

3+

# SCOOBY-DOO!™

## SCOOBY SNACKS HANDHELD LCD VIDEO GAME

### OPERATING INSTRUCTIONS

#### BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver.
- Insert 2 "AA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

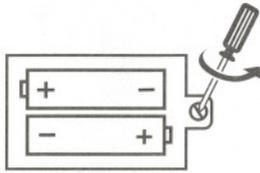


Fig. 1

#### SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

#### CAUTION

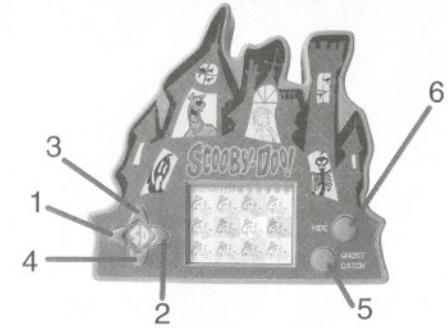
- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass which may cause injury if broken.

#### CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the ON button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case press the ON button.

### KEY DESCRIPTIONS

1. LEFT – Move Scooby-Doo left button
2. RIGHT – Move Scooby-Doo right button
3. UP – Move Scooby-Doo up button
4. DOWN – Move Scooby-Doo down button
5. CATCH – Catch ghosts button
6. HIDE – Hide button



#### GAME PLAY

1. Press any button to turn the game on.
2. Press the **UP**, **DOWN**, **LEFT** and **RIGHT** buttons to move Scooby-Doo around the screen to collect as many Scooby Snacks™ as you can, while at the same time avoiding randomly appearing ghosts. If Scooby collides with a ghost one chance is lost. There are a total of three chances.
3. The player receives 1 point for each Scooby Snack collected. There are also bonus food icons such as cheeseburgers and pizzas that if collected the player will receive an additional 1 point for each one collected.
4. If the player can complete a level without losing any chances they earn a bonus chance. The maximum number of chances a player can have is at any time is six.
5. This game has a total of 4 levels. The number and speed of the ghosts increases as the levels advance.
6. Details of each level are as follows:
  - Level 1 collect 20 snacks to proceed to level 2.
  - Level 2 collect 25 snacks to proceed to level 3.
  - Level 3 collect 30 snacks to proceed to level 4.
  - Level 4 collect 35 snacks to proceed to continue playing.
7. Scooby has three chances per game to catch ghosts for extra points by pressing the **GHOST CATCH** button. When pressed all of the ghosts on the screen disappear and the player receives 1 extra point. At the beginning of the game this function can only be used 3 times per game but as the player advances to higher levels they earn additional chances to use this feature. One additional chance to use this function is earned per level.
8. Scooby also has three chances per game to hide from the ghosts by pressing the **HIDE** button. When this button is pressed, Scooby flashes for 3.0 seconds and he can run right through the ghosts without losing a chance. Making it even easier to move around and collect Scooby Snacks. At the beginning of the game this function can only be used 3 times per game but as the player advances to higher levels they earn additional chances to use this feature. One additional chance to use this function is earned per level.
9. The game will turn off automatically after 30 seconds of no play.

#### SCREEN SHOT



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(s05)

IM-50505

Product specifications  
and colors may vary.

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