USER’S MANUAL

SCOOBY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera. (s06)
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

<table>
<thead>
<tr>
<th>Game Zone</th>
<th>Curriculum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game 1 Pharaoh’s Pyramid</td>
<td>Logic Skills</td>
</tr>
<tr>
<td>Mini Game</td>
<td>Vocabulary and Spelling</td>
</tr>
<tr>
<td>Game 2 Mayan Emperor’s Puzzles</td>
<td>3D Spatial Skills</td>
</tr>
<tr>
<td>Game 3 Chinese Puzzle Cube</td>
<td>Memory and Pattern Logic</td>
</tr>
<tr>
<td>Game 4 Roman Road</td>
<td>Logic and Spatial Skills</td>
</tr>
<tr>
<td>Mini Game</td>
<td>Mathematics (Roman Numerals)</td>
</tr>
<tr>
<td>Game 5 Greek Amphitheater</td>
<td>Hand-Eye Coordination</td>
</tr>
<tr>
<td></td>
<td>Greek Letters</td>
</tr>
</tbody>
</table>

Knowledge World

<table>
<thead>
<tr>
<th>Topic</th>
<th>Curriculum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Topic 1 – Ancient China</td>
<td>History (ancient civilizations)</td>
</tr>
<tr>
<td>Topic 2 – Ancient Rome</td>
<td>History (ancient civilizations)</td>
</tr>
<tr>
<td>Topic 3 – Ancient Greece</td>
<td>History (ancient civilizations)</td>
</tr>
<tr>
<td>Topic 4 – Ancient Egypt</td>
<td>History (ancient civilizations)</td>
</tr>
<tr>
<td>Topic 5 – Ancient India</td>
<td>History (ancient civilizations)</td>
</tr>
<tr>
<td>Topic 6 – Mesoopotamia</td>
<td>History (ancient civilizations)</td>
</tr>
<tr>
<td>Topic 7 – Mesoamerica</td>
<td>History (ancient civilizations)</td>
</tr>
</tbody>
</table>

Creative Workshop

<table>
<thead>
<tr>
<th></th>
<th>Curriculum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Costume Shop</td>
<td>Creative Play</td>
</tr>
<tr>
<td>Food Court</td>
<td>Creative Play</td>
</tr>
</tbody>
</table>

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.
### Controller Operation

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

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

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy Level</td>
<td>3-5 letters in each word and 1-2 letter(s) missing</td>
</tr>
<tr>
<td>Medium Level</td>
<td>4-6 letters in each word and 1-2 letter(s) missing</td>
</tr>
<tr>
<td>Difficult Level</td>
<td>6-9 letters in each word and 2 letters missing</td>
</tr>
</tbody>
</table>
**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)

<table>
<thead>
<tr>
<th>Level</th>
<th>Roman Numerals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy Level</td>
<td>1-8</td>
</tr>
<tr>
<td>Medium Level</td>
<td>1-16</td>
</tr>
<tr>
<td>Difficult Level</td>
<td>1-20</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Level</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy Level</td>
<td>Hit four of the same Greek capital or small letters</td>
</tr>
<tr>
<td>Medium Level</td>
<td>Hit the Greek capital or small letters in pairs</td>
</tr>
<tr>
<td>Difficult Level</td>
<td>Hit four different Greek capital or small letters</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Number</th>
<th>Button</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>HELP Button</td>
<td>Repeat game instruction</td>
</tr>
<tr>
<td>2</td>
<td>L Button</td>
<td>To the previous costume / previous food</td>
</tr>
<tr>
<td>3</td>
<td>ENTER Button</td>
<td>Enter a selection</td>
</tr>
<tr>
<td>4</td>
<td>Joystick</td>
<td>Move between selections</td>
</tr>
<tr>
<td>5</td>
<td>ABCD Buttons</td>
<td>Show “How to play” screen</td>
</tr>
<tr>
<td>6</td>
<td>MENU Button</td>
<td>Exit the game to Main Menu</td>
</tr>
<tr>
<td>7</td>
<td>EXIT Button</td>
<td>Exit the game to Creative Workshop Menu</td>
</tr>
<tr>
<td>8</td>
<td>R Button</td>
<td>To the next costume / next food</td>
</tr>
<tr>
<td>9</td>
<td>Yellow Button</td>
<td>Load a creation</td>
</tr>
<tr>
<td>10</td>
<td>Green Button</td>
<td>Same function as the ENTER button</td>
</tr>
<tr>
<td>11</td>
<td>Blue Button</td>
<td>Save a creation</td>
</tr>
<tr>
<td>12</td>
<td>Red Button</td>
<td>Finished combination / back</td>
</tr>
</tbody>
</table>
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.DISC needs to be cleaned, please follow these steps:

1. Lay the V.DISC 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.DISC.
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 supplies 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

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any way or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior written permission of the copyright holder.

IMPORTANT LEGAL INFORMATION

The copying of any video game for any V.FLASH™ system is illegal and is strictly prohibited by domestic and international intellectual property law. “Back-up” or “archival” copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any authorized copying device or any unlicensed accessory. Use of any such device will invalidate your V.FLASH™ product warranty. VTech® is not responsible for any damage or loss caused by the use of any such device.

This instruction manual and other printed materials accompanying this game are protected by domestic and international intellectual property laws.