

SCOOBY-DOO!™

CASE FILE #1 *THE GLOWING BUG MAN*

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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(s02)

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TABLE OF CONTENTS

Welcome!	4
Hardware and System Requirements	4
Installing and Starting the Program	5
Installing the Program	5
Starting the Program	5
Getting Started	6
Signing In.....	6
Choosing a Difficulty Level	7
Checking Out the Goodies	8
Groovy Goodies	8
Online Goodies	8
Mystery in the Natural History Museum	9
The Great Hall	9
Entering Scary Areas	10
Earning Scooby Snacks	10
Using the Toolbar	10
Sound Button	11
Quit Button	11
Scooby Snacks Icon	11
Clickables	11
Moving from Place to Place	12
Getting Help	12
The Activities	13
Ant Round-up	13
Lights Out Rocks	14
Dinosaur Crate Mix-up.....	15
Ice Cream Headache	16
Picture Puzzle	16
Mosaic Mess-up	17
Conveyor Belt Chaos	18
Musical Bones	18
Examining the Clues	19
Unmasking the Glowing Bug Man	19
Educational Focus	20
Troubleshooting	21
Contacting Riverdeep – The Learning Company	24
Technical Support	24
Customer Support	24
Credits	25
License Agreement	28

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WELCOME!

Welcome to *Case File #1: The Glowing Bug Man*! Join Scooby-Doo™, Shaggy, Fred, Daphne, and Velma as they travel in search of supernatural adventures.

In each Scooby-Doo Mystery Challenge, you'll want to lend a hand and play the activities so that Fred, Daphne, and Velma can find the clues. And you'll want to keep Shaggy and Scooby happy with Scooby Snacks without running into the scary, menacing villain.



Collect the clues, use a little deductive reasoning, and with luck you'll be able to assist the gang in solving the mystery!

HARDWARE AND SYSTEM REQUIREMENTS*

Runs on:

- PC and compatibles—166 MHz or faster

With:

- Windows® 95/98/Me/2000/XP
- 32 MB of memory (RAM)
- Hard disk with 50 MB of free disk space†
- 8X or faster CD-ROM drive
- 16-bit color monitor capable of 640 x 480 resolution
- Sound Blaster® 16 sound card or equivalent
- DirectX 8.0 or later (will be installed if needed)‡
- DirectX-compatible video card
- Speakers
- Mouse

Recommended:

- Internet browser
- 28.8 kbps or faster modem
- Printer

**In the interest of product improvement, information and specifications represented here 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 #1: The Glowing Bug Man runs from your CD-ROM drive. However, you need 50 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 Glowing Bug Man**, in that order.

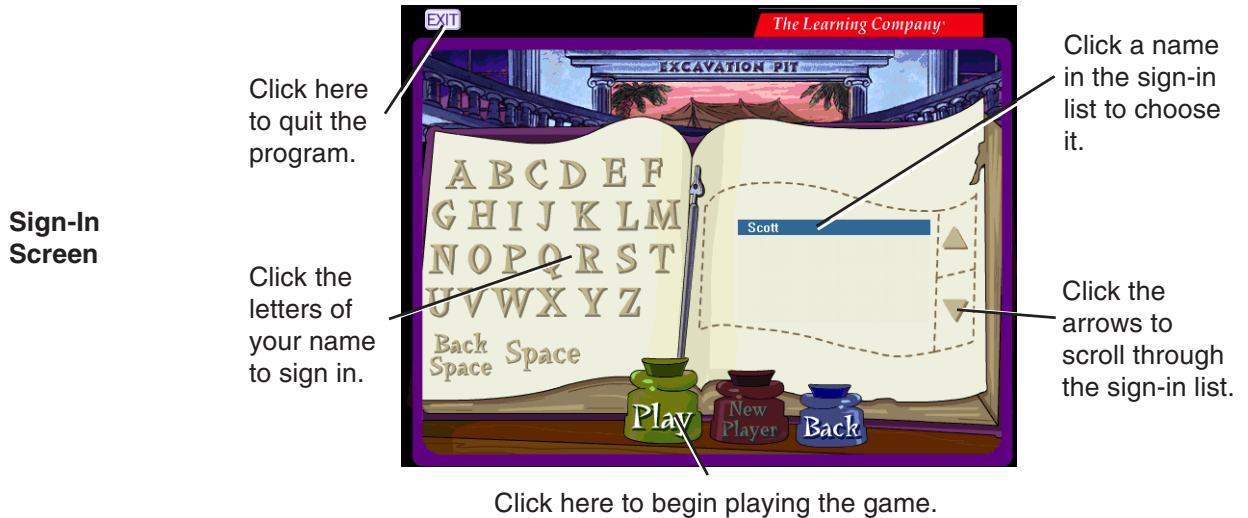


GETTING STARTED

Before you begin playing *Case File #1: The Glowing Bug Man*, you'll need to sign in and choose a difficulty level to solve 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 your 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 to continue on your way.



Choosing a Difficulty Level

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

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

Difficulty Level Screen

Note: If there is no picture above your desired difficulty level, simply move your mouse to the empty spot above that level. The picture will fill in, and you can then click it to choose that difficulty level.



Note: You can't change the difficulty level in the middle of a game. If you begin playing a game and find that it is too easy or too hard, start a new game at a different level of difficulty.

CHECKING OUT THE GOODIES

Before you begin playing *Case File #1: The Glowing Bug Man*, be sure to check out some of the goodies that are included on the program CD.

Groovy Goodies

By clicking **Groovy Goodies** at the Main Menu, you can access some extra program goodies. You can catch a sneak peek of a Scooby-Doo movie. You can print bonus Scooby-Doo activities and puzzles. You can also open two programs: one that lets you print out Scooby-Doo posters and another one that you can use to add Scooby-Doo wallpaper to the background of your computer monitor.

Groovy Goodies Screen

Click here to exit the game.

Click here to print the *Case File #1: The Glowing Bug Man* poster.

Click here to watch a movie preview of *Scooby-Doo and the Cyber Chase*.

Click here to add Scooby-Doo wallpaper to the background of your computer monitor.



Click here to print a Scooby-Doo movie poster.

Click here for printable activities and puzzles.

Click here to return to the Main Menu.

Online Goodies*

You can also visit some fun online Web sites that are of special interest to Scooby-Doo mystery fans. Just click **Visit Scooby-Doo Online** at the Main Menu. Then start surfing the Web to learn more about Scooby-Doo, Shaggy, and the gang.

**The online services advertised as part of this product may be changed or discontinued at any time for any reason.*

MYSTERY IN THE NATURAL HISTORY MUSEUM

Scooby-Doo, Shaggy, Daphne, Fred, and Velma are on their way to the Natural History Museum in Kudzula County. But when they arrive, a sign on the door says the museum is “Closed Due to Bug Man.” Zoinks!

It turns out Kudzula County’s Museum of Natural History not only has a wide variety of exhibits, from arachnids to Zulu artifacts, but it also has a problem. A giant, Glowing Bug Man has been infesting the halls, scaring away all the visitors. What is a Bug Man and why is he haunting the museum? Can Scooby and the gang rid the museum of this pest? Join Scooby-Doo, Shaggy, Daphne, Fred, and Velma as they explore the museum in search of clues that will help them get to the bottom of this mystery.

THE GREAT HALL

To solve the case of the Glowing Bug Man, you’ll need to help Scooby-Doo and the gang restore the exhibits the Bug Man has ransacked. For every exhibit you help fix, you’ll receive a clue. If you need additional help, you can call Nigel Nightwatch, head of museum security, through the museum’s intercom system. (See *Getting Help*.)



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Entering Scary Areas

Scooby-Doo and Shaggy are easily spooked, so watch out for the Glowing Bug Man. If a certain area or room seems particularly scary, they will not enter unless you give them Scooby Snacks. The number of Scooby Snacks needed varies according to the difficulty level of your game.



To enter a scary area, you'll need to give Scooby-Doo or Shaggy one Scooby Snack in the Spooky level, two in the Spookier level, and three in the Spooktacular level. You can see how many Scooby Snacks you have by looking at the toolbar. (See *Using the Toolbar*.) If you do not have enough Scooby Snacks to enter a scary area, you can collect more Scooby Snacks by playing the activities in the program. (See *Earning Scooby Snacks*.)

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

- Click the box of Scooby Snacks on the toolbar. The cursor will change to a Scooby Snack. Then click Scooby-Doo or Shaggy.

Earning Scooby Snacks

You'll need lots of Scooby Snacks to convince Scooby-Doo and Shaggy to enter the scary areas of the game. (See *Entering Scary Areas*.) To collect Scooby Snacks, play the Conveyor Belt Chaos activity in the Excavation Pit. To stop playing an activity, click the exit sign. You can then resume your investigation of the museum. If you ever need more Scooby Snacks, you can always collect more by playing the Conveyor Belt Chaos activity again.

Note: You can collect up to 99 Scooby Snacks at a time. After that, you'll have to give some Scooby Snacks to Scooby-Doo or Shaggy before you can collect more.

USING THE TOOLBAR

From the Great Hall and the exhibit anterooms, you can open the toolbar at the bottom of the screen. The toolbar gives you access to a variety of controls and information. To open or close the toolbar, click the Mystery Machine.

Toolbar



Click here to quit the game.

Click here to access the Sound Options screen.

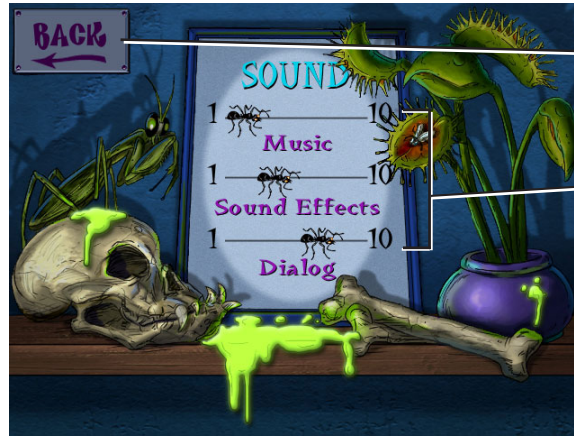
Look here to see how many Scooby Snacks you have collected. You can also click here to feed Scooby Snacks to Scooby-Doo or Shaggy. (See *Entering Scary Areas*.)

Click the Mystery Machine to close or open the toolbar.

Sound Button

Clicking the Sound button takes you to the Sound Options screen. At this screen, you can set the volume levels for music, sound effects, and dialogue in the game.

Sound
Options
Screen



Click here to go back.

For each sound option, drag the ant to the desired volume level. (1 is the softest, and 10 is the loudest.)

Quit Button

Clicking the Quit button takes you to the Quit Confirmation screen. Click **Yes** to quit the game or **No** to return to the game. You can also quit the game, at any time, by pressing **Alt+F4** or the **Esc** key. When you quit, your game information is automatically saved under the name you selected at sign-in.

Scooby Snacks Icon

The Scooby Snacks icon shows how many Scooby Snacks you have. The maximum number of Scooby Snacks you can have is 99. Although you can continue to play Conveyor Belt Chaos after you have reached the limit, you won't earn more Scooby Snacks until you feed some to Scooby or Shaggy. You can feed Scooby or Shaggy at any time. In some cases, snacks may be required to continue the game. (See *Entering Scary Areas*.)

CLICKABLES

Search the museum's rooms and exhibits to locate clickables.



Whenever you move your mouse near a clickable object, your cursor will change to a Scooby-Doo paw that opens and closes. (If the clickable object is an exit, the cursor will change to a pointing Scooby-Doo paw. See *Moving from Place to Place*.)

Watch out for the Glowing Bug Man! He appears randomly, and his hiding place changes each time you enter a room or area.



Moving from Place to Place



You can lead Scooby-Doo, Shaggy, and the gang to different places by clicking the onscreen exits. When you are near an exit, your cursor changes to a pointing paw. The paw points in the direction that you will travel when you click that exit.

Getting Help

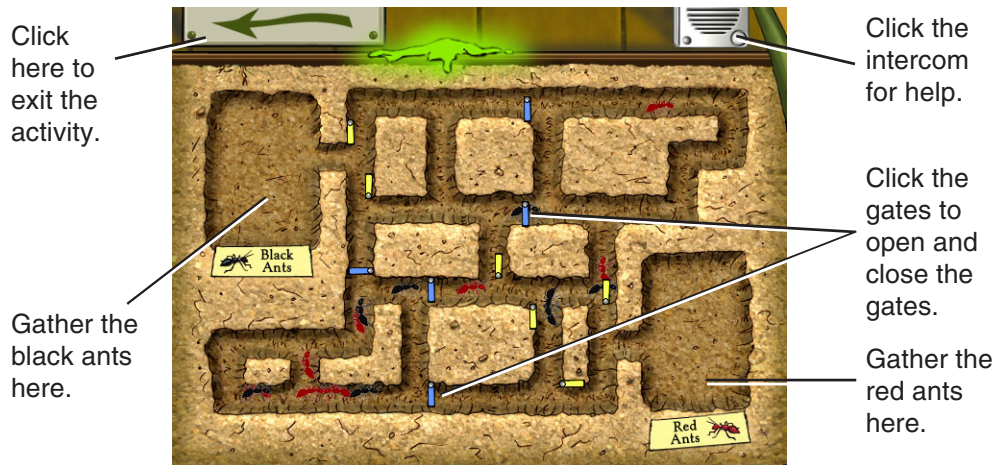


If you need help while playing the game, call Nigel Nightwatch, who heads the museum's security. You can contact him by using the intercoms located throughout the museum. Nigel will provide helpful hints on how to put the exhibits back together. He has also gathered information on all the suspects and placed it in files in the museum's office. (See *Examining the Clues*.)

THE ACTIVITIES

As you explore the Natural History Museum, you will see that the Glowing Bug Man has left the exhibits in shambles. Your job is to help Scooby-Doo, Shaggy, Daphne, Fred, and Velma figure out how to fix the exhibits. As you fix the exhibits, you also collect clues about the Glowing Bug Man's true identity. Put all the clues together to solve the mystery! (See *Examining the Clues*.)

Ant Round-up

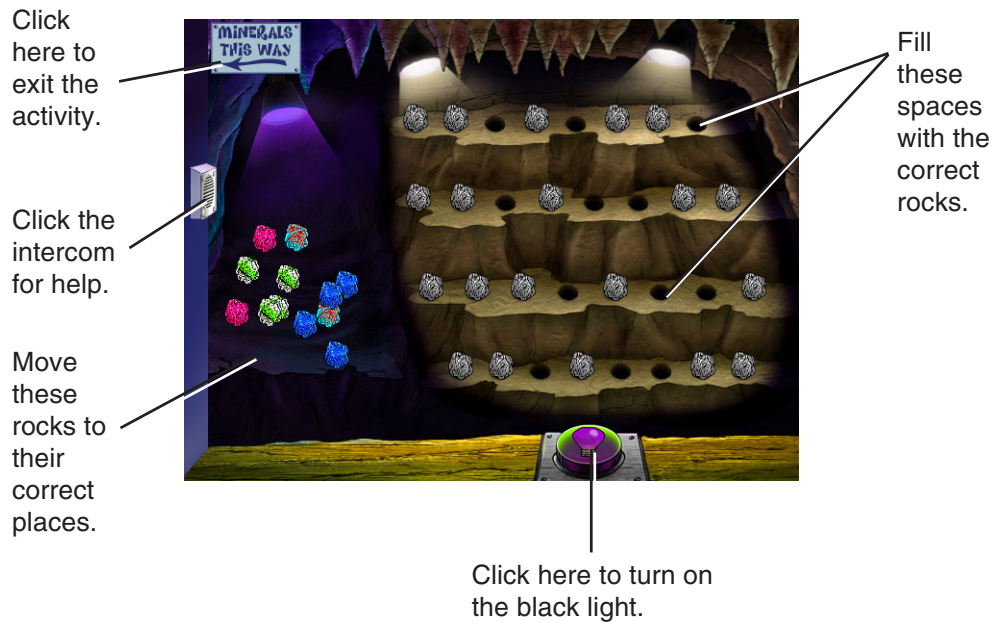


This crazy ant colony is all mixed up! There are two different species of ants in the exhibit, but the Bug Man has moved the barriers that normally separate them. Now the ant colonies have become completely mixed up. Can you help Scooby-Doo, Shaggy, and Velma put the ants back where they belong?

The gates determine the direction the ants move. Click the gates to open and close them, so the black ants go into the chamber at left and the red ants go into the chamber at right. When you successfully separate the ants, you receive a clue.



Lights Out Rocks



The Glowing Bug Man has left the rocks and minerals exhibit in shambles! Most of the rocks have been taken off the shelves and moved to the side. But these aren't ordinary rocks. They change color when you click the black light button at the bottom of the screen. Can you help the Mystery, Inc. gang put the rocks back where they belong?

When you click the black light to look at the rocks in the display, their colors suggest a pattern or sorting order. Drag a rock from the pile at left to an empty space in the display case. Click the black light to check your progress. Any incorrect choices return automatically to the pile. When you have finished sorting the rocks, click the black light to confirm your choices. When you correctly place four sets of rock displays, you receive a clue.



Dinosaur Crate Mix-up

Click the intercom for help.

Click here to exit the activity.

Move the T. Rex skull to the exit.



Click the crates to move them.

The Glowing Bug Man has hidden the skull of the T. Rex in a crate at the back of the warehouse. Can you help Scooby-Doo, Shaggy, and Velma move the crate back to the dinosaur exhibit, where it belongs?

Move the other crates out of the way so the T. Rex skull can move through the room to the exit. Each crate can move either left and right, or up and down. When you place your cursor over one end of a crate, a worker's glove appears, showing the direction the crate moves. Move the cursor over the other end of the crate to show the opposite direction. Choose a direction and click the crate to move it one space. If you clear a path to the door, you can click the skull and it will advance to the next room. When you move the skull through four rooms, you've returned it to the exhibit and you receive a clue.

Ice Cream Headache



Shaggy is always in the mood for a triple-scoop ice cream cone. Unfortunately, the Glowing Bug Man has removed the names of the flavors from the ice cream machine. Can you help Scooby-Doo find the three flavors Shaggy wants?

Listen to Shaggy as he tells you the flavors he wants. The flavors are highlighted in the list at left. Select the ice cream flavor buttons one at a time. After you've selected three flavors, pull the lever. The machine creates the ice cream cone combination. Click the ice cream cone so Scooby-Doo can test it to see how many flavors are correct.

Once you can identify a button's flavor, you can label it with a flavor sticker. Click a flavor from the list at left, then click the flavor button. Keep in mind, though, that the machine does not necessarily create ice cream cones in the order that you press the buttons. When you create the right ice cream cone combination, you receive a clue.

Picture Puzzle

The Glowing Bug Man has scrambled the picture in the Cafeteria. Look for this hidden bonus activity and have fun solving this tricky tile puzzle with Shaggy. Can you rearrange the tiles to restore the picture? Click a tile to move it into the empty space beside it. When you complete the picture, you return automatically to the Cafeteria.

Mosaic Mess-up



The Glowing Bug Man has scrambled the mosaic. Can you help Fred and Daphne fix the mosaic so that the adjacent sides of each tile match?

When you click a tile to move, it pops out of the mosaic. Drag the tile to another location and it switches places with the tile there. In the Spookier and Spooktacular levels, a rotation dial adds complexity to the activity. After you select a tile, click the dial to rotate it 90° clockwise. You can keep clicking the dial to rotate the tile as much as you like. When you correctly unscramble four mosaics, you receive a clue.



Conveyor Belt Chaos



Scooby-Doo and Shaggy have come face to face with the Glowing Bug Man. He's stealing dinosaur bones from the Excavation Pit!

Can you help Scooby-Doo prevent the dinosaur bones from being stolen by the Glowing Bug Man? Press the up and down arrow keys on your keyboard to move Scooby from conveyor belt to conveyor belt, landing on the dinosaur bones to collect them. Be sure that Scooby avoids Green Slime Puddles and the Glowing Bug Man. You earn one Scooby Snack for each bone you collect.

Move quickly! The amount of time you have to play this activity is limited and is determined by your difficulty level (60 seconds in the Spooky level, 45 seconds in the Spookier level, and 30 seconds in the Spooktacular level).*

**Don't worry if you run out of time while playing Conveyor Belt Chaos. You can return and play it as many times as you like!*

Musical Bones

Look for this hidden bonus activity in the Excavation Pit! Although you won't earn any clues or Scooby Snacks, you'll have fun playing this tuneful memory game with Scooby. Listen to the series of music notes played on the bones, then click to duplicate the notes. Each time you respond correctly, the next music sequence gets one note longer and a little bit faster. How long can you keep up?



Examining the Clues

Suspects
and Clues
Screen



Each time you help Scooby and the gang collect a clue, you go to the Suspects and Clues screen so that you can examine the clue. You can also go to the Suspects and Clues screen at any time in the game by going to the museum's office, which is located off the Great Hall.

Use the clues to figure out the true identity of the Glowing Bug Man. Some clues point to a particular suspect because they are objects that the suspect would wear or need in his or her job at the museum. To learn more about a suspect, click the suspect's photo at the top of the Clue Board to open his or her personnel file. Each file contains a list of facts about the suspect that help you determine whether to assign a particular clue to the suspect.

It's up to you to assign a clue to a suspect. Once you collect a clue, click the corresponding square to assign it to a suspect. To designate the clue as not applying to that suspect, click the square again. If you aren't sure what an item is, click the clue to hear a description.

Unmasking the Glowing Bug Man

When you have found the final clue, you'll have a chance to unmask the Glowing Bug Man. You must successfully complete each activity to collect all the clues. At the Suspects and Clues screen, select the picture of the suspect you think is behind the mystery of the Glowing Bug Man. Then see if you're right!

EDUCATIONAL FOCUS

Ant Round-up

This action-based game tests timing and planning skills to sort the red and black ants. Learning skills include sequential thinking and planning, and problem solving.

Lights Out Rocks

This activity challenges players to use memory and pattern recognition to decipher the relationships between the rocks. Learning skills include pattern recognition, sorting, deductive thinking, and memory.

Dinosaur Crate Mix-up

This activity adds another dimension to the traditional sliding block activity. Learning skills include sequential thinking, logic, visual-spatial planning, and problem solving in a real-world context.

Ice Cream Headache

This activity encourages children to use process of elimination, thinking, and planning skills. Learning skills include using strategy, hypothesis testing, and deductive reasoning.

Mosaic Mess-up

This visual-spatial puzzle challenges children to focus on multiple attributes of a puzzle piece. While this may seem simple to adults, children do not develop this ability until their early school years. Learning skills include visual-spatial reasoning, and matching and sorting based on multiple attributes.

Conveyor Belt Chaos

In this action-packed arcade activity, Scooby must collect dinosaur bones while avoiding the Glowing Bug Man. Learning skills include planning, timing, and hand-eye coordination.

Suspects and Clues

The Suspects and Clues screen encourages children to think like “true detectives” by assigning clues to suspects. Players collect clues, then compare them to the attributes of each suspect. Using a matrix to organize their thoughts, players sort and classify each clue and suspect, and use deductive thinking to narrow the list of suspects. Learning skills include deductive thinking, 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 Learning Company Web site at <http://www.riverdeep.net/learningcompany/support>.

1. The Case File #1: The Glowing Bug Man 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 #1: The Glowing Bug Man requires 50 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.

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

Case File #1: The Glowing Bug Man needs at least 32 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 #1: The Glowing Bug Man needs at least a 166-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 640 x 480 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 memory.

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

This feature requires a 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 - THE LEARNING COMPANY

Technical Support

If you have questions about your *Case File #1: The Glowing Bug Man* program, please refer to the Troubleshooting section. If you do not find an answer to your question, visit our Web site at: <http://www.riverdeep.net/learningcompany/support>. Click **Product Support**. Select the product name from the alphabetical list and check to see if the problem you are experiencing is listed among the FAQs. If you need to speak to a technical support representative, click **Contact Us** and scroll down to the Technical Support area for the appropriate number.

You may be asked to provide the following information:

- Your contact information (name and e-mail address, plus phone or mailing address if you wish)
- Description of the problem you're having
- Product name and version number (the version number is often printed on the CD label)
- Brand of computer
- Operating system (for example, Windows 98)
- Processor type and speed
- RAM memory (in MB or megabytes)
- Video card manufacturer
- Sound card manufacturer
- Printer type
- Hard disk space remaining
- Background programs (antivirus programs or screensavers)

Customer Support

SMILES GUARANTEED!

If you are not completely satisfied with this product, Riverdeep – The Learning Company will gladly refund your purchase price. Return the complete package to us at The Learning Company, Dock Door #9, 120 Hidden Lake Circle, Duncan, SC 29334 within 30 days of purchase. Include a copy of the sales receipt, packing slip, or invoice showing the store name and location. Please enclose an explanation for the return. Allow 4–6 weeks for refund. Limit 1 per household. Dealers, wholesalers, and their immediate families are not eligible.



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all the kids who tested the
product



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1971–2002

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Ed Anderson

Sam Niemann

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Aaron Pendland

Peter Nguyen

Shannon Tagliareni

Assembly/Editing

Ed Anderson

Brian Larson

Voice Talent and Recording

Scooby-Doo Characters

Scooby-Doo™

Norville “Shaggy” Rogers

Daphne Blake

Velma Dinkley

Fred Jones

Scott Innes

Scott Innes

Grey Delisle

Mindy Cohn

Frank Welker

Additional Characters

Nigel Nightwatch

Ralph Rosen

Billy Seasons

Dave Hammer

Dr. Celia Crownworthy

Sandi Chin, Ph.D.

Roger Jackson

Roger Jackson

Roger Jackson

John Pirruccello

Victoria Adams

Zoe Galvez

Dialogue Director

Collette Sunderman

Voices Recorded At

Salami Studios

Blackwell Studios

The Learning Company

AFTRA Signatory

LISMAR Productions



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