

Fisher-Price®

R2763

# SMARTCYCLE<sup>®</sup> EXtreme

PHYSICAL LEARNING ARCADE SYSTEM

SCOOBY-DOO!



## NOTICE ABOUT EPILEPSY AND SEIZURES

### **PLEASE READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE ANY VIDEO GAME.**

A very small portion of the population have a condition which may cause a momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. This condition may cause seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), consult your physician before playing video games. We recommend that parents observe their children while they play video games. If you or your child experience any of the following symptoms such as dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

Additionally, please follow these precautions whenever playing a video game:

- Do not sit or stand too close to the television screen. Play as far back from the screen as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10-15 minute break every hour while playing.

## GETTING STARTED

- Please keep these instructions for future reference, as they contain important information.



- Insert the game cartridge into the socket in the side of the cycle. Push to be sure it's fully inserted.
- Turn your TV or VCR power **on**.
- Slide the power switch on the cycle to **on I**.
- To find the picture on your TV screen, set your TV's or VCR's mode selector to INPUT or VIDEO IN.

**Note:** You can use this Smart Cycle® software with any Smart Cycle® model. The Rumble Action feature is only available with the Smart Cycle® Extreme model.

## CYCLE CONTROLS

### Handlebar

Use for steering on the road or in games.



### Horn Button

Press to make a selection or hear the horn.

### Snap Shot Button

Press to make a selection or take "pictures" (see page 7).

### Power Switch

Slide the switch to **on**  or **off** .

### Map Button

Press to see a map of all activities (see page 14).

### Joystick

Use to make selections on the menus or in activities.

### Exit Button

Press to exit the activities.

### Travel Journal Button

Press to see the pictures you took along your journey.





## CHOOSE A RIDE



### ***Customize your vehicle!***

- Use the joystick to scroll through vehicle choices. Press either handlebar button to make your selection.
- Repeat this process to choose the color and horn ornament for your vehicle.

- Use the joystick to choose to turn the rumble feature on or off.
- Press either handlebar button to make your selection.



## BACK TO THE ROAD



- Use the handlebar to steer.
- Collect all the letters shown in the upper left corner of the screen. Simply drive into them. Don't bump into the other objects.

### ***Find the objects.***

- Pedal the cycle to move down the road. *The faster you pedal the faster you go!*



### ***Taking snap shots.***

- Press the right handlebar button  to take snap shots.

***Hint:*** You can only take snap shots in this (*Back to the Road*) activity.



### ***Off ramps***

- Keep traveling down the road or head onto an off-ramp for other fun games and activities. Simply bear to the side of the tracks as you see one approaching.

***Hint:*** If you miss your ramp, you can pedal in reverse to back up.




## SPELLING RAPIDS



Lives

Score

### *Collect letters to spell the word!*

- Use the joystick to help Scooby swim to the letters needed to spell the word at the top of the screen.
- Increase your score by one point for every correct letter and five points when you spell a word!
- Only collect letters you need to spell the word, or you will lose a life. Lose all your lives and you will have to start over.
- Spell all the words correctly and move to the next level. Try to finish all three levels.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.




## TIKI TALLY™



Objects

### *Count the objects washed up on shore!*

- Count the number of objects that washed up on the shore. Use the joystick to scroll to the tiki hut with the correct number. Press a handlebar button to select the tiki hut.
- Count along with Shaggy if you're correct!
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.



## FALLING FOOD



***Match the foods and  
clear the screen!***

- Use the joystick to move the foods left or right as they fall. Match three or more foods in a column or “L” shape and they disappear.

### Mystery Piece



**Score**

- Move a mystery piece on top of any food and all the matching foods on the screen disappear.
- Watch your score to see how many foods you cleared!
- If the foods fill an entire column, you will have to start over.

***Hint:*** The longer you play, the faster the foods fall!

- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.




## COUNTING CAVES



Answers

### *Add and subtract with Scooby and Shaggy!*

- Listen as Shaggy reads the math problem on the screen.
- Use the joystick to scroll through the answers on the bottom of the screen. Press either handlebar button to select your answer.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.



## THE BIG RACE



### *Pedal as fast as you can to the finish line!*

- Use the joystick to choose 1 Player or 2 Player game. Press either handlebar button to select the game.



Scooby Snack


### 1 Player

- Pedal down the road as fast as you can to the finish line. Try to speed past the other characters. Get to the finish line first and *you win!*

**Hint:** Collect Scooby snacks along the way for a speed boost!



### 2 Player

- Each player takes a turn. Pedal down the road as fast as you can to the finish line. Look at your time.
- Now it's time for *Player 2* to beat your time.
- The player with the fastest time wins.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.



## THE OLD MINE™




## SNACK CATCH

Time

Elevator




### *Help collect all the gems.*

- Use the joystick to move Scooby and Shaggy in the mine to collect gems in the correct numerical order.
- Climb up or down the ladders, or use the elevator to move around the mine.
- Don't bump into a ghost, or Scooby and Shaggy will be scared frozen and lose time.
- Collect all the gems in order and move to the next level with even more obstacles!
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.



### *Time for a snack!*

- Complete all the activities and meet up with the rest of the gang for Scooby snacks!
- Use the joystick to catch as many Scooby snacks as you can!
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity.






## TRAVEL JOURNAL




See previous  
snap shot

See next  
snap shot

- Press the travel journal button . Then use the joystick and handlebar buttons to review and select a snap shot.




Stamp Tool Erase

- Next, use the joystick and handlebar buttons to select the stamp tool  to decorate your picture.
- Choose a stamp with the joystick and handlebar buttons and place it on the snap shot.
- Select the erase button  to clear the screen and decorate another picture.




## THE MAP



- You can travel down the road and head onto an off-ramp to access activities or simply press the map button  to visit any of the activities around the course.

## CARE

- Wipe with a clean cloth dampened with a mild soap and water solution. Do not immerse.
- This product has no consumer serviceable parts. Do not take this product apart.
- 
 • Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

## CONSUMER INFORMATION

VISIT US ON LINE AT  
[WWW.SERVICE.FISHER-PRICE.COM](http://WWW.SERVICE.FISHER-PRICE.COM)

Call our Consumer Relations Department, toll-free at **1-800-432-5437**, 9 AM - 7 PM EST Monday through Friday and 11 AM - 5 PM EST Saturday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

**GREAT BRITAIN:** Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB.  
 Helpline: 01628 500303. [www.service.mattel.com/uk](http://www.service.mattel.com/uk)

### For countries outside the United States:

**CANADA:** Questions? 1-800-432-5437. Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

**AUSTRALIA:** Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

**NEW ZEALAND:** 16-18 William Pickering Drive, Albany 1331, Auckland.

**ASIA:** Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

# Stretch your mind with other software titles for your Smart Cycle®!

Each sold separately and subject to availability.



SCOOBY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera.  
WB SHIELD: TM & © Warner Bros. Entertainment Inc. (s08)  
SCOOBYDOO.com

HOT WHEELS and associated trademarks and trade dress are owned by, and used under license from Mattel, Inc. © 2009 Mattel, Inc. All Rights Reserved.

www.bobthebuilder.com © 2009 HIT Entertainment Limited and Keith Chapman. All Rights Reserved. The Bob the Builder name and character, related characters and riveted logo are trademarks of HIT Entertainment Limited. Reg. U.S. & Tm. Off. and other countries. ©2009 HIT Entertainment Limited.  
HIT and the HIT logo are trademarks of HIT Entertainment Limited.



©2009 HIT Entertainment Limited. HIT and the HIT logo are trademarks of HIT Entertainment Limited.

Disney • Pixar elements ©Disney • Pixar

© 2009 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg.

*Stephen Hillenburg*

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.

©2009 Mattel, Inc. All Rights Reserved. ® and ™ designate U.S. trademarks of Mattel, Inc., unless otherwise indicated.