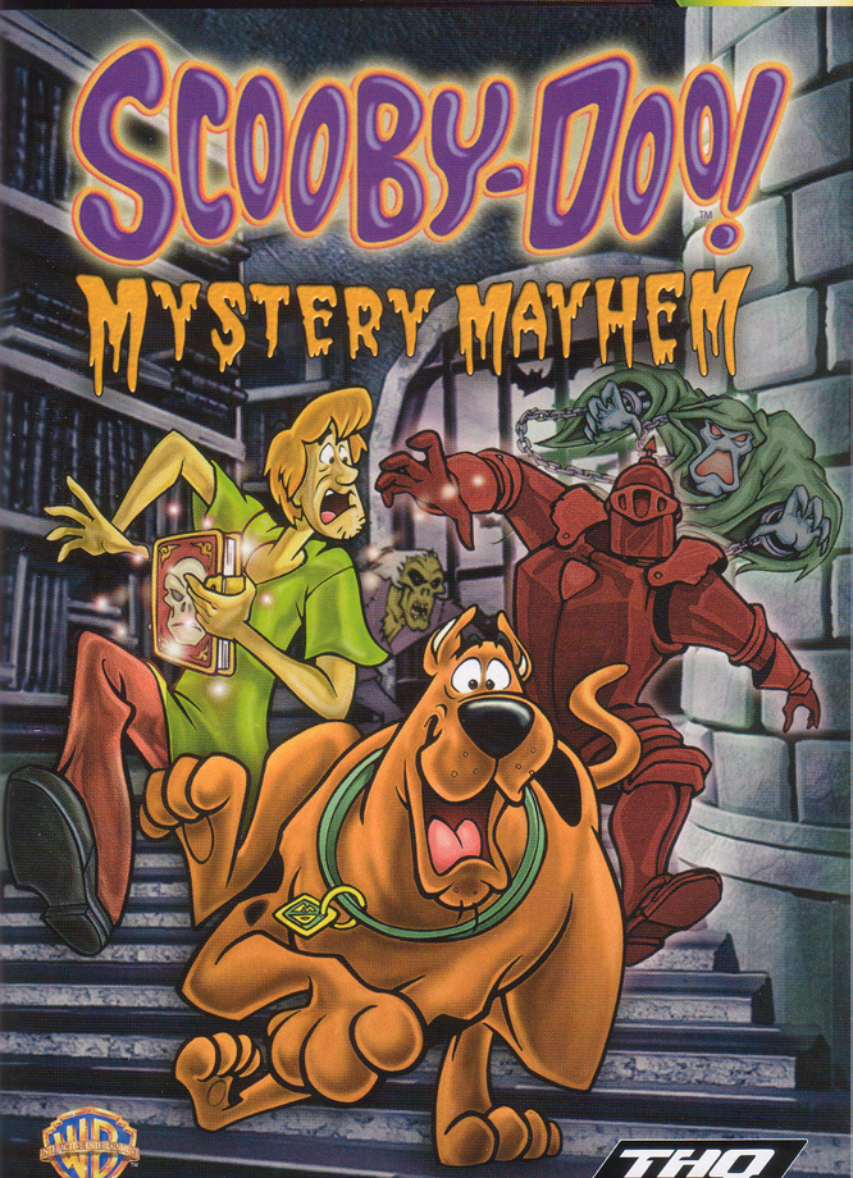
XBOX

SCOOBY-DOO!™

MYSTERY MAYHEM



THQ

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking of shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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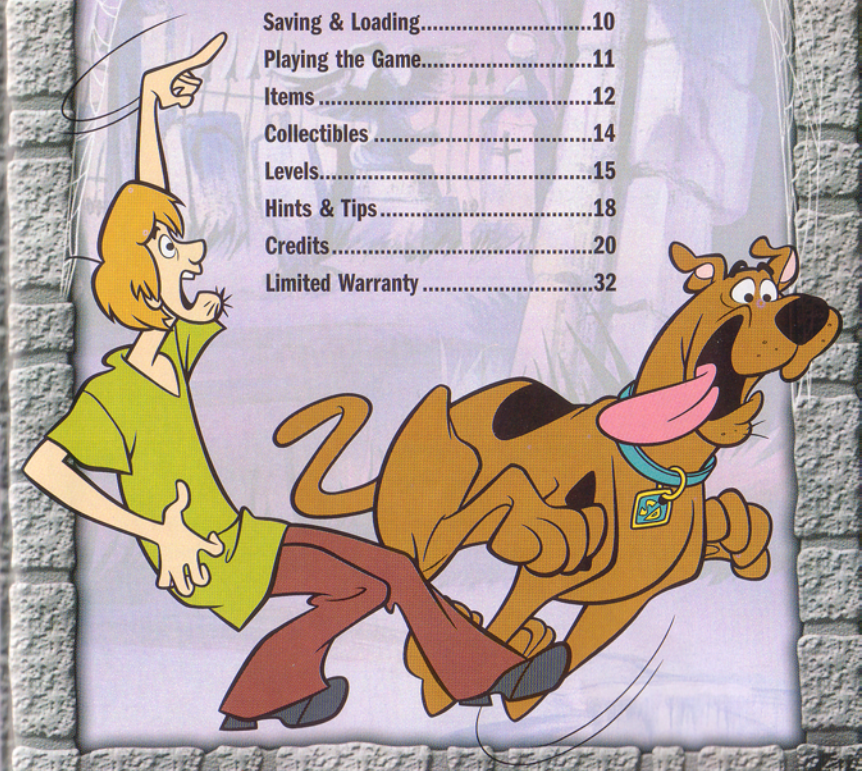
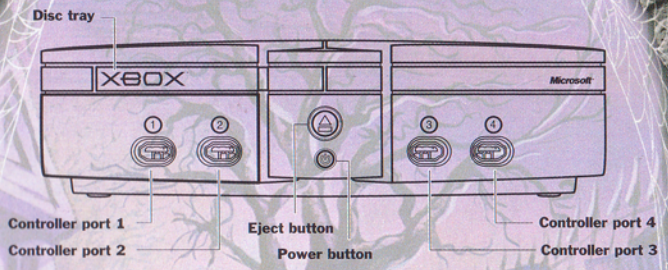


GETTING STARTED

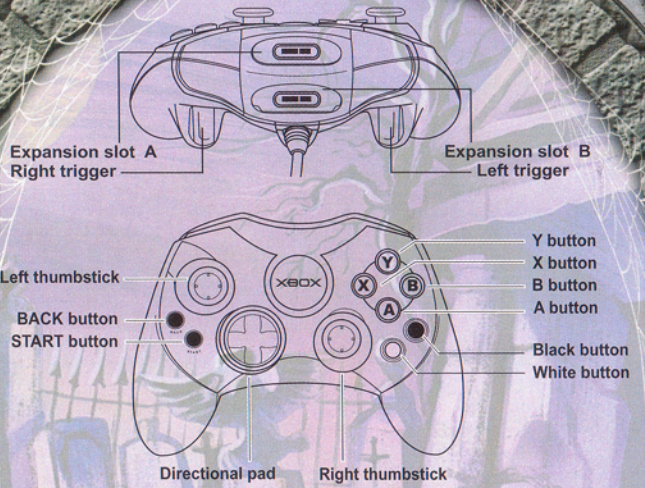


Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual. Press the power button and the status indicator light will appear. Press the eject button and the disc tray will open. Insert the *Scooby-Doo!*: Mystery Mayhem disc on the disc tray with the label facing up and close the disc tray. Follow all on-screen instructions and refer to this manual for more information.

Avoid Damage to Discs or the Disc Drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended period when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

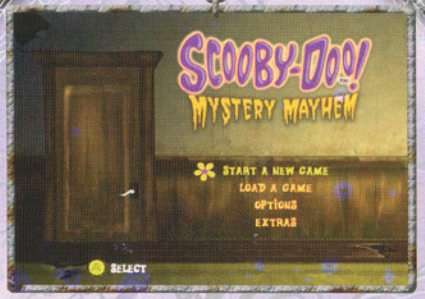
CONTROLS



- Insert the Xbox Controller into any controller port on the Xbox console
- Insert any peripherals (for example, Xbox Memory Units) into the Controller expansion slots as appropriate.
- Follow all on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Scooby-Doo!: Mystery Mayhem.

CONTROL	ACTION
Directional pad	Move Characters
Left thumbstick	Move Characters
Right thumbstick	Rotate Camera
A button	Action/Select
B button	Check Inventory/Cancel/Back
X button	Open Tome of Doom
Y button	Switch Character
Left trigger	View Episode File
Right trigger	Sneak (hold down to sneak past ghosts and monsters)
START button	Pause Game

MAIN MENU



Start a New Game

Press the A button to start a new game.

Load a Game

Load a previously saved game and press the A button to start where you left off.

Options

Customize the game with the following options:

- Camera angle: Normal/Inverted
- Vibration: On/Off
- Language: English/French
- Sound Options: Music – volume/Sound FX – volume/Movies – volume
- Controls: View a diagram of the controller

Extras

Trailers: Watch the Scooby-Doo 2: Monsters Unleashed Theatrical Trailer along with the Scooby-Doo! and the Loch Ness Monster™ and What's New Scooby-Doo?™ Safari So Goodie trailers.

Mini Games:

Re-play your favorite mini-games:

1) Trap the Fake Ghost
2) Monster Frenzy
3) Mine Cart Ride
4) Mini Trail Bike
5) Spooky Science

High Scores: Check out the highest scores for the Mini Games.

Play Rerun: Re-play an episode of your choice!

Game Art Gallery:

- Images – View some of the original game concept art.
- Character Models – See 3D turnarounds.
- Movies – Watch a rerun of your favorite in-game movie!

Credits: View all the names of the people that made this game possible.

THE STORY

Scooby-Doo and the gang are back on the case, trying to solve a supernatural mystery. What starts out as a routine ghost-hunting caper, soon turns into a task of monstrous proportions! A mysterious villain is using an ancient book, the Tome of Doom, to unleash some of the creepiest creatures the gang has ever met. Scooby, *Shaggy* and the gang will need your help to find the Tome of Doom, defeat the creeps and solve the mystery. Who knows? They might even let you share their *Scooby Snacks!* Zoinks! Let the mayhem begin!

ON-SCREEN DISPLAY

"Cool Meter" (A)

When Scooby and Shaggy get a little spooked, the bar on their "Cool Meter" goes down. If the Cool Meter gets completely empty, the next time a ghost or monster catches up with them, Scooby and Shaggy will run away and have to start over at their last save point. Bummer, Scoob!

Radar (B)

Check the radar to see if ghosts and monsters might be lurking nearby. The arrow at the center represents the direction Scooby and Shaggy are headed. Be careful! That's not really a little red dot behind you – it's a ghost!

Action Icon (C)

Whenever an object can be interacted with, this handy icon will appear on screen. Use the button indicated to do things like climb, open, crawl and catch those pesky monsters. Beware – catching monsters isn't always as easy as tapping away on a single button!

File Folder Icon (D)

When a file folder appears at the bottom right corner of the screen, it means you must complete a new objective. Access the Episode File through the Pause Menu or just press the left trigger. Once an objective has been met, the folder will reappear with a checkmark to show that you have successfully completed your task!

Inventory (E)

Press the B button to see the items you currently have in your inventory.

Sandwich Ingredients (F)

Press the B button to view the Sandwich Ingredients you've collected in the current episode. There are five ingredients in each episode. Find them all to unlock mini-games! Ret's eat!

EPISODE FILE SCREEN

Use the directional pad or left thumbstick to scroll through the Episode File for important information about your progress in the game.

Objectives

Here is where you can view a list of your current goals. You can also see which tasks you've already completed. Great job, Scoob!

Clues

Which clues have you found, and how many do you still need to find? Check here to see! Also, remember to ask *Velma* for more information about each clue. There are five clues in each episode. Finding clues unlocks game art at the end of the episode.

Ghosts & Monsters

This is where you can see which Ghosts and Monsters you've captured with the Tome of Doom. Zoinks! That's one captivating book!

PAUSE MENU

Press the START button to pause the action and view several options:

Continue

Choose this option to re-enter the game where you last saved.

Game Options

Change camera mode, controller vibration and sound settings.

Episode File

Bring up the Episode File Screen and see how you're doing.

Quit

You just munched your last Scooby Snack and need to run to the store. No problem! Just quit the game and reload it when you're ready to start again. See you after lunch!

SAVING AND LOADING

Smile! Floating cameras are located in various places throughout the game to snap your photo and mark your current location. Simply stand in front of the camera, say "cheese" and press the A button. Voila! Your game has been saved. When you want to restart, select Load Game from the Main Menu, then choose the slot containing your previously saved game. There you are! Right where you left off!

PLAYING THE GAME

Walking & Running

When Scooby and Shaggy are ready to set out on their quest, push the left thumbstick to steer them in the right direction. Go, Scooby and Shaggy!

Sneaking

Pull and hold the right trigger to Sneak past Ghosts and other Monsters – but be careful! If one of the creeps manages to touch Scooby or Shaggy, they may panic and lose their cool!

Climbing

Some obstacles in the game require teamwork – and good climbing skills. If a crate can be climbed, the A button will appear when you are near it.

Crawling

Some obstacles may require Scooby to crawl underneath to get through to the other side. If an obstacle can be crawled under the A button will appear when you are near it. Scooby will automatically crawl under the obstacle. Now, if he can just figure out a way to get Shaggy!

Camera Control

Use the right thumbstick to change your viewpoint. If you move the thumbstick in the direction you want to see, you'll get a whole new perspective.

ITEMS

Costumes

Sometimes the only way to sneak past a ghost – is to BE a ghost. If you find a costume chest, press the A button to open it and put on the costume. If Scooby and Shaggy can get past the monsters before the costumes disappear, they might stand a ghost of a chance!

Clues

Throughout the game, you must search for five clues to help solve the central mystery in each episode. Some clues give you background information about the case and some may even unlock bonus art in the Extras menu! Be sure to collect them all – you wouldn't want to be left totally clueless!

Switches, Buttons and Levers

By turning Switches ON or OFF, you can unlock doors or move ladders.

The Tome of Doom

This is the most powerful item in the game because it allows Scooby and Shaggy to capture Ghosts and other Monsters.

1. Opening the Tome: Press the X button to pull out the Tome of Doom. A cone of light will erupt from the book and shine in the direction you are facing.

2. Locking on Target: The Tome of Doom automatically targets the first supernatural creature it encounters.

3. Capturing the Ghost: Once The Tome of Doom has locked on a target, repeatedly press the button shown in the bottom left corner of the screen in order to capture it. Be alert – sometimes you'll need to press more than one button.

4. Recharging the Tome of Doom: Scooby and Shaggy can recharge the Tome of Doom with Wisps. There are three ways to collect Wisps:
   1. Walk over them.
   2. Open the Tome of Doom and attract them from a distance.
   3. Stand over or attract Wisps from a Wisp generator.

COLLECTIBLES

Scooby Snacks

Munch on Scooby Snacks to recharge your "Cool Meter."

Keys

The right key will automatically open a locked door, but will disappear from your inventory after being used.

Sandwich Ingredients

Scooby and Shaggy love to make sandwiches – and to eat them! When you finish an Episode with all five sandwich ingredients a mini-game will be unlocked. There are five mini-games to unlock – one per episode.

Wisps

Wisps are floating balls of glowing energy used to recharge the Tome of Doom. When you walk over Wisps, they will instantly be picked up and disappear from the screen. You can capture the Wisps by using the Tome of Doom to target and draw them in. If you are lucky, you may even run across a Wisp generator, which are easy to spot with their three ghostly green skulls. These will supply you with as many Wisps as you need.

LEVELS

Episode 1: The Haunting of Hambridge

Velma's old neighborhood librarian, Mr. Dinsdale, has called upon the *Mystery, Inc.* gang to investigate the recent invasion of ghosts in the Hambridge University Library where he now works. It's up to Scooby and Shaggy to find the clues that will help Velma solve this mystery.

Episode 2: Mayhem at the Movies

Their search leads to the Milton Brothers movie lot, where they are asked to help out with yet another supernatural infestation. This time, armed with the Tome of Doom, Scooby and Shaggy stand ready for anything. Is the movie lot really haunted, or is it something more sinister? What is Zabrinski's role in all this?

Episode 3: Weird Wild West

The trail of clues found in the Milton Brothers movie lot leads the gang to the Gold Mountain Western-themed amusement park, where owner Johnny Channayapatra is at his wits' end. The ghost sightings have turned his amusement park into a ghost town, and Johnny is not amused!

Episode 4: Bad Juju in the Bayou

The plot thickens as the gang investigates why Greenwood Development would be interested in purchasing land in the Bayous that was abandoned by its inhabitants. Scooby and Shaggy soon find out there's more than just the garden-variety ghost haunting the area! They must learn more about the mysterious zombies – and the creepy dudes who are trying to round them up!

Episode 5: Hi-Tech Terror

Having figured out ShermanTech's involvement, Mystery, Inc. sets out to investigate the high-tech company. It isn't easy, however, since Scooby and Shaggy must cleverly evade security guards while gathering more clues. Will they be able to stop the master villain, or will they succumb to the worst enemies they've ever faced: the rest of Mystery, Inc.?

HINTS & TIPS

HINTS & TIPS

- Open Ghost-Locked doors by defeating all the monsters in that area.
- If you are playing as Shaggy, you will not see areas that you can crawl through. If you get stuck, try switching to Scooby.
- Check the Episode File regularly, especially if you're lost.
- You don't need all clues to complete an Episode, but they unlock Game Concept Art.
- You don't need all sandwich ingredients to complete an episode, but finding all five ingredients in each episode will unlock a mini-game.
- Practice moving around the monsters to avoid their attacks.
- Yellow and black striped hazard tape is used to mark important spots.
- Look for shortcuts around areas and alternate paths, such as climbing over bookcases.

THE HAUNTING OF HAMBRIDGE

The first section of the Library gives you lots of pointers. Be sure to read the text that appears on screen, as this functions as the game's Tutorial.

MAYHEM AT THE MOVIES

If you get lost, try to climb something tall to see where you are.

WEIRD WILD WEST

- Someone has scattered the sheet music for the piano all over town - try to find them.
- If you can't open the bank vault, you obviously didn't study hard enough - time to go back to school!
- Search the hotel basement for Shaggy - he's alone in the dark and needs your help!

BAD JUJU AT THE BAYOU

- Scooby won't be caught in the water without his snorkel!
- Going as fast as possible on the Trail Bike Ride isn't always the smartest idea.
- The zombies will shake wisps out of the truck when you go to visit Velma, who will throw you Scooby Snacks. Use these to your advantage.

HI-TECH TERROR

- If you can't hide from the guards, at least try to look like you belong there.
- Even the guards get lost sometimes. Check out the signs in case you get lost.
- Be nosey; search all of the lockers.
- Robots are also man's best friend when moving items out of the way of security cameras or turning valves.
- Fire Ghosts are really nasty. Lure them under the sprinklers to soak their spirits.
- Trick the Fire Boss Ghost into throwing fireballs at the bushes. Once you've turned on all the sprinklers, the Fire Ghost gets doused and you can use your trusty Tome of Doom on him!

CREDITS

Cast

Scooby-Doo
Scott Innes

Shaggy
Scott Innes

Fred
Frank Welker

Daphne
Grey Delisle

Velma
Mindy Cohn

Alan Dinsdale
Jeff Bennett

Doug Milton
Frank Welker

Earl Milton
Tom Kenny

Robert Zabrinski
Jeff Bennett

Johnny Channayapatra
Tom Kenny

Billy Bob
Tom Kenny

Travis Sherman
Jeff Bennett

Selena Drake
Grey Delisle

Jeremy Rhodes
James Taylor

Mindi Stiles
Grey Delisle

Mercenaries
Tom Kenny
Jeff Bennett

Zombie
James Taylor

Poltergeist
Jennifer Hale

Computer Voice
Jennifer Hale

ShermanTech Scientists
Tom Kenny
Grey Delisle
Jennifer Hale
James Taylor

Actress
Grey Delisle

Watchman
James Taylor

Security Guard
James Taylor

Mummy
Frank Welker

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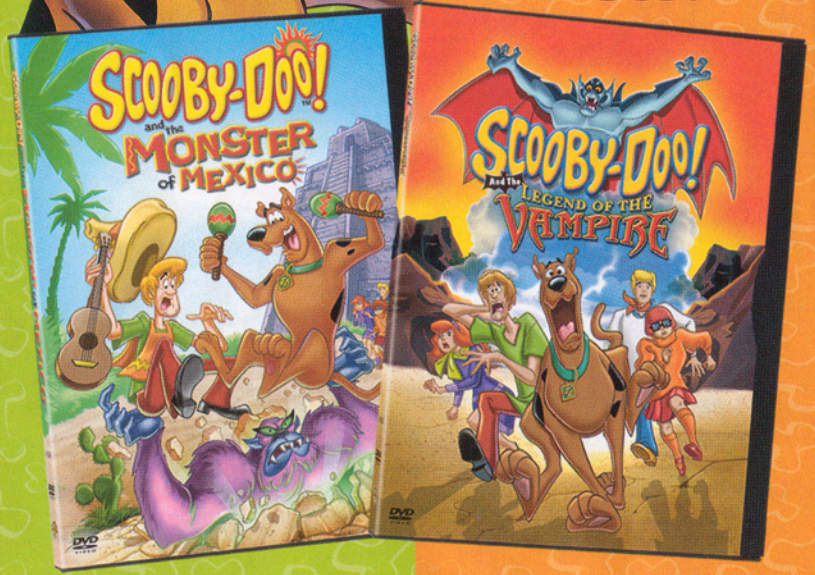

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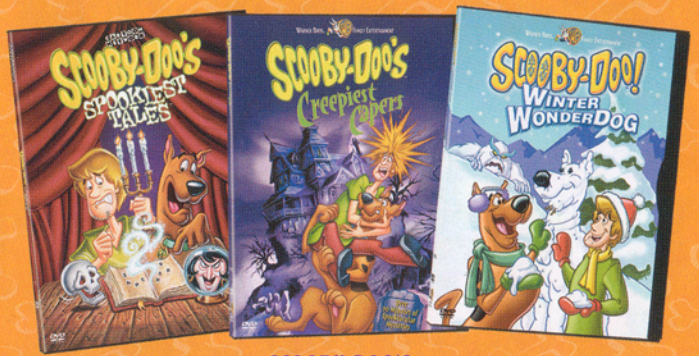
SCOOBY-DOO'S ORIGINAL MYSTERIES



SCOOBY-DOO'S SPOOKIEST TALES

SCOOBY-DOO'S CREEPIEST CAPERS

SCOOBY-DOO: WINTER WONDERDOG

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(s04)

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NOTES

LIMITED WARRANTY

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In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 52017. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Microsoft or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

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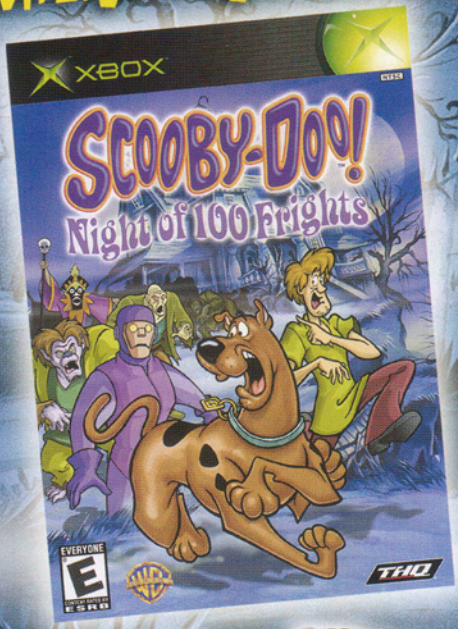
WHERE ARE YOU?



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