

User's Guide



ABOUT RIVERDEEP - THE LEARNING COMPANY

Riverdeep – The Learning Company provides highly motivating, dynamic, curriculum-based Internet and CD-ROM learning experiences for the K–12 market. Our products feature interactive, problem-solving approaches and real-world applications that help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Since 1980, The Learning Company's award-winning titles have consistently produced the highest quality educational software available. Every Scooby-Doo™ product undergoes extensive research and testing, with input from parents, children, and professionals in education. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process, so we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

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WELCOME!

Welcome to **Case File #2: The Scary Stone Dragon**. Join the gang – Scooby-Doo™, Shaggy, Fred, Daphne, and Velma – as they travel to China and find themselves in another hair-raising adventure.



In all the Scooby-Doo mystery challenges, you join the team and help play the activities where Fred, Daphne, Velma, Shaggy, and Scooby find clues to solve the mystery. As usual, Shaggy and Scooby are easily spooked, but you can feed them Scooby Snacks™ to keep them going.

Collect the clues, use some deductive reasoning, and help the gang solve the mystery of the Stone Dragon's true identity!

HARDWARE AND SYSTEM REQUIREMENTS*

Runs on:

- PC and compatibles with 266 MHz Pentium® II processor or faster

With:

- Windows® 98/Me/2000/XP
- Hard disk with 100 MB of free disk space†
- 64 MB of memory (RAM) available
- 8X speed or faster CD-ROM drive
- 16-bit color monitor capable of 800x600 resolution
- Video card with 4 MB of memory
- DirectX version 8.1 or better (will be installed if needed)‡
- Windows-compatible sound card
- Speakers
- Mouse

Recommended:

- Internet browser
- 28.8 kbps or faster modem
- Printer

* *In the interest of product improvement, information and specifications represented herein are subject to change without notice.*

† *An additional 9 MB of disk space may be required to install Adobe® Acrobat® Reader.*

‡ *An additional 30 MB of disk space may be required to install DirectX.*



INSTALLING AND STARTING THE PROGRAM

Case File #2: The Scary Stone Dragon runs from your CD-ROM drive. However, you need 100 MB of free disk space to store some program files.

Installing the Program

These instructions assume that the AutoPlay feature of Windows is turned on. (AutoPlay is usually enabled when you install Windows on your computer. See your Windows documentation for more information.)

1. Insert the program CD in your CD-ROM drive.
2. Click Yes to begin the setup process.
3. Follow the instructions on the screen to complete the setup process.

Starting the Program

Once you've completed the setup, the program will run automatically any time you insert the program CD in the CD-ROM drive.

To start the program:

1. Insert the program CD in your CD-ROM drive.
2. Click Play.

Whenever you exit the program, you return to the Main Menu. You can restart the program directly from the Start menu as long as the program CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

To start the program from the Start menu:

- Click the Start button. Then choose Programs, The Learning Company®, Scooby-Doo™, and The Scary Stone Dragon, in that order.

Main Menu

Click here to begin playing the game.

Click here to access the Groovy Goodies (see Groovy Goodies).

Click here to access Riverdeep – The Learning Company Online.



Click here to access this user's guide.

Click here to register your software.

Click here to uninstall the program.

GETTING STARTED

To start playing **Case File #2: The Scary Stone Dragon**, you need to sign in and choose a difficulty level for your mystery game.

Signing In

First, sign in by entering your name. The sign-in screen lists all players who have already entered their names. Type your name on the sign-in list, then click Play or press the **ENTER** key to continue on your way.

Sign-In Screen

Click here to quit the program.

Click the letters of your name to sign in.

Click to delete a letter.

Click here to sign in as a new player.



Click a name in the sign-in list to choose it.

Click the arrows to scroll through the sign-in list.

Click to start your game.

Click to go back to the Main Menu.

If you are returning to the game and want to continue your saved game where you left off, find and click your name on the list. If you don't see your name, click the arrows on the side of the list until you find it. Then click Play or press the **ENTER** key and go to your game.

Choose a Difficulty Level

Whenever you start a new game, you need to choose a difficulty level. Choose from three levels of difficulty: **Spooky** (Easy), **Spookier** (Medium), and **Spooktacular** (Hard).

Difficulty Level Screen

To start the game at a particular difficulty level, click the picture above that level.



Note: Once you start a game, you cannot change its difficulty level. If you are playing a game and feel that it is too easy or too hard for you, sign in under a new name at a different level of difficulty.

CHECK OUT THE GOODIES

Be sure to check out some of the goodies that are included on the **Case File #2: The Scary Stone Dragon** program CD – there is extra fun waiting there for you.

Groovy Goodies

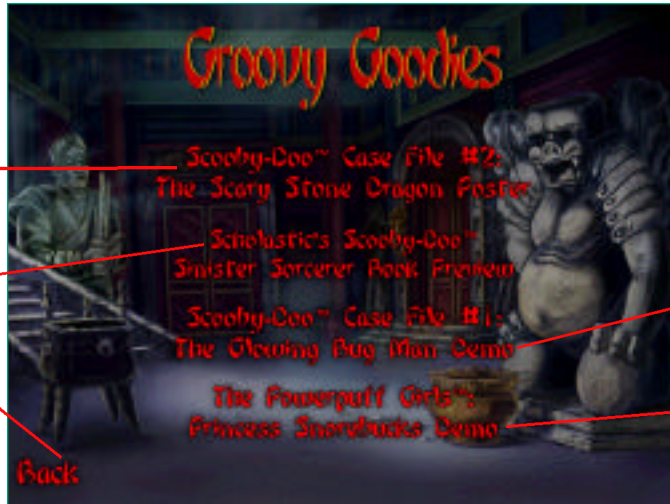
Click Groovy Goodies at the Main Menu to access extra program goodies.

Groovy Goodies Screen

Click here to print a Case File #2: The Scary Stone Dragon poster.

Click here for a Scooby-Doo Smister Sorcerer Book Preview.

Click here to return to the Main Menu.



Click here to preview Case File #1: The Glowing Bug Man.

Click here to preview The Powerpuff Girls™: Princess Snorebucks.

A MYSTERY IN CHINA

Scooby and Shaggy won a trip to China to celebrate Chinese New Year at an ancient Emperor's recently discovered Underground Palace. As the gang arrives, they are shocked to see a stone statue of a Chinese dragon come to life.

Zoinks! The Stone Dragon spews smoke as it flies overhead, chasing people away and putting a halt to the New Year's festivities. Has the ancient Emperor come back to life to avenge the disturbance of his palace and treasures? Who or what is the Stone Dragon and how can it be stopped?

The Mystery, Inc. gang's vacation turns into an adventure as they explore the spooky depths of the palace and its surrounding areas. You can join them to solve the mystery of the true identity of the Stone Dragon.

Entering Spooky Places



Scooby and Shaggy are easily spooked and they won't enter some scary areas until you give them Scooby Snacks. The number of Scooby Snacks required to move them forward depends on the difficulty level of your game. To enter a spooky place, you need to offer either Scooby or Shaggy one or more Scooby Snacks, depending on your difficulty level.

The number of Scooby Snacks you have is shown on the Scooby Snacks Box in the Toolbar (see **Using the Toolbar**). If you don't have enough Scooby Snacks to enter a scary place, collect more by playing the Mixed-Up Doors activity (see the **Mixed-Up Doors Activity**).



To feed a Scooby Snack to Scooby-Doo or Shaggy:

- Click the Scooby Snacks Box on the toolbar. The cursor turns into a Scooby Snack. Then click on either Scooby or Shaggy to feed them the snack.

Earning Scooby Snacks

You need to have plenty of Scooby Snacks around to convince Scooby and Shaggy to enter spooky places. Scooby Snacks can be earned at any time by playing the Mixed-Up Doors activity (see the **Mixed-Up Doors Activity**). You can leave your current activity and return to the Pagoda in the Main Courtyard to play the Mixed-Up Doors activity. Collect more Scooby Snacks, then continue your adventure with the Mystery, Inc. gang.

Note: You can store up to 99 Scooby Snacks in the Scooby Snacks box in the toolbar. After you reach 99 Scooby Snacks, you must feed some Scooby Snacks to Scooby or Shaggy before you can collect more.

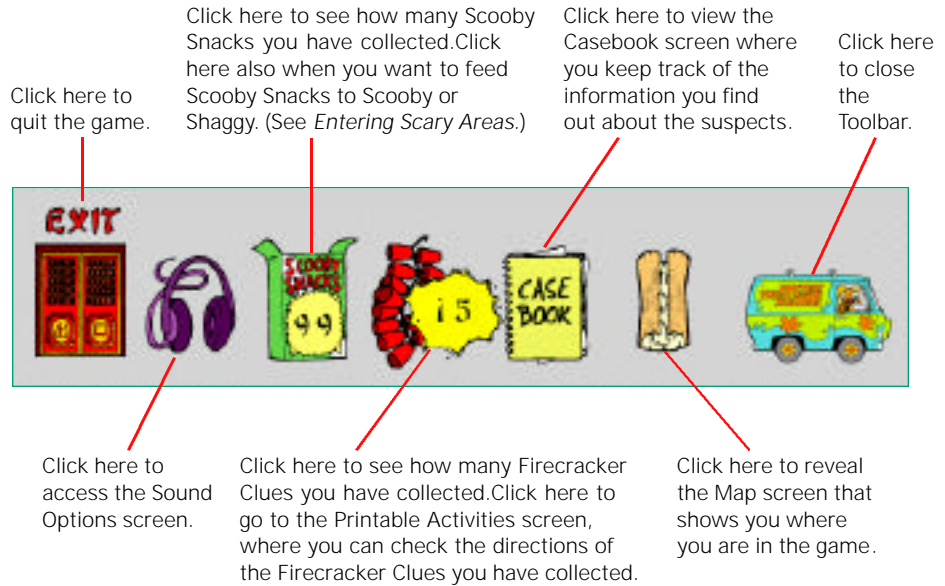


USING THE TOOLBAR



You can access the Toolbar from anywhere in the game (except in the activities) by clicking on the Mystery Machine at the bottom-left of the screen. The Toolbar opens to show you the different controls you can adjust. Click on the Mystery Machine again to close the Toolbar and return to the game.

Toolbar



Quit Button



Click the red exit doors and the Quit screen appears. Click Yes to quit the game or No to return to your game. Also, you can quit your game by pressing **(ALT)+[F4]** or the **[ESC]** key at any time. When you quit, your game information is saved automatically under the name you entered at the sign-in screen.

Sound Button



Click the headphones to go to the Sound Options screen, where you can adjust the volume levels for music, sound effects, and dialogue in the game. Click-and-drag to move the dragon sliders that control the volume. Click the OK button to have your changes take effect. Click the Back button to return to your game.

Sound Options Screen

Click here to go back.



Move the dragon sliders to the desired volume level for each sound option. (1 will mute the sound, and 10 is the loudest.)

Click here to have your changes take effect.

Scooby Snacks Button



The Scooby Snacks Box shows how many Scooby Snacks you have collected while playing the Mixed-Up Doors activity (see ***Mixed-Up Doors Activity***). The maximum number of Scooby Snacks you can store is 99. You can continue to play the Mixed-Up Doors activity even after you reach the limit, but you won't earn more Scooby Snacks until you feed some to Scooby or Shaggy. Click on the Scooby Snacks Box and your cursor becomes a Scooby Snack. You can feed Scooby-Doo or Shaggy at any time, but sometimes Scooby Snacks are required to continue the game (see ***Entering Scary Areas***).

Firecracker Clues & Printable Activities Button



The firecracker icon counts how many firecrackers you have found in the game (see ***Firecracker Clues***). Click this button to go to the Firecracker Clues & Printable Activities screen. Each firecracker you find and click in the game contains a clue with instructions for you to follow. Read the instructions on this screen, then go back into the game to follow the directions. When you successfully complete the clue's mission, a Printable Activity is revealed, which you can print from this screen.

Mystery, Inc. Casebook Button



Click this button to go to the Mystery, Inc. Casebook screen, a notebook where you keep track of the hints you gather when you complete each activity. Whenever some information is revealed about the true identity of the Stone Dragon, the Casebook screen pops up automatically, and you are prompted to fill in the information (see ***Examining the Clues***).

Map Button



To see the Map of your game, click this button. This Map shows the areas in the game you have visited so far. Click a place on the Map to exit the Map screen and go to that area in the game. Areas that you have not yet explored are hidden on the Map until you reach them.



CLICKABLE ITEMS



You can click on certain items in every scene. When you move your mouse near a clickable object, your cursor will change to a Scooby-Doo paw that opens and closes. There are two kinds of clickable items: some result in fun animations, while others prompt Velma to share information about their significance in Chinese history and culture.

Firecracker Clues



Scattered throughout the game are strings of red firecrackers. Click on these firecrackers when you find them. Then go to the Firecracker Clues & Printable Activities screen (see **Using the Toolbar**). You will see instructions for each Firecracker Clue you have found. Follow these instructions and a Printable Activity becomes available for you to enjoy.

Firecracker Clues Screen

Follow these instructions to find a printable activity.

Click the arrows to see the different clues and printable activities you have found.



When you solve the instructions of a Firecracker Clue, a printable activity will appear in this window.

Click to close the Firecracker Clues screen and return to your game.

Moving Around



Click on the screen to lead the Mystery, Inc. gang to a different place in the game. When you move your mouse over an exit area, your cursor changes to a pointing paw. The paw points in the direction that you will travel when you click that exit.

Getting Help



Click on the characters on screen to get help throughout the game. When you click on a character, he or she gives you instructions, strategy, or advice. If you are stuck, sometimes the game gives you help automatically.



THE ACTIVITIES

Main Courtyard

Click here to go to the Palace Garden.



Click the Pagoda to play the Mixed-Up Doors activity and earn Scooby Snacks.




Click here to go to the Marketplace.

After the statue of a dragon comes to life and frightens everyone away from the Main Courtyard of the ancient Emperor's Underground Palace, the gang sets out to solve the mystery of the Scary Stone Dragon. Your mission is to help the gang look for clues. When you complete an activity for the first time, you receive a clue to the Stone Dragon's identity. Plus, it's up to you to provide Scooby Snacks to Shaggy and Scooby. Gather all the clues and use your detective skills to discover the truth about the Scary Stone Dragon.

Mixed-Up Doors Activity



To start the game, go to the Pagoda, where you can help Scooby pick up as many Scooby Snacks as possible to use throughout the game. Move Scooby through the crazy doorways leading to hidden passages. At the higher levels, the dragon is lurking around, so be careful! If the dragon makes contact with Scooby, it will scare him and he'll drop some of his Scooby Snacks.

Use your mouse to move Scooby back and forth, then click a doorway so he enters. You can also use the  and  keys and press the  to make Scooby enter a door. The door is connected to a matching door on another level, where Scooby reappears. Pick up the Scooby Snacks by passing over them. Sometimes there are walls blocking the way, so you must lead Scooby through a number of doors and go up and down to find the snacks.

Gather lots of Scooby Snacks because Shaggy and Scooby will need them throughout the adventure. Exit this activity by moving Scooby to the exit doorway. If you want to stop right away, click on the edge of the screen to exit, but you will leave behind the Scooby Snacks that you have just collected.

At the Spooky level, there are fewer floors on the Pagoda, and the dragon does not appear. But at the more difficult levels of the game, there are more tiers, some spinning doors that do not lead anywhere, and the Stone Dragon roams the floors, trying to make you drop the Scooby Snacks that you have collected.

Return to the Mixed-Up Doors activity at any time to gather more Scooby Snacks (see **Earning Scooby Snacks**).

Rotating Bricks Activity

Click on a brick and Scooby aims his slingshot to rotate the brick.



After exploring the Palace Garden, Velma, Shaggy, and Scooby cross the footbridge and enter the Palace. They face a wall containing bricks covered with different colored images. Can you help Scooby arrange the bricks to reveal the secret?

Each brick contains three different images. Aim Scooby's slingshot so the rock hits the brick you want to rotate. Arrange the bricks until the color or the shape on each one matches its neighbor. Plan your moves carefully, as Scooby can run out of rocks to aim at the wall! When the bricks are properly arranged, the wall slides down and another appears. Solve the patterns on four walls and a clue is revealed.

At the Spookier and Spooktacular levels, there are more bricks on each wall, but you have more tries to create your arrangement of bricks. In addition, some bricks may be connected to several others at the same time, challenging you to make multiple matches to one brick.

Exit to the Palace Garden at any time by clicking your mouse at the edge of the screen. When you return to the Rotating Bricks activity, the game tracks how many walls you completed.

Sleepy Tiger Music Activity

Click to place the instrument in order.

Click to place your rhythm for an instrument.

Click to select a rhythm for your instrument.



Click an instrument to select it.

Click here to listen to your composition.

Click the disc to hear the tune to match.

From the Underground Palace, go through the doorway on the right. Watch out for the fierce tiger in front of the door! There are Chinese instruments hanging from the ceiling and music notes scattered throughout the room. Will you help the gang play the songs that will put the tiger to sleep so they can find out what it's guarding?

Click on the disc icon on the bottom right of the screen to hear the tune you are to play. Click an instrument and click again to place it in a playing slot under a character on the stage. Choose a rhythm for each instrument from the music notes. When you're ready, play your musical composition by clicking the green arrow beside the disc. When your instruments and music notes are in the correct order, the music makes the tiger sleepier and sleepier. After you compose four tunes, the tiger falls fast asleep, allowing you pass through the door and meet the next challenge.

At the higher levels, you must choose from more instruments and music notes, and compose longer and more complex musical sequences.

If you leave the tiger's lair and return later, the game tracks the songs you have composed already, so you need to complete only the remaining tunes to put the tiger to sleep. You can return to this activity any time if you want to play music just for fun.

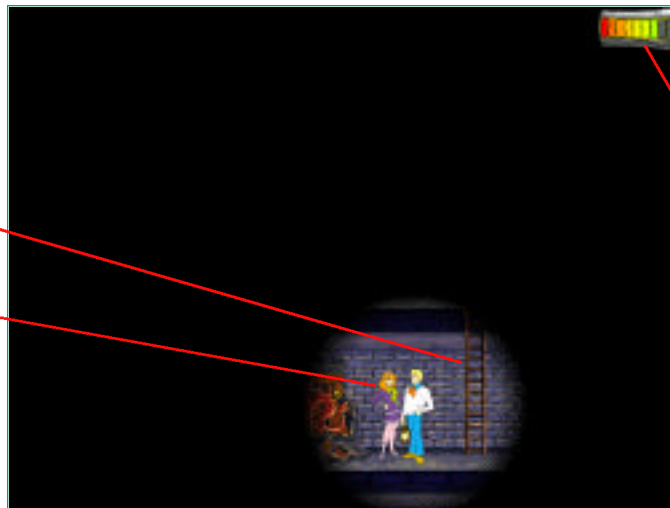
The stairs on the left lead back to the entry chamber, where you click the stairs on the left to exit to the Palace Garden.



Lamplight Maze Activity






Click the ladder to climb up or down.

Use the mouse or arrow keys to move Daphne and Fred back and forth through the maze.



This meter shows the remaining power of Fred's lamp.

Daphne falls through a hidden trapdoor and Fred goes to rescue her. Somewhere in the darkness hides the Stone Dragon, and Fred's lamp only lights up a small area of the maze. Can you help Daphne and Fred find their way out?

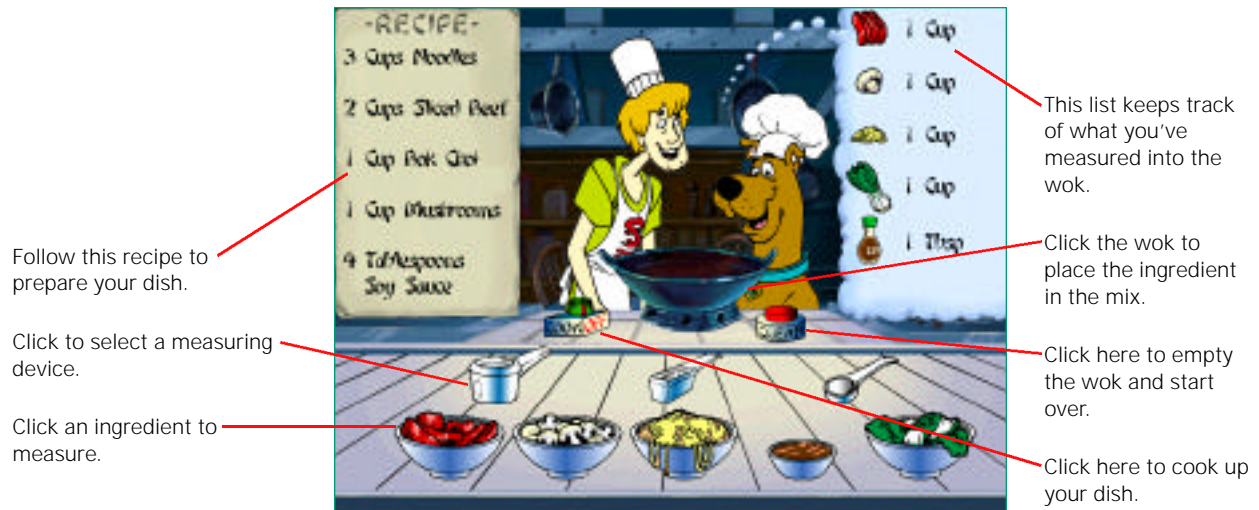
Move the mouse left and right or press the  and  keys to guide Fred and Daphne through the passageways. To go up or down a ladder, click on the ladder with your mouse, press the , or use the  or  keys. You must get Fred and Daphne through the maze before Fred's battery runs out – check the meter at the top-right of the screen – and don't let the Stone Dragon catch them! Lead them to the exit door to find another clue to the mystery.

When you play the more challenging levels, the maze has more tiers, Fred's battery doesn't last as long, and the dragon chases you more quickly.

Go back through the door you entered to return to the entry chamber of the Underground Palace.



Wok Recipes Activity



Yummy smells lead Shaggy and Scooby to The Happy Dragon Restaurant at the center of the Marketplace. Chef Zhu's staff was scared away by the Stone Dragon, and he needs help. Will you join Shaggy and Scooby to cook up a feast?

Follow the recipes provided by Chef Zhu, and measure the ingredients into the wok. Click a measuring cup or spoon to select it, click an ingredient to measure, and then click the wok to place the ingredient into the mix. When you complete the directions from the recipe, click the cook button to turn on the stove and cook up your meal. If you've measured all the items correctly, a perfect plate of food is prepared. Cook up four different dishes and a clue is revealed.

At the higher levels, the recipes are longer and more complex. Here you sometimes measure ingredients counting by two's or using fractions, and you receive some instructions as amounts relative to other ingredients. At the highest level, the list no longer tracks the amount of an ingredient that has been added; now you must calculate the amounts yourself by adding up the numbers.

To return to the Happy Dragon Restaurant, click the bottom of the screen. Once back in the restaurant, click the round doorway to exit. When you return to the restaurant, the game tracks how many dishes you prepared, so you need only complete the order to receive the clue.

Lantern Logic Activity



Clara Li sells beautiful paper lanterns and Chinese crafts from her Lantern Shop. Her place is a mess since the Stone Dragon knocked over all the lantern displays. Fred and Daphne offer to help her, and you can join the clean-up.

Clara is very particular about how her lanterns are displayed, and her instructions list how to arrange the lanterns on the hooks on the racks. You can click her instructions to hear them read aloud. Some lanterns are already hung on the display to help you figure out where the rest of them belong. Click a lantern on the ground to pick it up, and again click to hang the lantern on the display. You can always move a lantern that you have hung, but you cannot move the lanterns that were in place at the beginning. When you correctly fill a display rack with lanterns, the lanterns light up, the rack rolls away and an empty one rolls into its place. Once you fill four racks of lanterns, a grateful Clara gives you a clue to the mystery.

At the more difficult levels, there are more lanterns to hang, and more rules to follow. In addition, the hints on the instruction list become more complicated.

Click the left of the screen to return to the front of the shop, then click left again to go back to the Marketplace. When you return to the shop later, the game tracks how many displays you completed before, and you only have to finish the remaining racks.



MINI-ACTIVITIES

The Marketplace outside the Underground Palace is a bustling area filled with shops and restaurants. From here, Scooby and Shaggy can explore two activities that don't provide clues to the mystery, but are lots of fun to play!

Chinese Costumes Mini-Activity



Click PRINT to print your costume design in color or as lines for you to color.

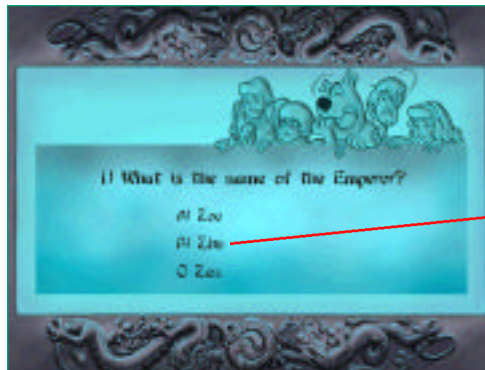
Click the arrows to change the costume pieces.

Click MIX-UP and the computer automatically dresses up Scooby.

Click here to clear the costumes and start over.

Scooby enjoys dressing from head to toe in different outfits. Click the arrows to see how Scooby looks wearing different combinations of Chinese clothing – mix and match and have some fun. Then, print out your costume creation two ways: in full-color or as an outline for you to color in yourself. Click the left of the screen to exit back to the Marketplace.

Tour Guide Trivia Mini-Activity



Click to choose your answer to the question.

Click the visitor's information booth next to Clara Li's Lantern Shop to play Tour Guide Trivia. This interactive mini-activity will ask you questions about what you have experienced in and around the Emperor's Underground Palace. Click to choose your answer to each question, and the program keeps track of the results. After you answer 10 questions, you receive a ranking, and you can print out a certificate showing your score. Click the bottom of the screen to return to the Marketplace.



EXAMINING THE CLUES

The Casebook Screen

Casebook Screen

Click here to return to your game.

Click a clue to hear what it means.



Click a photo to reveal the portrait of the suspect.

Click under the suspect if that clue is true for a suspect.

Click again to show that the clue is not true for that person.

Whenever you complete an activity for the first time, a clue is revealed to help you uncover the identity of the Stone Dragon, and the Mystery, Inc. Casebook screen pops up automatically. You can access the Casebook screen from the Toolbar any time you want to check on your clues (see **Using the Toolbar**).

The Casebook allows you to keep track of which information applies to the different suspects. To learn more about the suspects, click their photos at the top of the page to see their personal profiles.

If the information in the clue is true for a suspect, click the square under that person's photo. Click the square again to cycle between the clue's icon, a slashed circle (meaning the clue isn't correct for the suspect), or a blank entry (meaning you haven't decided yet). If you can't remember what a clue's icon means, click the icon in the left column to hear it described.

Reveal the True Identity of the Scary Stone Dragon!

After you complete all the activities and receive your clues, the Mystery, Inc. Casebook prompts you to guess the true identity of the Stone Dragon. Examine the clues and use your powers of deduction. Choose the suspect that you believe is masquerading as the Stone Dragon... then see if you're correct!

EDUCATIONAL FOCUS

Case File #2: The Scary Stone Dragon provides numerous opportunities for players to use logical thinking and problem-solving skills as they help the Gang solve the mystery. Activities are designed to engage children in these skills in creative and integrated ways. The mystery itself also challenges players to use deductive reasoning to search the environment, analyze clues and ultimately deduce which character is the culprit.

As an added educational benefit, the story and setting teach players more about China. As they click on objects and have conversations with secondary characters, players learn interesting facts about Chinese history and customs. Printable worksheets that are earned during the mystery provide fun problem-solving challenges and further teach players about China and its culture.

The following is a description of the specific skills used in each activity.

Mixed-Up Doors Activity

- Players must use sequential thinking and planning, as well as comparing and matching, to make their way from floor to floor on the Pagoda. As players identify matches between doors, they learn to plan several steps in advance to reach desired locations, while keeping track of the Stone Dragon's location. This activity also reinforces memory skills: because players are unable to see the entire Pagoda at once, they must try to remember the positions of doors on other floors.

Rotating Bricks Activity

- This visual-spatial puzzle requires that players concentrate on the multiple attributes of the puzzle pieces and use logical thinking to match them. Players use careful observation and planning to match bricks by shape or color.

Sleepy Tiger Music Activity

- As players attempt to piece together musical patterns, they learn to recognize and identify elements of music – rhythm, tone, and pitch. Players learn to identify the unique sound of each instrument, and that the notes shown on the rhythm tiles map to the number and length of beats played by each instrument. Learning skills include listening, sequencing, deducing, and experimentation.

Lamplight Maze Activity

- Finding a way out of the maze requires spatial reasoning, experimentation, and memory. Players use visual clues in the maze to formulate hypotheses and draw conclusions.



Wok Recipes Activity

- Players must follow directions, read recipes, and use measurement in this activity. A recipe card guides players to measure, count, and (at higher levels) use fractional relationships and number operations to add the correct amount of each ingredient. The highest level also involves logic, as some ingredients are only presented as relative values of other ingredient amounts.

Lantern Logic Activity

- While arranging the lanterns according to specific instructions, players use logic and organize information to determine the proper placements. Higher level instructions are more indirect and complex, challenging players to make inferences and carefully observe the pre-placed lanterns to guide their decisions.

Mystery, Inc. Casebook

- The Casebook screen encourages logical thinking by asking children to “think like a detective.” Players sort and classify the information found in each clue and compare it to the characteristics of each suspect. Learning skills include deductive reasoning, sorting and classifying, and organizing information in a matrix.



TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have additional questions, please visit The GSP Web site at <http://www.gsp.cc/faq>

1. The Case File #2: The Scary Stone Dragon program icon does not appear in the Start menu.

- Make sure the program is installed. Reinstall the program, if necessary.

2. You see a message telling you that there is not enough available space on the hard disk.

Case File #2: The Scary Stone Dragon requires 100 MB of hard disk space for the program's data and executable files. (Additional hard disk space will be required to save player information for more than five players. Additional space is also required if Acrobat Reader or DirectX need to be installed on your computer.)

- Create some free hard disk space by removing some files after backing them up to a floppy disk.

3. You see a message telling you that there is not enough memory to run the program.

Case File #2: The Scary Stone Dragon needs at least 64 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

- Close any other applications that are running, and restart the program.

4. The mouse doesn't seem to work.

- There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.
- Check that the mouse is properly connected to the computer.
- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.



5. Program speed is very slow.

Case File #2: The Scary Stone Dragon needs at least a 266-MHz PC or compatible with an 8X CD-ROM drive for basic performance.

- Close any other applications that are running.
- Remove non-essential applications from your Startup folder.
- Make sure that you have the latest Windows video drivers for your graphics card (contact the video card manufacturer for latest drivers).
- Change your display adapter settings to 800 x 600 and (16-bit) color.

6. You do not hear music, sound, or speech.

- Check that the speakers are properly connected to your computer. Make sure they are getting power and are turned on, and that the volume is turned up.
- Make sure that your sound card is Windows-compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set (see the manufacturer's documentation for information relating to your sound card).
- Make sure the mixer level setting is correct.

Click the Start button. Choose Programs from the Start menu. Next choose Accessories. Then choose Multimedia (Windows 95) or Entertainment (Windows 98, Me, XP), and choose Volume Control.

Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. The game crashes after feeding Scooby-Doo or Shaggy a Scooby Snack.

This may be because your computer does not have a sound card that is DirectX-certified. A possible remedy is to:

- a. Open the Control Panel from the Start menu of Windows.
- b. Click on the sound card icon.
- c. Disable Direct Sound.

If this does not correct the problem, contact your sound card manufacturer for additional assistance.

8. Strange graphics appear; the game action stops unexpectedly.

- Make sure you have the latest Windows video drivers installed (contact your video card manufacturer for more information).



9. Colors don't look right.

- Adjust your monitor's color and brightness.
- Turn off your screensaver.
- Close any other applications that are running.
- Make sure you have the latest graphics drivers installed (contact your video card manufacturer for more information).

10. Nothing prints.

- Make sure the printer is plugged in and switched on.
- Check the indicator light on the printer to be sure the printer is "online" or "selected."
- Make sure the printer cables are connected tightly.
- Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either Colored In or Outlined.

11. When you print, pictures or text look faint, blurred, or streaky.

- Check your print quality settings (see your printer documentation).
- Replace your printer's ink cartridge.

12. The printer displays an "out of memory" message.

- Make sure your printer has at least 1 MB of available memory.

13. You are not able to connect to our online Web sites.

This feature requires an Internet browser.

- Make sure that you have a browser properly installed. See your browser and Windows documentation for more information.
- Make sure that the files with an .HTM extension (for example, "bookmark.htm") are associated with the browser of your choice.
To check this, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager (see your Windows documentation for more information).



CONTACTING RIVERDEEP

Technical Support

If you have questions about your **Scooby-Doo! Case File #2: The Scary Stone Dragon** program, please refer to the Troubleshooting section of this User's Guide.

If you do not find an answer to your question, visit the GSP Web site at:

<http://www.gsp.cc/faq>.

This website features the same troubleshooting tools that our representatives use to answer your questions.



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