



Instruction Manual

SPIN LEARNING WATCH



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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

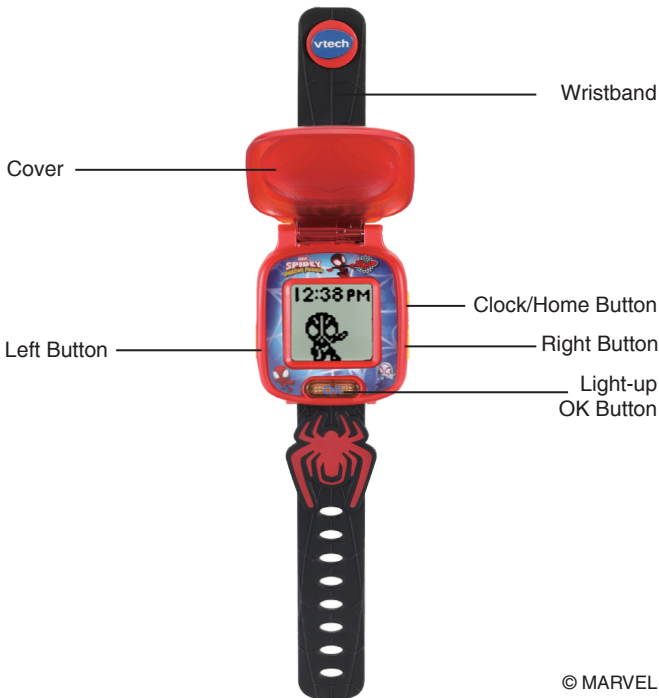
4-10 years



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

INTRODUCTION

Thank you for purchasing the **VTech® Spidey and his Amazing Friends Spin Learning Watch**. This full-function watch includes nine digital clock faces, time tools and four games. Hear Spin say fun phrases and listen as the narrator guides you through crime-fighting adventures.



INCLUDED IN THE PACKAGE

- One **Spin Learning Watch**
- One CR2450 battery
- 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.

PRODUCT SPECIFICATIONS

BATTERY	One CR2450 battery
TIME FORMAT	12h or 24h
DISPLAY	Digital
OPTIMUM OPERATING TEMPERATURE	0°C - 40°C (32°F - 104°F)

Important Note

- Do not place the watch under running water.
- Do not submerge. Not suitable for showering, bathing or swimming.
- Keep the cover closed when the watch is not in use.

WARNING

People with very sensitive skin may notice some irritation after wearing the **Spin Learning Watch** for extended periods of time. The skin may become irritated when moisture, sweat, soap, or other irritants get trapped under the wristband and are left in contact with the skin. To prevent this, we suggest children remove the watch

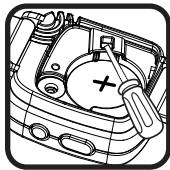
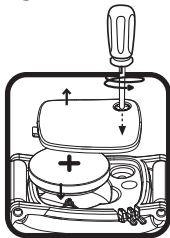
before going to bed. Take the watch off if it's feeling uncomfortable, and keep wrist and band clean and dry. In addition, wearing the watch too tightly may also cause irritation. Make sure the fit is good - tight enough so the watch stays in place but not so tight that it's uncomfortable. If you notice any redness, swelling, or other irritation, you may want to consult a doctor before wearing the watch again.

GETTING STARTED

BATTERY REMOVAL AND INSTALLATION

NOTE: For best performance, remove the factory-installed battery from the **VTech® Spidey and his Amazing Friends Spin Learning Watch** and use a new battery.

1. Make sure the watch cover is closed.
2. Find the battery cover located on the back of the unit. Use a screwdriver to loosen the screw and then open the battery cover.
3. Use the screwdriver to push the metal piece according to the diagram. Remove the battery when one end of the battery pops up.
4. Follow the diagram inside the battery box to install one new 3V CR2450 battery and press it into the battery room.
5. Replace the battery cover and tighten the screw to secure.



WARNING:

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



WARNING!

Contains coin battery.

A coin battery can cause severe or fatal injuries in 2 hours or less if it is swallowed or placed inside any part of the body. Individual battery is hazardous. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

Australia

If you think batteries might have been swallowed or placed inside any part of the body, immediately call the 24-hour Poisons Information Centre on 13 11 26 for fast, expert advice.

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 battery (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/recycle

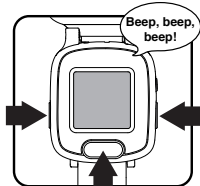
www.vtech.com.au/sustainability

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

ACTIVATE NORMAL PLAY

When you use the watch for the first time, you must unlock it from Try-Me mode to play. To unlock from Try-Me mode, open the **Cover**, and press the **Left + Right + OK Buttons** together for approximately five seconds. You will then hear three beeping sounds to indicate you have exited Try-Me Mode and the watch will function as normal. Press any button to activate the watch and set the time.

Press the **Left** or **Right Button** to select, then press the **OK Button** to confirm and move to the next option. A tick will be displayed when the setting is complete.



Note:

- When the battery level is low , most functions on the watch may not be activated, except for the clock display. It is recommended to install a new battery as soon as possible before further use.
- If the battery level is too low and cannot keep the clock running, you will need to enter the time again after the battery has been replaced.

PRODUCT FEATURES

1. Cover

Open the **Cover** to view the time. When the **Cover** is closed, tap the bottom of the **Cover** to activate character voices and sounds with a light effect.

2. Left/Right Buttons

Use the **Left** or **Right Button** to select an activity or option.

3. OK Button

Press the **OK Button** to confirm a selection and move to the next option in different activities.

4. Clock/Home Button

Press the **Clock/Home Button** to return to the clock from any other function or activity. When in Clock mode, press the **Clock/Home Button** to change to a new clock face.

5. Clock Display

When the **Clock/Home Button** is pressed, the time will be displayed. Press the **Left** or **Right Button** to display the **Home Menu** where other activities can be selected.

6. Home Menu

Press the **Left** or **Right Buttons** to display the **Home Menu**. There are five activities to choose from:

1. Alarm Clock 	2. Stopwatch 	3. Timer 
4. Games 	5. Settings 	

- Press the **Left** or **Right Button** to scroll through the menu options.
- Press the **OK Button** to enter the chosen activity.

7. Alarm Clock

- Press the **Left** or **Right Button** to select the time and choose between three alarm tones.
- Press the **OK Button** to confirm and move to the next setting.
- Press the **Clock/Home Button** to automatically save the current setting.



8. Stopwatch

- Press the **OK Button** to start the Stopwatch. Press again to stop.
- When the Stopwatch is stopped, you can press the **Left** or **Right Button** to reset.



9. Timer

- Press the **Left** or **Right Button** to change the time.
- Press the **OK Button** to confirm.
- Press the **Clock/Home Button** to automatically save the current setting.



- Press the **OK Button** to confirm the Timer duration and the countdown will start immediately.
- While the Timer is running, press the **OK Button** to pause/resume or press the **Left** or **Right Button** to reset.

10. Settings

In the **Settings** menu, press the **Left** or **Right Button** to scroll through the various options:

10.1. Setting the Time

- Press the **Left** or **Right Button** to change the options (the AM/PM setting is only applicable in a 12-hour time format).
- Press the **OK Button** to confirm.
- Press the **Clock/Home Button** to automatically save the current setting.



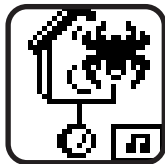
10.2. Clock Face

- Press the **Left** or **Right Button** to select from nine different clock faces.
- Press the **OK Button** or **Clock/Home Button** to confirm and save the setting.



10.3. Cuckoo Clock

- Press the **Left** or **Right Button** to turn the Cuckoo Clock on or off.
- Press the **OK Button** or **Clock/Home Button** to confirm and save the setting.
- Please note that when the Cuckoo Clock is activated, the watch will chime at the top of each hour between 7 AM and 7 PM, unless a game is currently in progress.



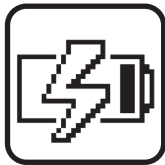
11. Automatic Shut-Off

To preserve battery life, the **Spin Learning Watch** will automatically shut off and switch to clock mode after approximately 30 seconds without input. The unit can be turned on again by pressing any button or opening the cover.

Note:

The **Spin Learning Watch** will not automatically power off when the Stopwatch is running.

The unit will automatically turn **Off** when the battery power is very low. If you see the Low Battery icon appear on screen, please replace the battery.



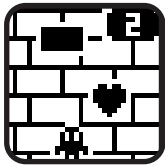
ACTIVITIES

1. Games

In the Games menu, press the **Left** or **Right Button** to scroll through the different learning game options:

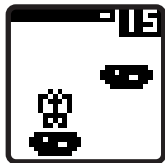
1.1 Saving Shapes

Doc Ock has grabbed gifts of different shapes and put them in her hideout. Press the **Left** or **Right Button** to help Spin collect the stolen gifts. When Doc Ock appears, press the **OK Button** to help Spin use his Cloaking Power to turn himself invisible or Doc Ock will take away the gifts.



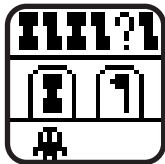
1.2 Butterfly Rescue

Sandman has captured butterflies and hidden them in holes under the ground. Help Spin save the butterflies by pressing the **Left** or **Right Button** to locate a butterfly and then press the **OK Button** to rescue it. Avoid selecting a hole with a flower.



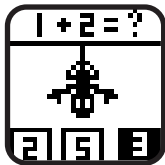
1.3 Solve the Pattern

Zola has taken all the party decorations into his hideout. Press the **Left** or **Right Button** to aim at the Hydra-bots, then press the **OK Button** to shock them with Arachno Sting. Then complete the patterns to get inside the hideout and retrieve everything for the party.



1.4. Electro Equation

Electro has stolen all the electricity from the city. Help Spin solve the equations and to find the electron absorber and take back control of the electricity. Press the **Left** or **Right Button** to make a selection and press the **OK Button** to confirm.



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 battery if the unit will not be in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, please follow these steps:

1. Interrupt the power supply by removing the battery.
2. Let the unit stand for a few minutes, then replace the battery.
3. The unit should now be ready to use again.
4. If the unit still does not work, install a new battery.

CONSUMER SERVICES

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Website: support.vtech.com.au

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