

Fisher-Price

K6690
L5502

SMART CYCLE™

PHYSICAL LEARNING ARCADE SYSTEM



NICKELODEON™

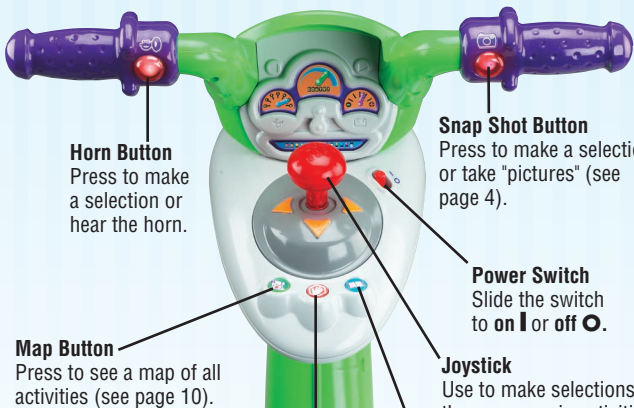
SpongeBob
SquarePants™

Ocean Adventure

CYCLE CONTROLS

Handlebar

Use for steering on the road or in games.



Horn Button

Press to make a selection or hear the horn.

Snap Shot Button

Press to make a selection or take "pictures" (see page 4).

Power Switch

Slide the switch to **on** I or **off** O.

Map Button

Press to see a map of all activities (see page 10).

Joystick

Use to make selections on the menus or in activities.

Exit Button

Press to exit the activities.

Travel Journal Button

Press to see the pictures you took along your journey.

GETTING STARTED



- Please keep these instructions for future reference, as it contains important information.
- Insert the game cartridge into the socket in the side of the cycle. Push to be sure it's fully inserted.
- Turn your TV or VCR power **on**.
- Slide the power switch on the cycle to **on I**.
- To find the picture on your TV screen, set your TV's or VCR's mode selector to INPUT or VIDEO IN.



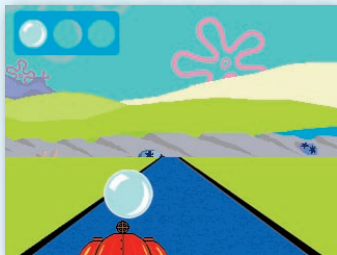
THE DOCK



- Use the joystick to choose the type of vehicle you'd like to "drive."
- Press either handlebar button to make your selection.
- Repeat this process to choose the color, a hood ornament and horn sound for your vehicle.



OCEAN ADVENTURE




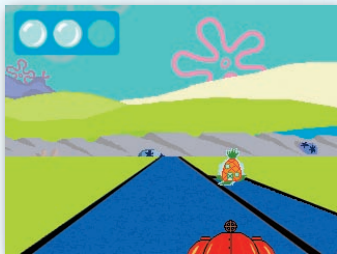
Find the objects

- Pedal the cycle to move down the road. *The faster you pedal the faster you go!*
- Use the handlebars to steer.
- Find all the objects shown in the upper left of the screen. Simply drive into them. Don't bump into the other objects.



Taking Snap Shots

- Press the right handlebar button  to take snap shots in any activity.



Off Ramps

- Keep traveling down the road and go all the way around the course or head onto an off-ramp for other fun games and activities. Simply bear to the side of the road as you see one approaching.


Hint: If you miss your ramp, you can pedal in reverse to back up.



KELP FOREST



Try to find Gary the Snail and learn about sea creatures.

- Use the joystick to choose one of the sea creatures on the screen. Press a handlebar button to make your selection.
- Learn facts about the sea creature you chose and see if Gary the Snail is hiding there too.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.



JELLYFISH FIELDS




Timer

Lives

Score

Pick up trash in the field but don't get stung by jellyfish!

- Use the joystick to move SpongeBob around the field. Run over the trash before time runs out.
- When you pick up trash, you score points! You get one point for each level you complete. Try to finish all nine levels.
- Don't get stung by the jellyfish or you lose a life.
- Lose all your lives and you'll have to start over.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.

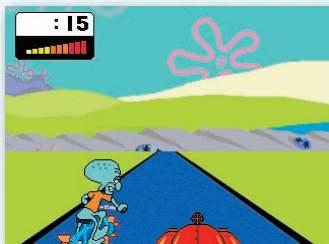


GOO LAGOON



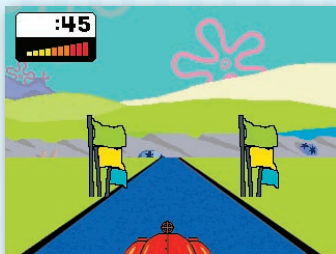
Pedal as fast as you can to the finish line!

- Use the joystick to choose 1 Player or 2 Player game. Press either handlebar button to select the game.




1 Player

- Pedal down the road as fast as you can to the finish line. Try to speed past the other characters. Get to the finish line first and you *win!*



2 Player

- Each player takes a turn. Pedal down the road as fast as you can to the finish line. Look at your time.
- Now it's time for Player 2 to beat your time.
- The player with the fastest time wins.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.




SANDY'S TREEDOME



Karate Moves

Help SpongeBob practice karate moves.

- Use the joystick to choose a karate move for SpongeBob to practice. Press a handlebar button to make your selection. Watch SpongeBob practice the karate move.
- Choose the glove  to see a combination of moves!



THE PINEAPPLE



Word

Lives

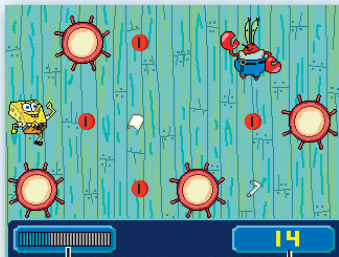
Score

Pop bubbles to complete words.

- Look at the word in the lower left corner of the screen. This is the word you'll need to spell. You have five lives to spell words correctly in each level of play.
- Watch the letter bubbles fly overhead. Use the joystick to move SpongeBob left and right. Then, press either handlebar button and SpongeBob jumps up to pop the letter bubble.
- When you spell a word, you score points! Look at your score in the lower right corner of the screen. If you choose an incorrect letter you lose a life.
- When you spell all words correctly on one level, move up to the next level. The words are longer and the bubbles fly faster!




THE KRUSTY KRAB



Timer

Coins


Collect change but don't get pinched by Mr. Krabs.

- Use the joystick to move SpongeBob and collect coins. Get as many coins as you can before time runs out.
- Don't get pinched by Mr. Krabs or you lose coins.
- Look at how many coins you've collected in the lower right corner of the screen.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.



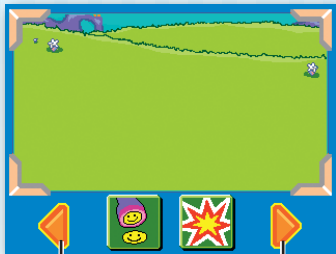
BONUS ACTIVITY



- To visit here, you need to visit all of the activities around the road and complete the first level of each game.
- Watch SpongeBob's emotional reunion with Gary the Snail!
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.




TRAVEL JOURNAL





See previous
snap shot

See next
snap shot

- Press the travel journal button . Then use the joystick and handlebar buttons to review and select a snap shot.

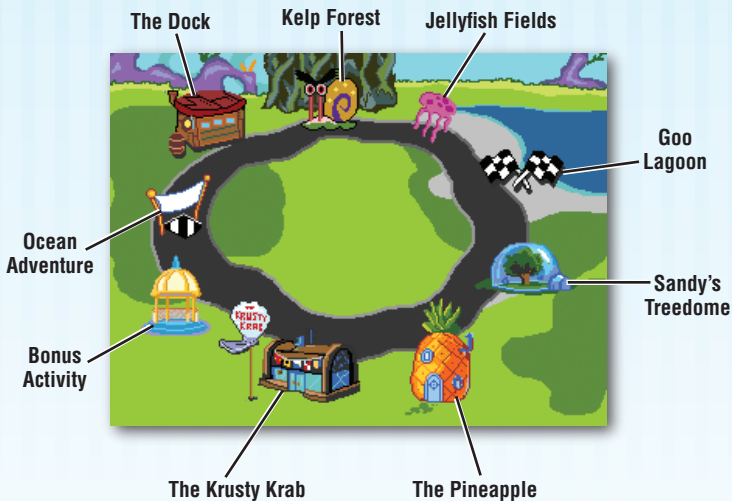



Stamp Tool Erase

- Next, use the joystick and handlebar buttons to select the stamp tool  to decorate your picture.
- Choose a stamp with the joystick and handlebar buttons and place it on the snap shot.
- Select the erase button  to clear the screen and decorate another picture.



THE MAP



- You can travel down the road and head onto an off-ramp to access activities or simply press the map button  to visit any of the activities around the course.

CARE

- Wipe with a clean cloth dampened with a mild soap and water solution. Do not immerse.
- This product has no consumer serviceable parts. Do not take this product apart.



- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

CONSUMER INFORMATION

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WWW.SERVICE.FISHER-PRICE.COM

Call our Consumer Relations Department, toll-free at **1-800-432-5437**, 9 AM - 7 PM EST Monday through Friday and 11 AM - 5 PM EST Saturday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

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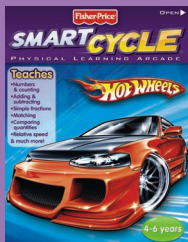
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