

# SCOOBY-DOO!

## FUNLAND FRENZY User's Manual



**CARTOON  
NETWORK**™

**vtech**®

**V. SMILE**™

**WB**™ & © Hanna-Barbera.  
(s04)



**Dear Parent,**

At VTech®, we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can you feel confident in allowing your children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our solution to this on-going debate is the **V.Smile™ TV Learning System**—a unique video game system created especially for children aged 3 to 7. The **V.Smile™ TV Learning System** combines a kid-friendly design, age-appropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The **V.Smile™ TV Learning System** engages your child with two modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone - a series of games designed to focus on specific school skills in a fun, engaging way. Both of these educational modes offer your child hours of learning fun.

As part of the **V.Smile™ TV Learning System**, VTech® offers a library of game **Smartridges™** based on popular children's characters that engage and encourage your child to play while learning. The library is organized into three levels of educational play – Early Learners (ages 3-5), Junior Thinkers (ages 4-6) and Master Minds (ages 5-7) – so that the educational content of the system grows with your child.

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 the **V.Smile™ TV Learning System** and other VTech® toys, visit [www.vtechkids.com](http://www.vtechkids.com)



## Introduction

Strange and spooky things are going on at the Funland Amusement Park! But when Scooby-Doo and the gang visit, they find that all the ghosts are just a bunch of phony pictures made by some projectors. Now it's up to you and Scooby-Doo to find all the projectors and turn them off, so Funland can be fun again! Test your courage and smarts in this exciting adventure, and learn fun school skills such as spelling, vocabulary, numbers, and problem solving.

## Getting Started

### Step 1: Choose Your Play Mode

Move the joystick up and down to choose the play mode you want. Press the ENTER button when you have finished.



Learning Adventure

Learning Zone

### Learning Adventure

In this play mode, you can explore four exciting adventure areas, and help Scooby overcome many fun challenges. Join Scooby as he rides a roller coaster, goes on an exciting air flight, takes a deep-sea dive, and makes his way through a mazy mansion.



Choose "New Game" to start a new game from the beginning.

Choose "Continue Game" to continue a previous game. Your old game settings will be kept.



### Learning Zone

In this play mode, you can play four fun games that focus on a specific learning skill.

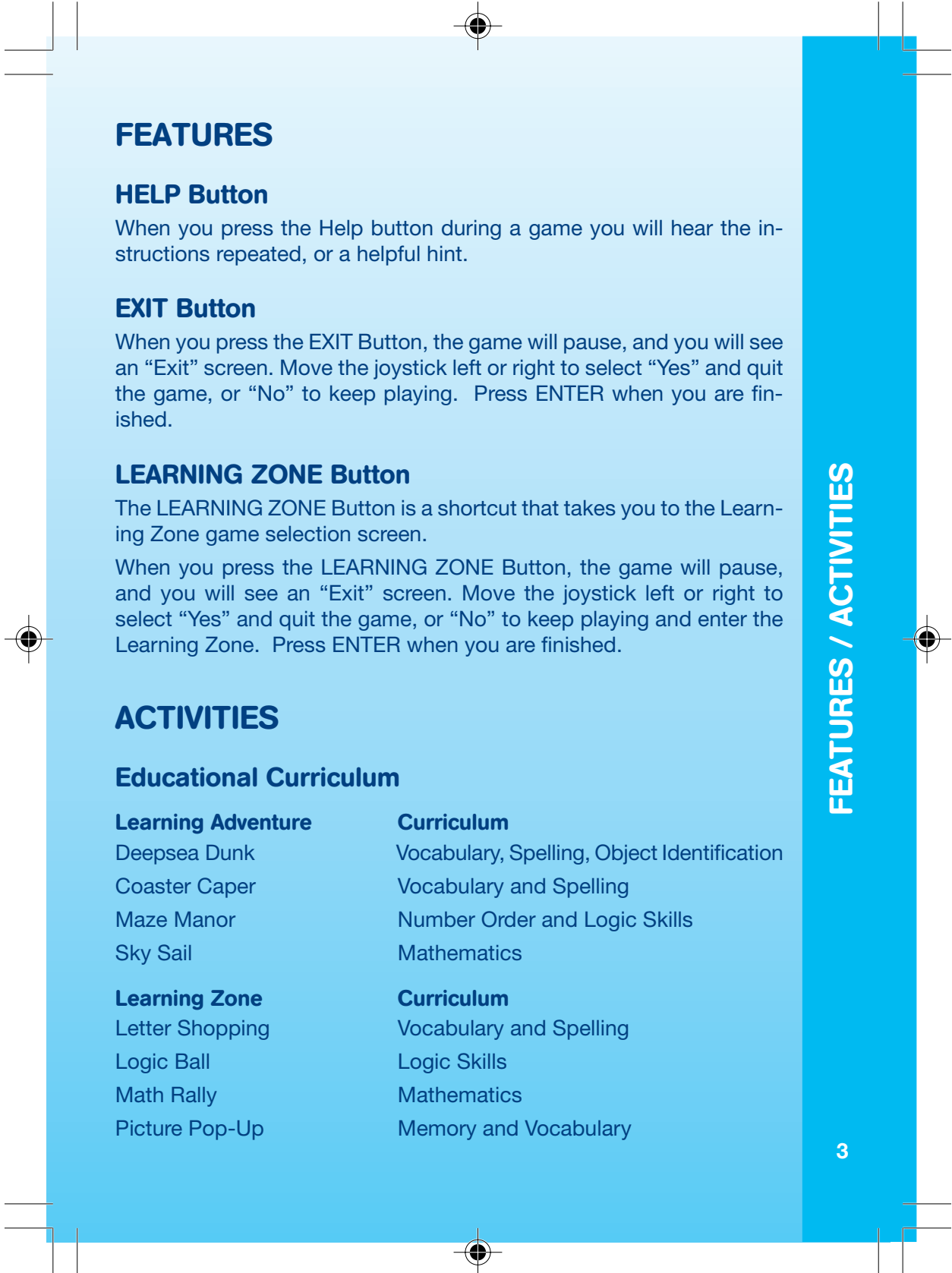
### STEP 2: Choose Your Game Settings

1. The Learning Adventure and the Learning Zone each have two difficulty levels. Move your joystick left or right to choose ★ (Easy level) or ★★ (Difficult level).
2. In the Learning Zone, you can choose between one-player and two-player modes. Move your joystick left or right to choose 👤 (one player) or 👤👤 (two players).
3. Move the joystick up and down to switch between level and player selection (two-player mode is only available for the **V.Smile™ TV Learning System**).
4. When you have finished selecting the level and player mode, press the ENTER Button to confirm your settings.



### STEP 3: Start Your Game

- For Learning Adventure, please go to the “Learning Adventure” section.
- For Learning Zone, please go to the “Learning Zone” section.



## FEATURES

### HELP Button

When you press the Help button during a game you will hear the instructions repeated, or a helpful hint.

### EXIT Button

When you press the EXIT Button, the game will pause, and you will see an “Exit” screen. Move the joystick left or right to select “Yes” and quit the game, or “No” to keep playing. Press ENTER when you are finished.

### LEARNING ZONE Button

The LEARNING ZONE Button is a shortcut that takes you to the Learning Zone game selection screen.

When you press the LEARNING ZONE Button, the game will pause, and you will see an “Exit” screen. Move the joystick left or right to select “Yes” and quit the game, or “No” to keep playing and enter the Learning Zone. Press ENTER when you are finished.

## ACTIVITIES

### Educational Curriculum

#### Learning Adventure

- Deepsea Dunk
- Coaster Caper
- Maze Manor
- Sky Sail

#### Curriculum

- Vocabulary, Spelling, Object Identification
- Vocabulary and Spelling
- Number Order and Logic Skills
- Mathematics

#### Learning Zone

- Letter Shopping
- Logic Ball
- Math Rally
- Picture Pop-Up

#### Curriculum

- Vocabulary and Spelling
- Logic Skills
- Mathematics
- Memory and Vocabulary



### Learning Adventure

(←)	Move to the left
(→)	Move to the right
(↑)	Move up
(↓)	Move down
↖ ↗ ↘ ↙	Move diagonally (Deepsea Dunk and Sky Sail)
ENTER button	Jump (Coaster Caper)
	Hold and release to speed up (Sky Sail)
	Speed up (Deepsea Dunk)

### Learning Adventure Game Selection Screen

In Learning Adventure mode, there are four different game areas to explore. They are Coaster Caper, Deepsea Dunk, Maze Manor and Sky Sail. Use the joystick to select an area and press ENTER to start.



### Status Bar

In each adventure game, the status bar stays on the screen to show you how you are doing.



This icon shows how many chances to play you have left.



The energy bar shows how much energy you have. When the energy bar is empty, it means you have used up one of your chances to play. You can fill up your energy bar by collecting certain items, such as food and air bubbles.



Some games have a timer. You have to complete your task before the timer runs out.





**SCORE** You will add points to your score when you:

- learn a new vocabulary word
- find the correct answer in a learning game
- find something you're looking for, such as a projector
- find your way out of a maze

### Deepsea Dunk

In the deep blue sea, there are many mysterious creatures. But look out - some of them are not so friendly! Move the joystick to the right to move through the sea, but take care not to touch any cranky sea creatures.

On your way, you will find some things that can help you. When you see this chest , open it for a surprise vocabulary word or a special diving fin  that will help Scooby swim faster. Which one will it be?

Sometimes you will see a word spelled out in bubbles. Take a good look, because the bubbles are about to float apart! Help Scooby put the word back together by collecting the right bubble letters.



### Educational Curriculum: Vocabulary and Spelling

- ★ Easy Level: Spell shorter, more basic words.
- ★★ Difficult Level: Spell longer, more difficult words.

Sometimes Scooby will have to solve a special challenge in order to keep going. For example, you will see a word with a missing letter. Use the joystick to guide Scooby to the shell with the correct letter, and press ENTER to choose it.







**Educational Curriculum: Vocabulary and Spelling**

- ★ Easy Level: Find the missing letter in shorter, more basic words
- ★★ Difficult Level: Find the missing letter in more difficult words.

To complete the adventure, Scooby needs to find a special key to open a gate. To get the key, help Scooby find the object in the bubble that matches the word on the screen. Use the joystick to guide Scooby to the correct picture, and press ENTER to choose it.



**Educational Curriculum: Vocabulary and Object Identification**

- ★ Easy Level: Match shorter, more basic vocabulary words to their pictures.
- ★★ Difficult Level: Match longer, more difficult words to their pictures.

**Coaster Caper**

Come with Scooby on an exciting roller coaster ride. But look out - some spooky things will try to spoil your fun! Help Scooby avoid obstacles by pushing the joystick down, or pressing the ENTER key to jump.



During your ride, you will see words spelled out on the tracks. Collect the letters that spell the given word, and earn points. If you find a new vocabulary word, you will get extra points as well.

**Curriculum: Vocabulary and Spelling**

- ★ Easy Level: Put together shorter, more basic words.
- ★★ Difficult Level: Put together longer, more difficult words.





When you're done spelling, take a break and try the Mallet Game. Help Scooby use the mallet to hit the machine when the picture on top matches the word on the screen.

**Curriculum: Vocabulary and Spelling**



Easy Level: Match shorter, more basic words to their pictures.



Difficult Level: Match longer, more difficult words to their pictures.



**Sky Sail**

Did you ever think you'd see Scooby-Doo fly? Help Scooby fly around the park and find the projectors. To answer the questions, find sets of numbers that add up to 10.

**Educational Curriculum: Mathematics (Addition)**



Easy Level: Find two numbers that add up to 10 (for example, 4 and 6).



Difficult Level: Find three numbers that add up to 10 (for example, 3 and 5 and 2).



Sometimes Scooby will get trapped in a ring of balloons. Help him pick out all the even or odd number balloons, and escape.

**Educational Curriculum: Mathematics (Odd and Even Numbers)**



Easy Level: Find odd or even numbers from 1 to 50.



Difficult Level: Find odd or even numbers from 51 to 99.





### Maze Manor

Uh-oh! Scooby is trapped in the Maze Manor. Help him find his way out by guiding him to the numbers in order. This is a timed game, so hurry!



#### Educational Curriculum: Number Order and Logic Skills

- ★ Easy Level: Solve the maze by collecting three to four numbers in order. The numbers will range from 1 to 20.
- ★★ Difficult Level: Solve the maze by collecting three to five numbers in order. The numbers will range from 10 to 99.

### Scoring

Here is the scoring system for the Learning Adventure.

COASTER CAPER	Score
Learn a vocabulary word	+10
Pick a correct letter to spell the given word	+5
Pick an incorrect letter to spell the given word	-5
Spell a given word completely	+10
Answer a question in the Mallet Game	+10
Pick an incorrect picture in the Mallet Game	-5
Turn off a projector	+10

MAZE MANOR	Score
Finish a maze with time left (one point per second)	+1
Complete a number sequence and turn off a projector	+20
Pick a number in incorrect order	-5

SKY SAIL	Score
Pick a correct odd/even number	+10
Pick an incorrect odd/even number	-5
Solve a math problem that adds up to ten	+10
Turn off a projector	+10



DEEPSEA DUNK	Score
Find the missing letter that completes the word	+10
Find the correct picture that matches the given word	+10
Find an incorrect answer	-5
Learn a vocabulary word	+5
Spell a given word completely	+10
Collect a letter to spell the given word	+5
Turn off a projector	+10

### Learning Zone

The Learning Zone features four different learning games: Letter Shopping, Logic Ball, Picture Pop-Up, and Math Rally.



Use the joystick to scroll through the games, and press ENTER to start one.

### Learning Zone Game Status Bar

All games in the Learning Zone have a time limit, so try to answer as many questions as you can before your time is up. The number of questions you've answered will be shown on the screen.

### Two-Player Mode

The Learning Zone offers a two-player mode. After you have entered the Learning Zone, you can select the number of players in the Game Settings menu. Two-player mode is a take-turn mode in which you and another player play against each other by taking turns, and comparing your scores at the end of the game.



### Letter Shopping

Let's go shopping for letters! One or two letters will be missing from the word on the screen. Can you help Scooby collect the missing letters to complete the word?



#### Educational Curriculum: Vocabulary and Spelling

- ★ Easy Level: Find the missing letter in shorter, more basic words.
- ★★ Difficult Level: Find the missing letter in more difficult words.

### Logic Ball

Use your logic skills to help Scooby hit his target! Look at the pattern shown at the top of the screen, and use the joystick to move the target to the object that completes the pattern. Press ENTER to throw the ball.



#### Educational Curriculum: Logic Skills

- ★ Easy Level: Complete a simpler pattern.
- ★★ Difficult Level: Complete a more difficult pattern.

### Picture Pop-Up

Help Scooby pair up the pictures. Use the joystick to pick a box, and press ENTER to open it. When you find two matching boxes, they will be cleared off the board. Try to clear as many boxes as you can, before time is up.



#### Educational Curriculum: Memory and Vocabulary

- ★ Easy Level: Pair up 6 pictures.
- ★★ Difficult Level: Pair up 12 pictures.



## Math Rally

Can you help Scooby solve the math problem? Press ENTER to jump and push the joystick down to duck. Be sure not to bump into any incorrect answers!



### Educational Curriculum: Mathematics



Easy Level: Solve addition and subtraction problems consisting of single digit numbers.



Difficult Level: Solve addition and subtraction problems with answers up to 60.

## Learning Zone Score Screen

This screen shows you how many questions you answered correctly and incorrectly within the time limit.



Questions answered correctly

Questions answered incorrectly

## CARE & MAINTENANCE

1. Keep your **V.Smile™** 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 it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep the **V.Smile™** 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, especially on television. While the **V.Smile™** TV Learning System does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on a television screen at close range and handling a joystick for a prolonged period a 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 Smartridge™ 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/RE-START** buttons, disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries. If the unit still does not respond, press the **RESET** button at the bottom of the unit, using a pen.

#### 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.

If you wish to buy additional joysticks for your **V.Smile™** TV Learning System, please visit us online, or contact our Consumer Services Department.

Internet: [www.vtechkids.com](http://www.vtechkids.com)



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

## OTHER INFO

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### 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.