaining characters. Use the *thumb button* to scroll and select an enemy.

You cannot choose the same character as both your player and your enemy. Once you have selected a character, the universal symbol for "NO" (⊘) will appear over that character screen to let you know that it cannot be selected.

You can also have the computer choose an enemy for you by selecting the Random Opponent Screen. The computer will shuffle through the remaining character screens and randomly select your enemy.

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WEAPONS

After you select an enemy, you will see your weapon inventory. Each character has 3 unique weapons that you can choose from to attack your enemy during the battle.

Push the *thumb button* to scroll through your inventory. Each weapon will appear on the screen followed by an animation of that weapon. The animation is what you will see when you launch a weapon during battle.
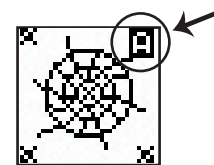
Notice that each weapon has been assigned a letter: A, B or C. Those letters correspond with the buttons on the palm piece that are marked with the same letters. When you push *button A* during battle, weapon A will be launched.
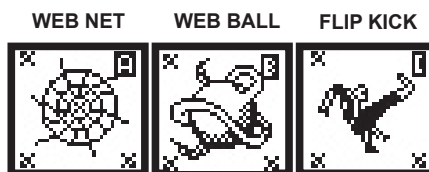
Take your time reviewing your weapons and when you are ready, **push and hold** the *thumb button* to begin the battle. (In a 2-player game, the battle will not begin until both players have pressed and held the *thumb button* to begin.)
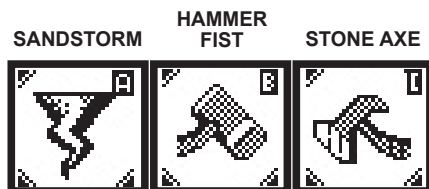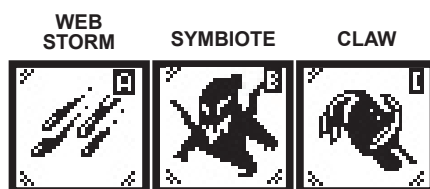
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WEAPONS BY CHARACTER

SPIDER-MAN

WEB NET   WEB BALL   FLIP KICK

THE GOBLIN

SWORD   PUMPKIN BOMB   RAZOR BAT

THE SANDMAN

SANDSTORM   HAMMER FIST   STONE AXE

VENOM

WEB STORM   SYMBIOTE   CLAW

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LET THE BATTLE BEGIN!

BATTLE

FIGHT   FIGHT

ROUND ROUND ROUND   ROUND ROUND ROUND

FIGHT

ROUND ROUND ROUND
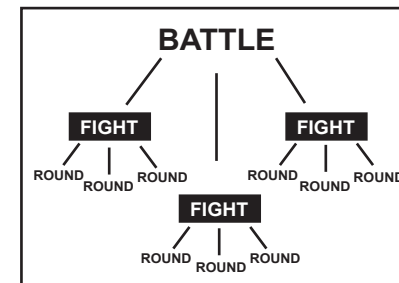
Each Battle consists of up to 9 rounds of play.

ROUND: a Round refers to each time the players launch their weapons.

FIGHT: a Fight consists of 3 rounds. The player that wins 2 out of 3 rounds wins the Fight.

BATTLE: a Battle consists of 3 Fights. The player that wins 2 out of 3 fights wins the Battle.

When the Battle begins, the computer will announce the characters that are going to fight (ex: "Spider-Man vs. Sandman") followed by "Fight 1. Round 1". Then, the players will hear 3 sequential beeps. After the 3rd beep, launch a weapon by pressing one of the *weapon buttons* (*button A, button B or button C*).

The animation for the selected weapon will appear on the player's screen, followed by another animation showing the two weapons meeting onscreen. Each Round ends with one weapon defeating the other or in a DRAW. If the Round ends in a DRAW, the players will have to replay that Round.

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STATS SCREENS

At the end of each round, a stat screen will show you how many Rounds you have won or lost in the current Fight. A check mark indicates a win and an X indicates a loss.

After reviewing your stats, press the *thumb button* to move onto the next Round.

TAUNT YOUR ENEMIES

At the end of a Battle, the computer will announce the winner, followed by a taunting statement from the winning character. If you win the Battle, push the *thumb button* to repeat your character's taunt.

CONTINUE PLAYING

After a Battle, push and hold the *thumb button* and a screen will appear asking you if you would like to continue. Use the *thumb button* to choose Yes (Y) or No (N) and confirm your selection.

If you choose Yes, you will start another Battle with the same character and enemy you chose from the previous game. If you choose No, the game will restart to the logo screen.

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FREE PLAY MODE

Have fun with Battletronics™ without playing the game. Turn on Battletronics™, but instead of choosing a 1-player or 2-player game with the *thumb button*, press the *weapon buttons* to hear authentic web shooting sound effects - taken right from the Spider-Man 3™ movie!

WEAPON HIERARCHY

Each character has 3 weapons, and each one of those weapons will perform differently against an enemy's weapons. One weapon will always defeat one of your enemy's weapons, one will always be defeated by one of your enemy's weapons and one will always tie one of your enemy's weapons. This weapon hierarchy has already been determined, so every time the same two weapons are launched against one another, the outcome will always be the same.

Study the charts on pages 9 and 10 to learn how your character's weapons will stand up to your enemies' weapons.

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CHARACTER WEAPON CHARTS

SPIDER-MAN

THE GOBLIN

WEB NET	WEB BALL	FLIP KICK	SWORD	PUMPKIN BOMB	RAZOR BAT
defeats	defeats	defeats	defeats	defeats	defeats
PUMPKIN BOMB	RAZOR BAT	SWORD	WEB BALL	FLIP KICK	WEB NET
HAMMER FIST	STONE AXE	SANDSTORM	HAMMER FIST	STONE AXE	SANDSTORM
SYMBIOTE	CLAW	WEB STORM	SYMBIOTE	CLAW	WEB STORM
loses to	loses to	loses to	loses to	loses to	loses to
RAZOR BAT	SWORD	PUMPKIN BOMB	FLIP KICK	WEB NET	WEB BALL
STONE AXE	SANDSTORM	HAMMER FIST	STONE AXE	SANDSTORM	HAMMER FIST
CLAW	WEB STORM	SYMBIOTE	CLAW	WEB STORM	SYMBIOTE
ties	ties	ties	ties	ties	ties
SWORD	PUMPKIN BOMB	RAZOR BAT	WEB NET	WEB BALL	FLIP KICK
SANDSTORM	HAMMER FIST	STONE AXE	SANDSTORM	HAMMER FIST	STONE AXE
WEB STORM	SYMBIOTE	CLAW	WEB STORM	SYMBIOTE	CLAW

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CHARACTER WEAPON CHARTS

VENOM

THE SANDMAN

| WEB STORM	SYMBIOTE	CLAW	SANDSTORM	HAMMER FIST	STONE AXE
defeats	defeats	defeats	defeats	defeats	defeats
WEB BALL	FLIP KICK	WEB NET	WEB BALL	FLIP KICK	WEB NET
PUMPKIN BOMB	RAZOR BAT	SWORD	PUMPKIN BOMB	RAZOR BAT	SWORD
HAMMER FIST	STONE AXE	SANDSTORM	SYMBIOTE	CLAW	WEB STORM
loses to	loses to	loses to	loses to	loses to	loses to
FLIP KICK	WEB NET	WEB BALL	FLIP KICK	WEB NET	WEB BALL
RAZOR BAT	SWORD	PUMPKIN BOMB	RAZOR BAT	SWORD	PUMPKIN BOMB
STONE AXE	SANDSTORM	HAMMER FIST	CLAW	WEB STORM	SYMBIOTE
ties	ties	ties	ties	ties	ties
WEB NET	WEB BALL	FLIP KICK	WEB NET	WEB BALL	FLIP KICK
SWORD	PUMPKIN BOMB	RAZOR BAT	SWORD	PUMPKIN BOMB	RAZOR BAT
SANDSTORM	HAMMER FIST	STONE AXE	WEB STORM	SYMBIOTE	CLAW

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2-PLAYER GAME

From the Game Screen, start a 2-player game by pressing the *thumb button* once, or until you see only 2P on the screen. Then **press and hold** the *thumb button* to confirm your selection.

LINKING UP

Both players will now see a screen with **LINK WEB SHOOTERS.** Position your arm so that both units are facing one another (IR transmitters should be pointing at one another). A **LINKING** screen will appear to let you know that the units are linking up.
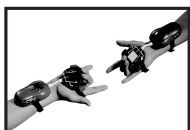
Each Battletronics™ has an IR transmitter and receiver that allows two units to link up and communicate. **When playing, it is important that the IR transmitters face one another; otherwise, the units will unlink and the game will end.**

When the units have linked up, you will hear "Choose Your Character". One unit may register before the other, but the game will not continue until both units are fully linked.

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NOTE: Players cannot choose the same character. Once a character has been selected, the universal symbol for "NO" (⊘) will appear over that character screen to let you know that it cannot be selected. The second player will have to select one of the 3 remaining characters.

TROUBLESHOOTING

If units become unlinked while playing, the LINKING screen will appear and prompt you to line up the 2 Battletronics™, with IR transmitters facing one another. After several seconds, the units will relink and the game will continue where it left off.

The IR range for Battletronics™ is 6in to 6ft. Players should be within 6ft. of each other when playing and no closer than 6in. apart.

Play Battletronics™ indoors. Sunlight or strong lights may interfere with the infrared receiver.

Other IR devices, such as TV remote controls, may interfere with the IR signal. If a problem occurs, move away from the interfering device.

Battletronics™ is a 1 or 2-player game. No more than 2 Battletronics units can participate in a game. Additional units may interfere with the current game.

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BATTERY, SAFETY AND PRECAUTION INFORMATION

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 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 3.
• 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.

Fig. 1

CARING FOR YOUR DEVICE
• If the display becomes dim or malfunctions, replace the batteries.
• After replacing batteries, press any button to start the game 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 buttons A and B to reset the unit.
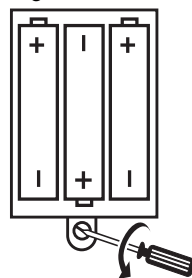
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CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 residental 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 and 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.

FOR MORE INFORMATION, VISIT US AT:
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