

vtech®

V.FLASH™

SCOOBY-DOO!

ANCIENT ADVENTURE



USER'S MANUAL

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Dear Parent,

VTech[®], with the introduction of our **V.FLASH**[™], offers kids a cool, fun, and educational alternative to the world of violent video games. We know that kids want to play popular video games, and we also understand parents' reluctance to put potentially inappropriate content into their hands. As kids get older they want to be able to play independently, and make choices for themselves, and parents want to feel comfortable that these choices are going to be healthy and beneficial to their kids.

With **V.FLASH**[™] – an educational video game system designed for kids 6-10 – **VTech**[®] continues its tradition of providing unique and fun alternatives to the existing video game systems. **V.FLASH**[™] combines age-appropriate educational content with outstanding 3D graphics, fast-paced game play, real video and pictures, and three unique modes of play to provide a state of the art experience that kids and parents will both love. Also, **V.FLASH**[™] can play all of your standard music CDs, making it both a cool video game system as well as your own personal stereo!

V.FLASH[™] works with a full library of V.DISCS, each of them featuring some of your kids' favorite characters. Best of all, every V.DISC comes with three modes of play, so your child is free to explore, play and learn in any way that they choose. Game zone offers fast-paced video game fun, with all the action but none of the violence. Knowledge World features a virtual encyclopedia of pictures, videos and facts. Creative Workshop lets kids show their creative side by making their own animations and custom 3D models.

Best of all, the library of software will continue to grow, as **VTech**[®] seeks to provide parents with an almost endless selection of wholesome video games that meet the individual needs and likes of their children.

At **VTech**[®] we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child to learn while having fun. We thank you for trusting **VTech**[®] with the important job of helping your child explore a new world of learning!

Sincerely,

Your friends at **VTech**[®]

To learn more about **V.FLASH**[™] and other **VTech**[®] toys, visit:

www.vtechkids.com

Please carefully read the 'Care & Maintenance' & 'Warning' sections at the end of this Instruction Manual before getting started. The V.DISC is protected by a plastic case, and should not be removed from this case.

INTRODUCTION

Scooby and the gang are on their way to the Museum of Ancient Mysteries, where some strange things have been going on! Fred, Daphne and Velma go into the museum to investigate, while Scooby and Shaggy bravely guard the Mystery Machine.

After a while, Scooby and Shaggy venture into the museum to look for their friends, and get more than they bargained for when an ancient mirror transports Scooby into the past! Help him fulfill the mirror's mysterious command and return to the present time!

GETTING STARTED

1. Choose Game Zone, Knowledge World or Creative Workshop

Choose Your Play Mode

Use the joystick to scroll up and down to the play mode you want. Press the GREEN button to enter your choice.



Game Zone

In this play mode, you can help Scooby explore the mysteries of five ancient civilizations. Help Scooby find five magic crystals and transport himself back to the present time.

Knowledge World

In this play mode, you can visit the museum library and learn fascinating facts about ancient civilizations.

Creative Workshop

In this play mode, you can use your imagination to help Scooby build a snack in the museum's food court, or help Shaggy put together a groovy historical costume.

Options

Use the joystick to move to “Sound” or “Music.” Adjust the sound volume and background music by scrolling left or right. Press the GREEN button to enter your choice.



2. Choose Your Saved Record

Game Zone

This section will not be seen if it is your first time playing the game.

After you have completed a game, the **V.FLASH™** system will automatically save your place and game status. The **V.FLASH™** system will keep this record even you turn the unit **OFF**, as long as you do not put another V.DISC in. When you turn the unit back **ON** and select Game Zone, you will see the screen to the right.



New Game

Choose this to start a new game from the beginning.

Load Saved Game

Choose this to load an old game from your **V.FLASH™** Memory Card. If you do not have a **V.FLASH™** Memory Card, this button will be disabled.

At the next screen, use the joystick to scroll to the game you want to load, and press the GREEN button.

Knowledge World

There is no record saving and loading feature in this play mode.

Creative Workshop

This section will not be seen if it is your first time entering the Creative Workshop.

After you have completed a creation, the **V.FLASH™** system will automatically save your creation. The **V.FLASH™** system will keep this record even you turn the unit **OFF**, as long as you do not put another V.DISC in. When you turn the unit back **ON** and select one of the creative workshops, you will see the screen to the right.



New Creation

Choose this to start a new creation from the beginning when there are no saved records.

Load Saved Creation

Choose this to load an old creation from your **V.FLASH™** Memory Card. If you do not have a **V.FLASH™** Memory Card, this button will be disabled.

4. Choose Your Game Settings

Game Zone

Game Settings Screen

Use the joystick to scroll to “Level” or “Player.” Scroll left or right to the setting you want and press the GREEN button to enter your choice. Press the RED button to cancel the setting and start again.



Two-Player Mode

Two-player mode is only available when two **V.FLASH™** controllers are plugged into the **V.FLASH™** console. Additional **V.FLASH™** controllers are sold separately.

In two-player mode, you can play the five Game Zone games with a friend by taking turns.



Knowledge World

There are no settings required for Knowledge World.

Creative Workshop

There are no settings required for Creative Workshop.

4. Start Your Game

Game Zone

For the details of this play mode, please refer to the “Game Zone” section.

Knowledge World

For the details of this play mode, please refer to the “Knowledge World” section.

Creative Workshop

For the details of this play mode, please refer to the “Creative Workshop” section.

Options

Use the joystick to scroll left or right to set the background music volume, and press the GREEN button when you have finished. You can choose “0” to turn the sound completely off. When you have finished adjusting the settings, press the GREEN button to leave the screen.

FEATURES

1. HELP Button

When you press the **HELP** button, a voice instruction or visual clue will be given for the current game.

2. MENU Button

When you press the **MENU** button, the game will pause. An “Quit to Main Menu?” screen will pop up to make sure you want to quit and go back to the Main Menu. Choose “YES” to leave the game (the unsaved game will be lost) or “NO” to cancel the pop up screen and keep playing.

3. EXIT Button

When you press the **EXIT** button, the game will pause. An “Exit” screen will pop up to make sure you want to quit. Choose “YES” to leave the game (the unsaved game will be lost) or “NO” to cancel the pop up screen and keep playing.

ACTIVITIES

Educational Curriculum

Game Zone

		Curriculum
Game 1	Pharaoh's Pyramid	Logic Skills
	Mini Game	Vocabulary and Spelling
Game 2	Mayan Emperor's Puzzles	3D Spatial Skills
Game 3	Chinese Puzzle Cube	Memory and Pattern Logic
Game 4	Roman Road	Logic and Spatial Skills
	Mini Game	Mathematics (Roman Numerals)
Game 5	Greek Amphitheater	Hand-Eye Coordination
		Greek Letters

Knowledge World

		Curriculum
Topic 1 –	Ancient China	History (ancient civilizations)
Topic 2 –	Ancient Rome	History (ancient civilizations)
Topic 3 –	Ancient Greece	History (ancient civilizations)
Topic 4 –	Ancient Egypt	History (ancient civilizations)
Topic 5 –	Ancient India	History (ancient civilizations)
Topic 6 –	Mesopotamia	History (ancient civilizations)
Topic 7 –	Mesoamerica	History (ancient civilizations)

Creative Workshop

	Curriculum
Costume Shop	Creative Play
Food Court	Creative Play

GAME ZONE

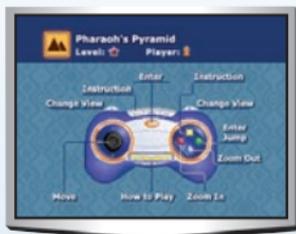
Game Zone Game Menu Screen

There are five different games to choose from in the Game Zone Menu. Use your joystick to control Scooby to select the game.



How to Play

At the beginning of each game in the Game Zone, Knowledge World and Creative Workshop, a “How to Play” screen shows you the game settings and game controls.



Game Status Bar

In all five Game Zone games, the status bar is always on the screen, showing information about your game.

- The Question Bar shows the question you must answer along the game path.
- The Score Bar shows the current player and the total game score. You can earn points by collecting bonuses along the game path and answering questions correctly.
- The Game Time shows you how much time you have left in the game. The game will be over if you do not finish it within the time limit.



Saving Game Status

Your game status will be saved automatically inside the **V.FLASH™** system after you reach a checkpoint or complete a game.

You can also save your record onto a **V.FLASH™** Memory Card (sold separately and subject to availability) after a game has been completed. You will see a “Game Saved” screen. You can save up to three game records. You can also overwrite your existing records. **If there is not enough memory on the Memory Card, you will need to delete some files from it. Please refer to the V.FLASH™ main console instruction manual for details.**



V.FLASH™ Controller Operation



1	HELP Button	Repeat game instructions or question
2	L Button	Camera rotation / object rotation
3	ENTER Button	Enter an answer / jump
4	Joystick	Control character or object movement in the games
5	ABCD Buttons	Show “How to play” screen
6	MENU Button	Exit the game to Main Menu
7	EXIT Button	Exit the game to Game Zone Menu
8	R Button	Camera rotation / object rotation
9	Yellow Button	Hints for player / object rotation
10	Green Button	Same function as ENTER button (3)
11	Blue Button	Camera zoom / object rotation
12	Red Button	Cancel an answer / run

The controls work differently in each game. The “How to Play” screen shown at the beginning of each game explains that game’s controls.

Ancient Egypt - Pharaoh's Pyramid

Game Play

Help Scooby-Doo make his way out of the ancient Egyptian pyramid by collecting tools and solving puzzles. Look out for the mummies!



Puzzle 1: Move the vase to the square with the special pattern.



Puzzle 2: Jump on the squares to make them all change color.



Curriculum: Logic Skills

Mini Game

Help Scooby get out of the locked room by filling in the missing letter in the word over the gate. The word may be in English, or in an Egyptian-style code. Move the joystick to turn the dial on the gate and choose the correct letter.

Hint: to crack the Egyptian picture-code, think of the first letter of the Egyptian picture-letter!

In this game, there are a total of 3 timed questions.



Curriculum: Vocabulary and Spelling

Easy Level: 3-5 letters in each word and 1-2 letter(s) missing

Medium Level: 4-6 letters in each word and 1-2 letter(s) missing

Difficult Level: 6-9 letters in each word and 2 letters missing

Ancient Mayan Empire - Mayan Emperor's Puzzles

Game Play

In this game, you can build your own empire, just like the ancient Mayans did! A solid building is divided up into 3 or 4 shapes and placed on a base in front of the temple. Use the joystick to pick up the shapes, rotate them, and lay them down to build the shape shown in the corner of the screen.



Curriculum: 3D Spatial Skills

Easy Level: Regular shapes with a single combination

Medium Level: Common shapes with common combinations

Difficult Level: Irregular shapes with complex combinations

Ancient China - Chinese Puzzle Cube

Game Play

Help Scooby get past the gate, which is blocked by a magic floating cube. Find pairs of matching tiles on the cube and click on them to make them go away. When you match up all the pairs, the cube will fly away and Scooby can go through the gate.



Curriculum: Memory and Pattern Logic

Easy Level: Match up 3 pairs in the cube

Medium Level: Match up 3 pairs or 12 pairs in the cube

Difficult Level: Match up 12 pairs in the cube

Ancient Rome - Roman Road

Game Play

Help Scooby make his way down the ancient Roman road. Parts of the road are broken, so you will need to move and rotate the blocks to rebuild the road. The grids in the broken area show you the cursor.



Curriculum: Logic and Spatial Skills

Mini Game

Crack the number code to help Scooby unlock the gate. Match up the Roman numerals on the floating crystals with the regular numbers on their pedestals. When you match up all the numbers, the gate will open.



Curriculum: Mathematics (Roman Numerals)

Easy Level: Roman numerals 1-8

Medium Level: Roman numerals 1-16

Difficult Level: Roman numerals 1-20

Ancient Greece - Greek Amphitheater

Game Play

The Greek amphitheater is full of little wagons with Greek letters on them. Use the joystick to help Scooby hit the wagon with the letter that matches the letter shown on the screen.



Curriculum: Hand-Eye Coordination, Greek Letters

Easy Level: Hit four of the same Greek capital or small letters

Medium Level: Hit the Greek capital or small letters in pairs

Difficult Level: Hit four different Greek capital or small letters

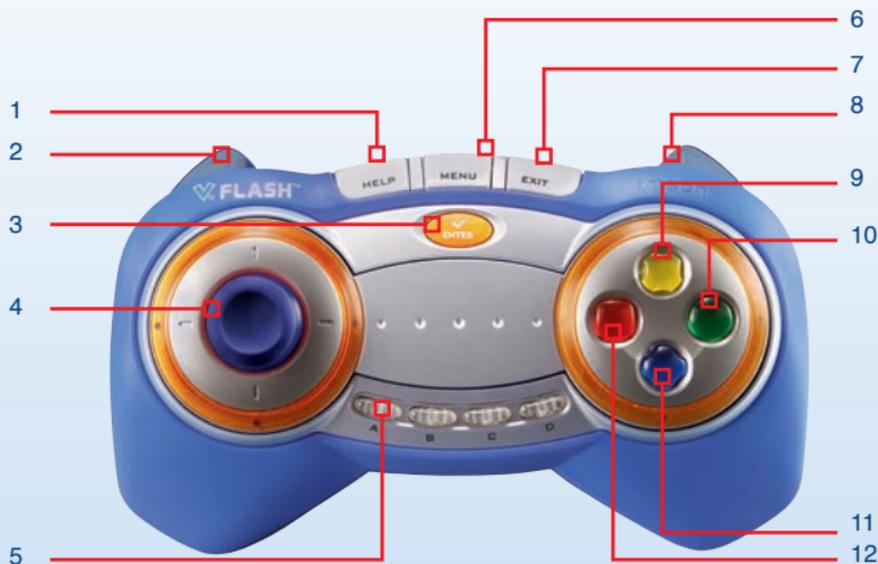
CREATIVE WORKSHOP

Creative Workshop Main Menu Screen

The Creative Workshop main menu features two creative activities. Use the joystick to select an activity and press the GREEN button to play.



V.FLASH™ Controller Operation



1	HELP Button	Repeat game instruction
2	L Button	To the previous costume / previous food
3	ENTER Button	Enter a selection
4	Joystick	Move between selections
5	ABCD Buttons	Show “How to play” screen
6	MENU Button	Exit the game to Main Menu
7	EXIT Button	Exit the game to Creative Workshop Menu
8	R Button	To the next costume / next food
9	Yellow Button	Load a creation
10	Green Button	Same function as the ENTER button
11	Blue Button	Save a creation
12	Red Button	Finished combination / back

Costume Shop

Shaggy is visiting the museum's costume shop, so he can fit in with the locals on his next time travel adventure! Help him pick out a groovy outfit from different historical time periods.



Food Court

Scooby can't wait to get a snack at the Food Court. Choose different ingredients to put together a meal fit for a king!



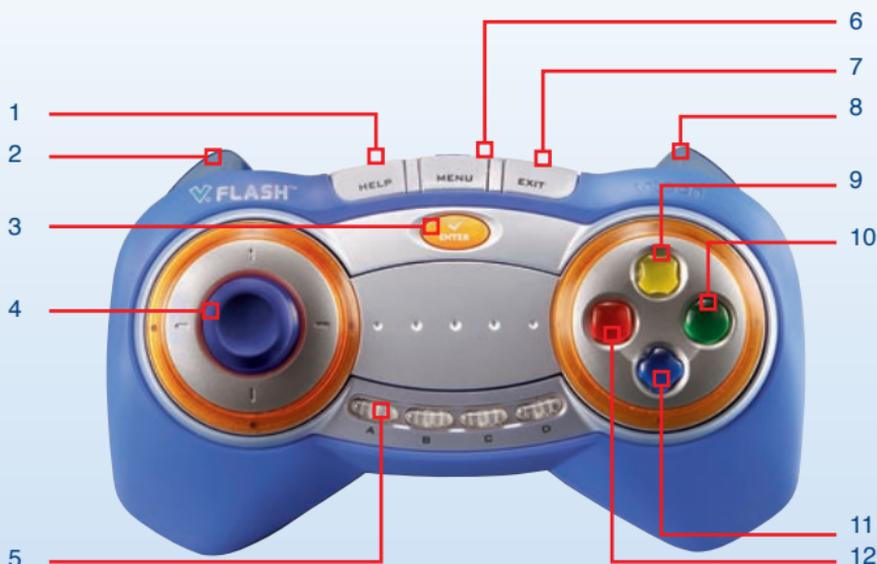
KNOWLEDGE WORLD

Knowledge World Main Menu Screen

In the Knowledge World main menu, you can choose one of seven ancient civilizations to explore. Use the joystick to scroll to an ancient civilization and press the GREEN button.



V.FLASH™ Controller Operation



1	HELP Button	Repeat help instruction
2	L Button	Move to the previous fact
3	ENTER Button	Select / Play voice
4	Joystick	Move between selections and texts
5	ABCD Button	Show “How to play” screen
6	MENU Button	Exit the game to Main Menu
7	EXIT Button	Exit the game to Knowledge World Menu
8	R Button	Move to the next fact
9	Yellow Button	Repeat instructions
10	Green Button	Same function as the (3) ENTER Button
11	Blue Button	Play video
12	Red Button	Cancel / Back

Knowledge World Entry Screen

After you have selected an ancient civilization topic, you can explore different encyclopedia entries. Use the joystick to scroll to an entry and press the GREEN button to read facts about that entry.



Knowledge World Fact Screen

In the fact screen, you can read fascinating facts about the entry you have chosen. Use the joystick to scroll left or right to the onscreen arrow buttons. This is how you can move to the next or the previous fact. If you press the GREEN button, the fact will be read aloud. If there is a video, press the BLUE button to see it. If you want to choose a new entry, you can press the RED button to go back to the Entry Screen.



CARE & MAINTENANCE

1. Keep your V.DISC case 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 and humidity.
3. Unplug the AC adaptor when not using it.
4. Avoid dropping it. Never try to dismantle it.
5. Always keep the V.DISC away from water.
6. This disc is **VTech**[®] formatted software and is intended for use with the **VTech**[®] **V.FLASH**[™] Home Edutainment System only. If the disc is used with other devices, damage to the disc or to the device may result.
7. A **V.FLASH**[™] Memory Card may be required for saving certain portions of the game. The Memory Card is sold separately. Refer to the software manual for full details.
8. If paused images are displayed on the TV screen for an extended period of time, a faint image may be left permanently on the screen.
9. Do not open the plastic V.DISC case, as this may result in warping or other damage to the disc.
10. Do not use cracked or deformed audio discs or discs that have been repaired with adhesives, as these may cause system damage or malfunction.

CD Cleaning Procedure

If the data side (bottom side) of the V.DISK needs to be cleaned, please follow these steps:

1. Lay the V.DISK on a flat surface with the back side facing up.
2. While pushing the little latch, pull down the disc door as illustrated.
3. Clean the CD with only recommended methods for cleaning other standard CDs.
4. After cleaning, release the disc door, and make sure it returns to the original position.



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, especially on television. When using the headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of these symptoms. If the condition persists, consult a doctor.

This product requires an undisturbed environment to operate properly. Make sure it is placed on a hard, flat surface (carpet is not recommended) with sufficient space between the product and other items.

Do not tap or hit the product during operation.

Do not lift or move the product during operation.

Do not press or sit on the V.DISK.

TROUBLESHOOTING

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 occurred.

Internet: www.vtechkids.com

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

Remark: While a game is loading, if insufficient memory is found in the **V.FLASH™** system, you may need to delete some files or else play the game without saving it. (Please refer to the **V.FLASH™** main console instruction manual for more detail.)

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 product. **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.

Company: **VTech®** Electronics North America, L.L.C.

Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

Phone : 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.

DATA FROM KNOWLEDGE WORLD

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V. FLASH™

