

vtech®

User's Manual

ANIMATED E-BOOK SYSTEM

V.Reader™

SCOOBY-DOO!

Scoby-Doo and a Mummy, Too!



TM & © Hanna-Barbera.
(s10)

Dear Parent,

At VTech®, we know how important reading is for your child's development. We want to introduce children to reading in a dynamic, engaging way that will make them readers for life. That's why we created V.Reader™, where reading comes alive with animated storytelling!

In these animated books, stories come to life through colorful scenes, voices, sounds and music. V.Reader™ creates a magical world that keeps children interested in the story while they learn letters, words, comprehension, and more!

Watching their favorite characters in fun-loving stories engages children in play, as they gain the tools to grow from a pre-reader into a fluent and confident reader. As their reading skills grow, their self-esteem grows, and their appetite for reading will, too!

With a USB connection to a computer, you can even track your child's reading progress, and download and print awards for each completed story.

At VTech®, we are dedicated to helping kids discover the magic of reading. We thank you for trusting VTech® with the job of helping your child learn and grow!

Sincerely,
Your friends at VTech®

To learn more about V.Reader™ and other VTech® toys, visit
www.vtechkids.com



INTRODUCTION

The Mystery Inc. gang is visiting the university when they discover that the Professor has turned to stone. It's time for the Mystery Inc. gang to jump into action. Please read along with Scooby and Shaggy to see how they solve the mystery.



INCLUDED IN THIS PACKAGE

- 1 **V.Reader™** book cartridge – Scooby-Doo and A Mummy, Too!
- 1 **V.Reader™** book cartridge user's manual

WARNING: All packing materials, such as tape, plastic sheets, wire ties, and tags are not part of this toy, and should be discarded for your child's safety.

AVERTISSEMENT: pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

Note: Please keep the user's manual as it contains important information.



GETTING STARTED

STEP 1: Insert the Book Cartridge

Insert the book cartridge into the top of the unit as shown in the below image.



STEP 2: Select the Book Icon

Touch the book icon to enter the book.



STEP 3: Choose How You Want to Play

There are three ways to play: **Watch the Story**, **Reading Games & Story Dictionary**. Touch an icon to choose.

Watch the Story: Read or listen to the whole story while watching the animations.

Reading Games: Play 8 story-related reading games.

Story Dictionary: Learn the definitions of vocabulary words in the story.

Touch the **Settings** icon to turn the background music and vocabulary highlight feature on or off.



FEATURES



PLAY/PAUSE BUTTON

Play or pause the story narration in Watch the Story.



REPLAY BUTTON

Repeat the story narration of the current page in Watch the Story, or repeat the question in Reading Games.

**BOOKMARK BUTTON**

Save a bookmark for the current page in Watch the Story.

**EXIT BUTTON**

Exit to the previous menu.

**HELP BUTTON**

Replay instructions, or ask for a hint in Reading Games.

**MENU KEY**

Exit out to the unit's main menu.

**PREVIOUS PAGE ARROW**

Turn to the previous page.

**NEXT PAGE ARROW**

Turn to the next page.

**GAME KEY**

Play the built-in game.

**MUSIC KEY**

Turn the background music on/off.

**BACKPACK KEY**

Go directly to the Backpack.

**QWERTY KEYPAD**

Press the keys to type in your user name, write a welcome message, or enter answers for some reading game questions.



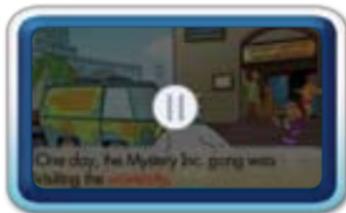
ACTIVITIES

Watch the Story

There are two ways to start Watch the Story. You can choose Whole Story to enjoy the entire story narration from the beginning, or touch Bookmark to go right to your bookmarked page. If you have not saved a bookmarked page, this submenu will be deactivated and you will automatically enter Whole Story when you choose Watch the Story.

You can press  or touch anywhere on the screen to pause the story narration and enter Free Play. When the story narration of each book page has finished, you will enter Free Play mode automatically.

To pause the story narration, press . To continue the story narration, press  again.



Free Play

To stop the automatic story narration and enter Free Play, touch anywhere on the screen. In Free Play, you can touch the words one by one to read the story at your own pace, touch highlighted vocabulary words to hear their definitions, or touch images in the art to see animations and hear fun voices and sounds. If you don't touch the screen for a while, the story narration will continue automatically from the next page.

- Touch any word in the story text to hear the word read aloud.
- Touch pictures to see animations and hear fun voices and sounds.



- Press  or  to move to the next or previous page.
- Press  to listen to the current page's story narration.
- Press  to save a bookmark for the current page.
- Press  or the onscreen arrow icon to restart the automatic story narration.

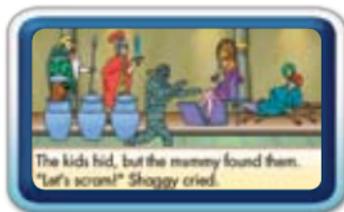
Reading Games

Play 8 reading games to have fun with the story while developing your reading skills. The reading comprehension game “What Happened?” is included in every book cartridge to reinforce your understanding of the stories you read. The other 7 games teach a variety of age-appropriate reading skills. Choose the game you wish to play from the Reading Games menu.

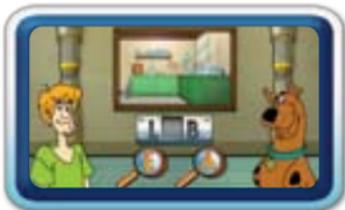


Listen to the instructions and questions carefully; and then touch a word in the story text, a picture in the art, or a key on the keypad to answer the question as directed.

What Happened?



Spooky Spelling



Food Phonics



Reading Game Curriculum

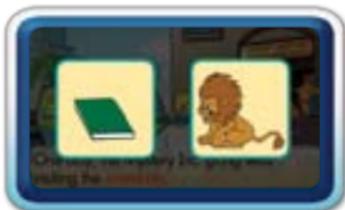
Reading Game Title	Reading Game Curriculum
What Happened?	Reading Comprehension
Mystery Marks	Punctuation
Food Phonics	Beginning Sounds
Happy Ending	Letters End Letters
Vowel Clues	Vowels
Around the Blend	Beginning Blends
Phoneme Fun	Phonemes
Spooky Spelling	Phoneme Substitution

Story Dictionary

Story Dictionary provides an alphabetical list of the vocabulary words from the story and their definitions, along with fun animations, sounds, and voices. Touch any word in the Story Dictionary menu to hear its definition. To deepen understanding, some definitions have follow-up questions that relate to the definition you just read.



Some vocabulary definitions feature a follow-up question to reinforce learning.



Settings

Turn the background music and vocabulary highlight feature on or off in Settings.



CARE & MAINTENANCE

1. Keep **V.Reader™ ANIMATED E-BOOK SYSTEM** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using **V.Reader™ ANIMATED E-BOOK SYSTEM** for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep **V.Reader™ ANIMATED E-BOOK SYSTEM** away from water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns on a game screen. While the **V.Reader™ ANIMATED E-BOOK SYSTEM** does not contribute to any additional risks, we do recommend that parents supervise their children while they play games with an LCD screen. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on an LCD screen at close range for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

TROUBLESHOOTING

Please note that if you try to insert or remove a book cartridge without first turning the unit **OFF**, you may experience a malfunction. If this happens,

and the unit does not respond to pressing the **ON/OFF** button, disconnect the AC adaptor from the main unit or remove the batteries. Then reconnect the adaptor, or reinstall the batteries.

TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- The actions you took right before the problem started.

Internet www.vtechkids.com

Phone: 1-800-521-2010 in U.S. or 1-877-352-8697 in Canada



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IMPORTANT NOTE:

Creating and developing **V.Reader™** **AN**  **ED E-BOOK SYSTEM** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information that forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you.



OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook.

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

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TEL NO.: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

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 an experienced radio/TV technician for help.

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

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This Class B digital apparatus complies with Canadian ices-003.

Cet appareil numérique de la classe b est conforme à la norme nmb-003 du Canada.