

SCOOPY-DOO!

FIRST FRIGHTS



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SCOOPY-DOO!

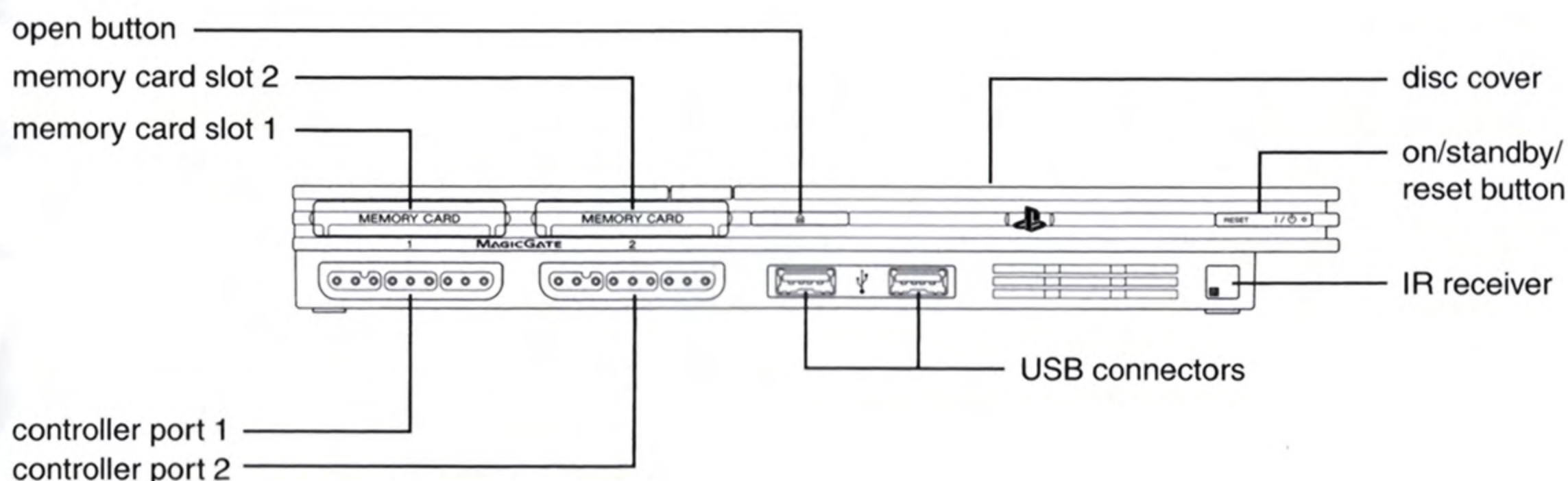
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **SCOOPY-DOO! FIRST FRIGHTS** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

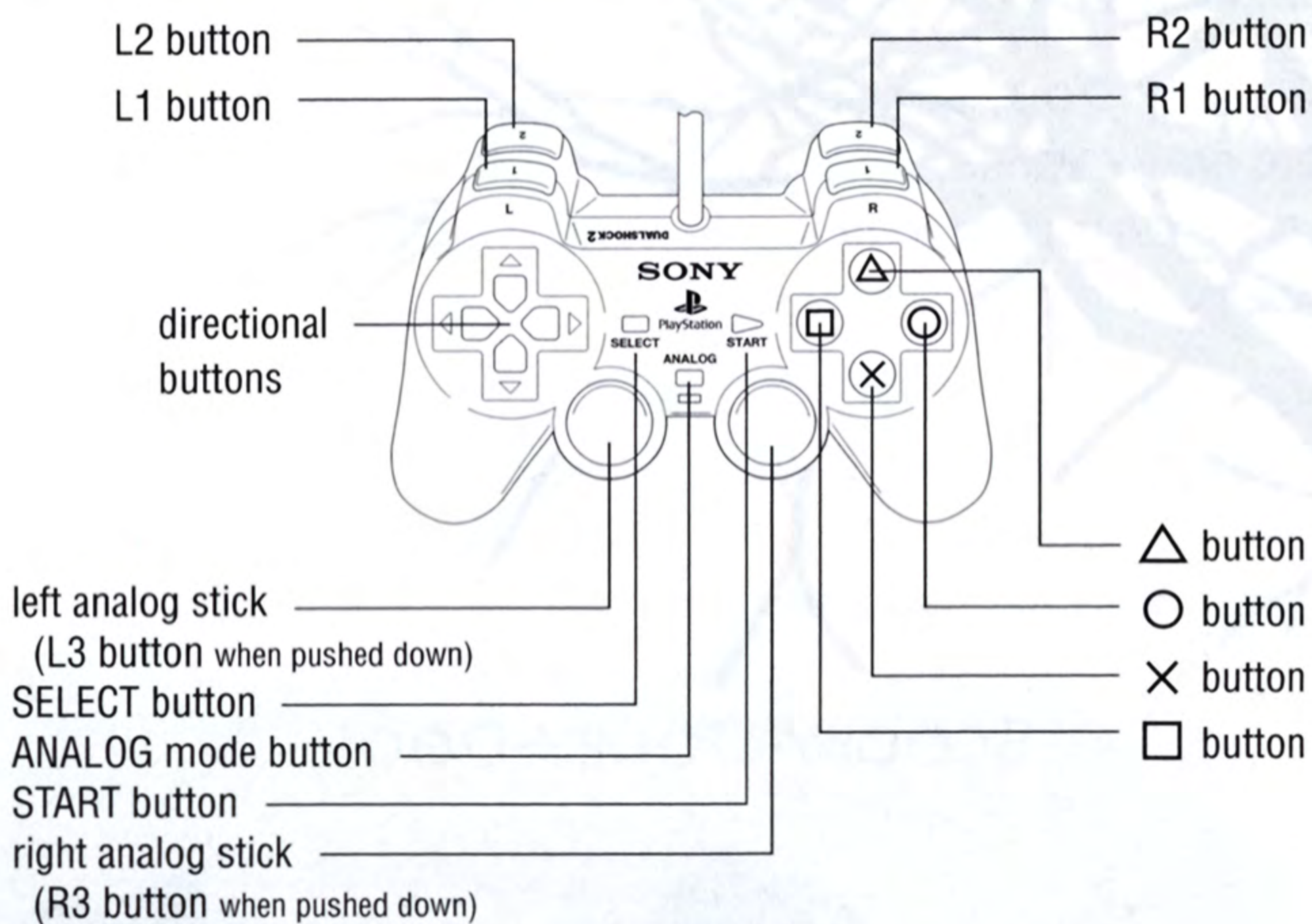
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or from any memory card containing previously saved games.

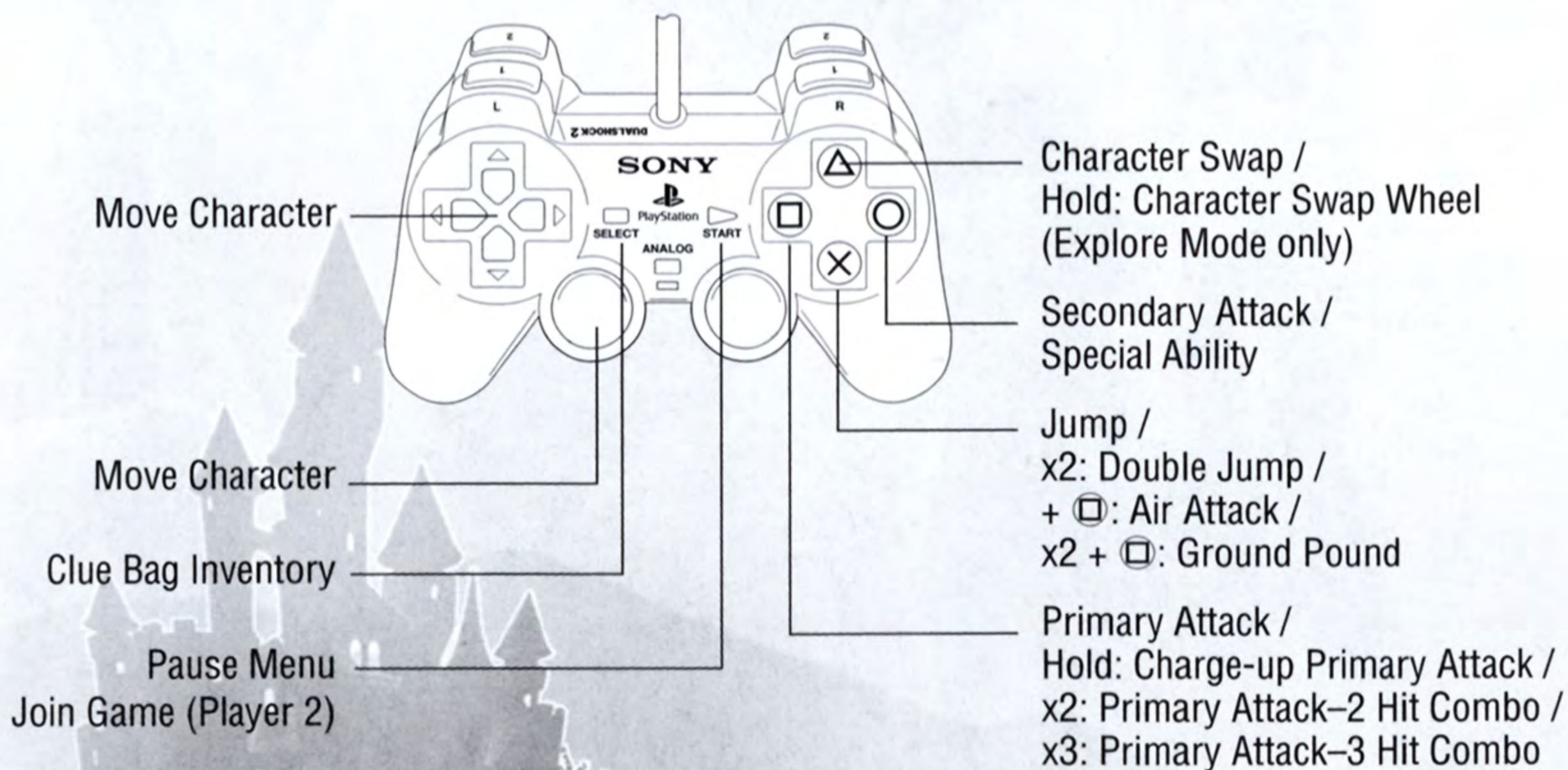


CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS





INTRODUCTION

JINKIES! THE MYSTERY, INC. GANG IS BACK IN SCOOPY-DOO! FIRST FRIGHTS.

JOIN SCOOPY-DOO, SHAGGY, FRED, VELMA AND DAPHNE IN THEIR EARLY YEARS, AS THEY SET OUT FOR THE KEYSTONE CASTLE INTERNATIONAL FOOD FESTIVAL...AND GET CAUGHT UP IN SOME INCREDIBLE MYSTERIES!

VISIT ST. LOUIS HIGH, TOY TOWN, ROCKY BAY AND KEYSTONE CASTLE AS YOU SEARCH FOR CLUES, MAKE NEW FRIENDS, UNCOVER THE CRIMINAL MASTERMINDS AND GRAB AS MANY SCOOPY SNACKS AS YOU CAN CARRY!

SCOOPY-DOOBY-DOO!





CLUB HOUSE

The Club House is the headquarters of Mystery, Inc., where our adventure begins.

EPISODES



There are 22 Levels in **SCOOBY-DOO! FIRST FRIGHTS** across four unique Episodes. You must complete each Level in each Episode before the next is unlocked.

Each Episode has its own Hub. If you quit the game, you will return to the Episode Hub. From here, you can return to the Club House at any time.

You can revisit completed Levels in Story Mode and Explore Mode.

REWARDS

TROPHIES

You start the game with some empty shelves in the Club House to make room for the Trophies you're totally going to bring back!

- ◆ You earn Trophies by completing particular tasks or scenarios during the game.
- ◆ Each Level (except Chase Levels and Boss encounters) has a Trophy for you to unlock. See if you can get them all!

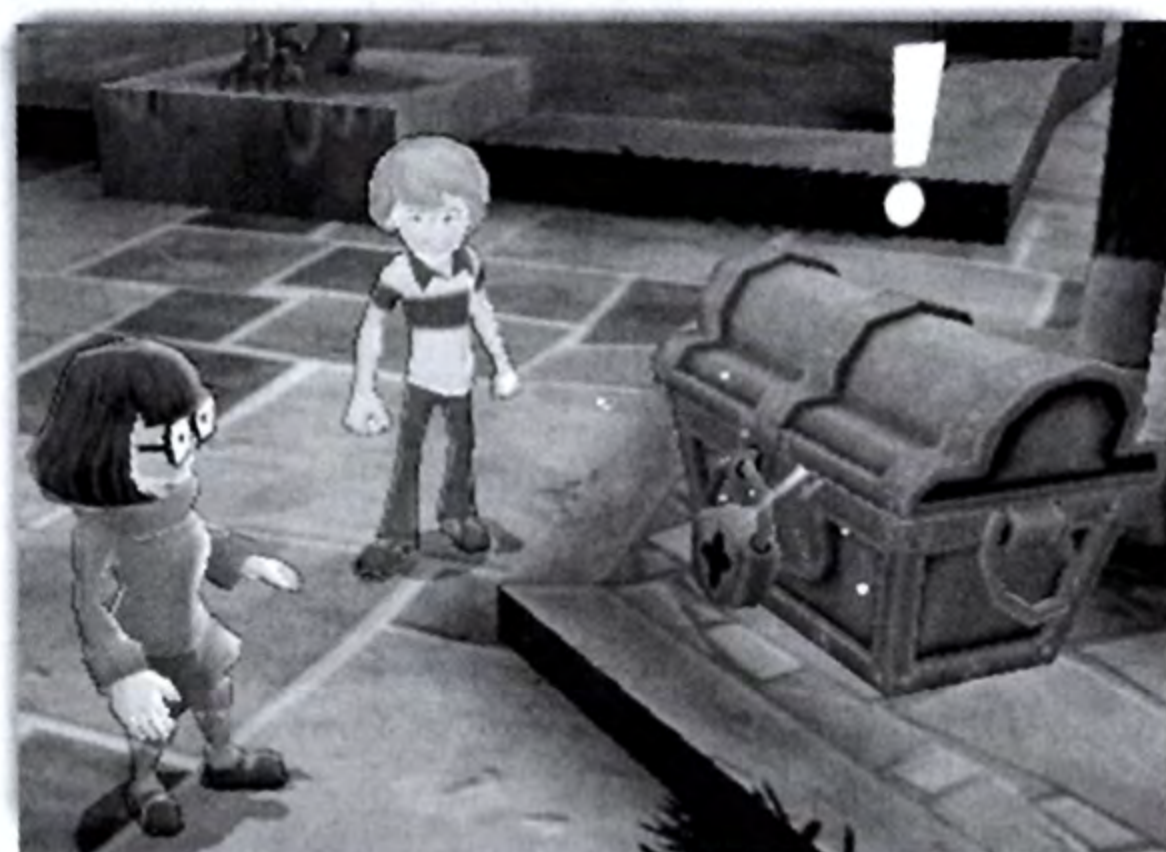
MONSTERS

The ultimate Trophies! This is a special chest for the masks of the villains you've defeated. Can you solve all four mysteries and reveal the identity of each criminal mastermind?

COSTUMES

Most Costumes are not available at the start of the game. As you make your way through the Episodes, you'll discover Costume Chests that will unlock that Costume in the Club House for you to purchase with Scooby Snacks.

- ◆ Each member of Mystery, Inc. has two Costumes for you to find. Unlock special chests to find Costumes that your characters will wear in certain situations.
- ◆ In Explore Mode, you'll even have the chance to dress up some of the enemies you have battled during the game!
- ◆ Costumes aren't free, so make sure you collect all the Scooby Snacks you can find!



EXTRAS



OPTIONS

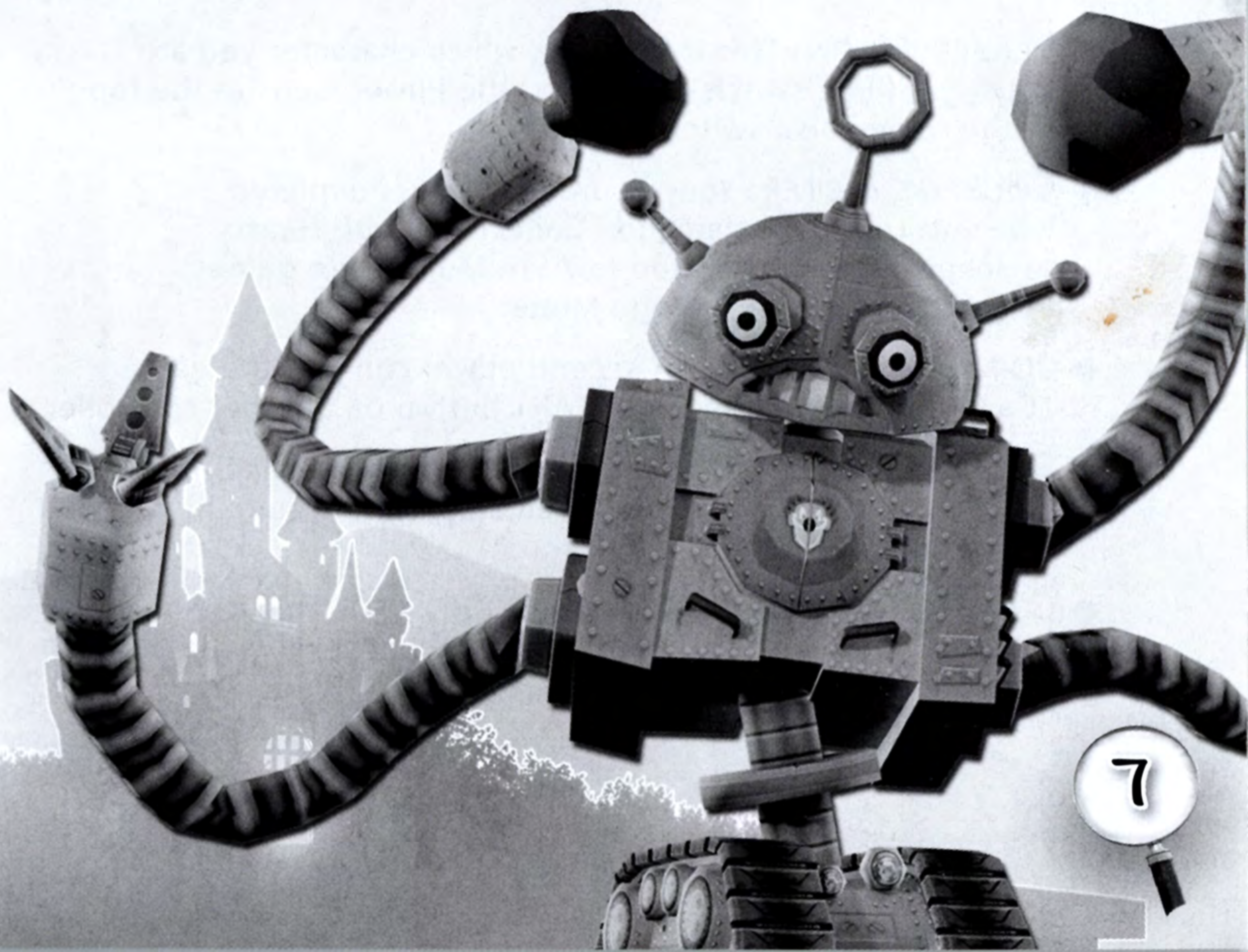
Change the settings of the game to suit your taste.

CODES

Here you can enter secret four-digit codes to unlock the safe. But you won't find them in the game!

VIDEO

View the game credits and special video features!





GAME SCREEN

PLAYER 1 ICON

PLAYER 2 ICON

COURAGE METER

JOIN GAME PROMPT



SCOOBY SNACK TALLY

- ◆ **PLAYER 1 ICON:** This icon shows which character you are playing. If you switch characters, the Player icons at the top of the screen also switch.
- ◆ **COURAGE METER:** Your Courage Meter is depleted whenever you take damage. Collect Courage Hearts to keep it from getting too low! In Multiplayer games, Player 2 also has a Courage Meter.
- ◆ **JOIN GAME PROMPT:** A second player can join the game at any time by pressing the START button on another controller.
- ◆ **SCOOBY SNACK TALLY:** This number is always displayed during the Level. When you finish a Level, this amount is added to your profile total.
- ◆ **CURRENT OBJECTIVE ICON (NOT SHOWN):** This icon is your guide. If you press the START button to pause, you can also read the Current Objective text.



PAUSE SCREEN



You can pause the game at any time by pressing the START button. You can then choose "Resume" or "Quit" with the directional buttons. If you choose to quit, you will return to the Episode Hub.

- ◆ The Pause Screen also shows your current Objective.
- ◆ In Multiplayer Mode, the Pause Screen gives you the option to "Drop Out." If you pause in the middle of a cut-scene movie, the Pause Screen will also allow you to skip the scene.
- ◆ You will often find your path blocked, and you must perform a task before you can progress. This task may be defeating all enemies in an area, collecting Clues, finding a key to open a locked door, or solving a puzzle. If in doubt, use the Pause Screen to check your current Objective.



PLAYING THE GAME



SCOOBY-DOO! FIRST FRIGHTS allows you to save three game Profiles to a memory card (8MB)(for PlayStation®2). Use the directional buttons either to select your existing Profile to continue a game, or to select "New Game" to begin a new adventure.

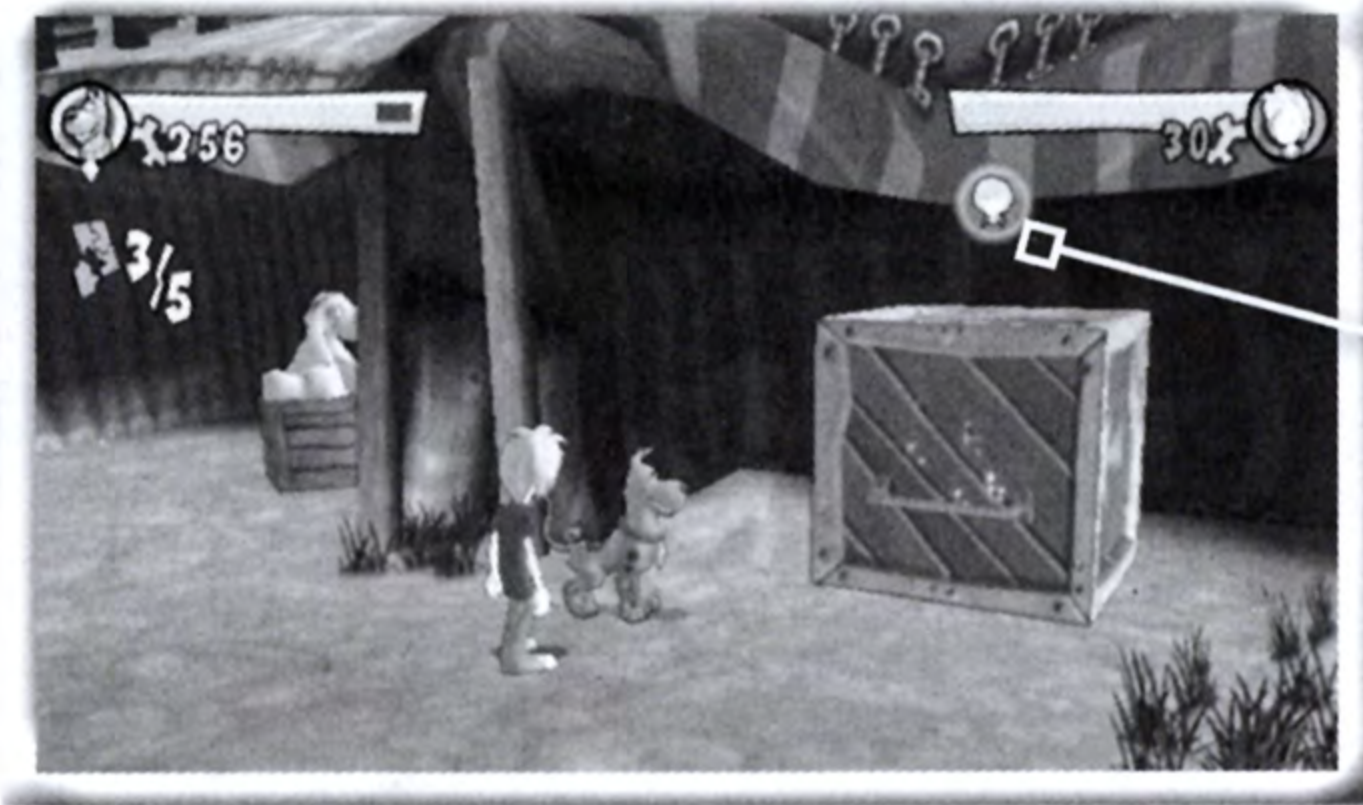
COMBAT

Sleuthing isn't easy, and there will always be foes out to stop our heroes from solving the mystery. Fortunately, the members of Mystery, Inc. can handle themselves in combat!

Every character plays differently, with Primary and Secondary combat moves and Special Abilities. Take the time to get to know their style of play. Combat styles also change if the character is in Costume! All characters have a selection of the following moves:

- ◆ **MELEE ATTACK:** Hand-to-hand combat.
- ◆ **RANGED ATTACK:** Throwing projectiles.
- ◆ **RUSH ATTACK:** Charging.
- ◆ **BLOCK:** Stopping an enemy hit or a projectile.
- ◆ **STUN:** Pitching a small sonic or explosive device.
- ◆ **GROUND POUND:** A super slam into the ground, knocking enemies off their feet!
- ◆ **CHARGED ATTACK:** Press and hold the  button to charge-up a single, powerful Primary Attack.

SPECIAL ABILITIES



ONLY FRED CAN
INTERACT WITH
THIS OBJECT.

Each member of Mystery, Inc. has his or her own skills and talents... and you'll need them all to crack the case!

When you see a character icon, you'll know that character will be able to use his or her Special Ability on that object.

Some secret areas can only be accessed by characters who are not used in Story Mode. You can return to the Level in Explore Mode and play alternative characters so that you can access hidden areas and collect everything!

- ◆ **SPECIAL HINT:** One of Scooby's Costumes can perform multiple Special Abilities!

COURAGE

Collect purple Courage Hearts to top up your Courage Meter. Taking enemy attacks depletes your meter. If it empties, your character will disappear and hide, losing several Scooby Snacks!

MAIN PICK-UPS

COURAGE HEARTS

Increase your Courage.



SCOOBY SNACKS

Many objects that can be hit or broken contain Scooby Snacks! Collect as many as you can and use them to purchase Costumes in the Club House. Keep watch for special Gold Scooby Snacks that are even more valuable!

SCOOBY MEDALLIONS

These are worth 500 Scooby Snacks! Collect them all. If you replay a Level and have already collected the Scooby Medallions, these will appear as Gold Scooby Snacks!



CLUES

Clues help you identify the villain and solve the mystery. Collect all Clues in a Level and check your Clue Bag Inventory at any time by pressing the SELECT button. Some areas may require you to collect all the Clues before you can progress to the next area.

SAVING

SCOOBY-DOO! FIRST FRIGHTS uses an auto-save feature, so there is no need to manually save the game. If you quit during a Level, your progress will be lost, though your Clues, Trophies and Costumes will be saved.



GAME MODES

CHARACTER SELECT WHEEL
IN EXPLORE MODE. USE THIS
TO SCROLL THROUGH THE
COSTUMES YOU PURCHASED
IN THE CLUB HOUSE.



SCOOBY-DOO! FIRST FRIGHTS can be played two ways—in Story Mode and in Explore Mode. You must complete each Level in Story Mode before you can replay it in Explore Mode.

- ◆ **STORY MODE:** Story Mode is the main path of the game, using two specific members of Mystery, Inc. Puzzles and combat mainly involve the abilities of those two pre-set characters.
- ◆ **EXPLORE MODE:** Explore Mode lets you play through the Levels using any character and Costumes purchased from the Club House. Now you can explore areas of each Level that you couldn't reach in Story Mode. You can even switch characters mid-game as many times as you like (by pressing the  button)!

Sometimes your character will be in Costume during a Level in Story Mode. At that point, you don't need to buy that Costume to use it. But if you want to play in that Costume again in Explore Mode, you need to purchase it first.

Enemy Costumes are unlocked for purchase automatically when you finish an Episode. These aren't found in Costume Chests.



MULTIPLAYER

Two players can work together to find the Clues, defeat enemies, battle Bosses and solve the mystery. Both Story Mode and Explore Mode can be played cooperatively and competitively! Who can collect the most Scooby Snacks?

- ◆ Player 2 can press the START button on a second controller to join in at any time.
- ◆ Either player can drop out of the game by bringing up the Pause Screen and selecting "Drop Out." The game will resume uninterrupted with one player.
- ◆ To swap players during a Multiplayer game, one of the players can press the  button. When the other player presses the  button when prompted, the swap is accepted.



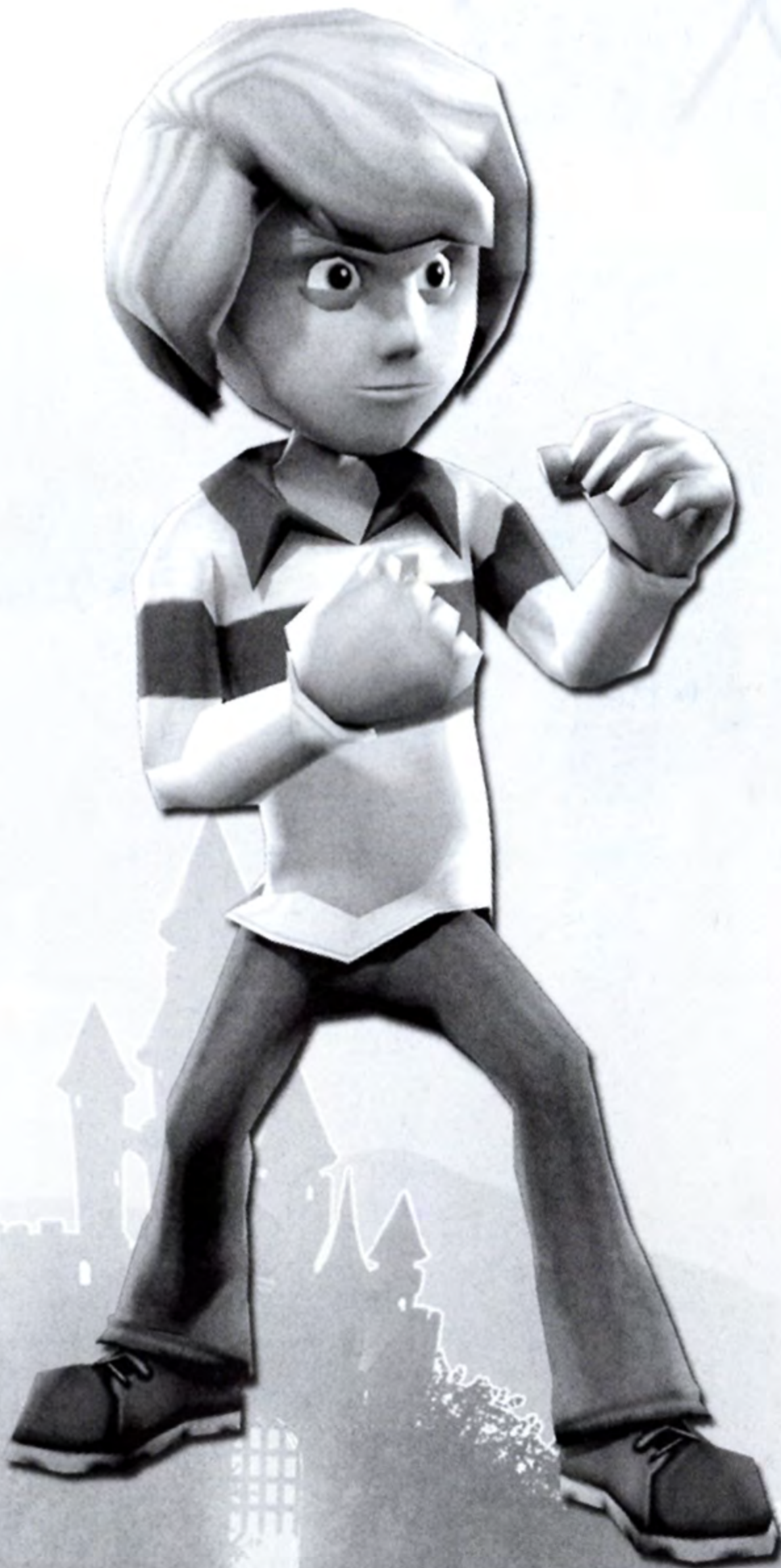


CHARACTERS & SPECIAL ABILITIES

FRED

(Frederick Herman Jones)

Fred is the unofficial leader of Mystery, Inc. He's always willing to help if someone's in trouble.



Primary Attack
MELEE

Secondary Attack
STUN

Special Ability
SUPER STRENGTH

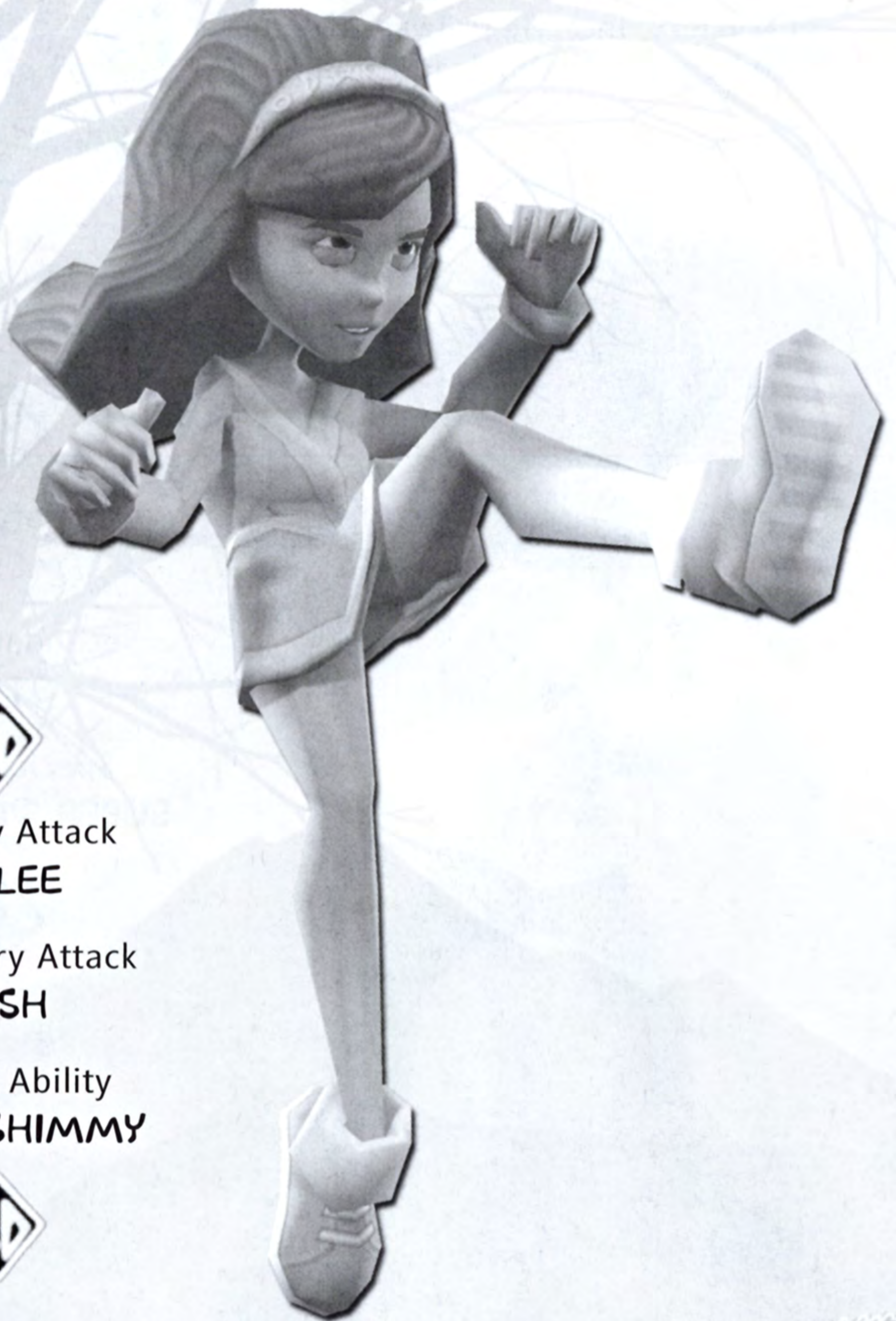




DAPHNE

(Daphne Ann Blake)

Daphne loves fashion, but that doesn't mean she's afraid to get her hands dirty. She's an expert at hand-to-hand combat!



Primary Attack
MELEE

Secondary Attack
RUSH

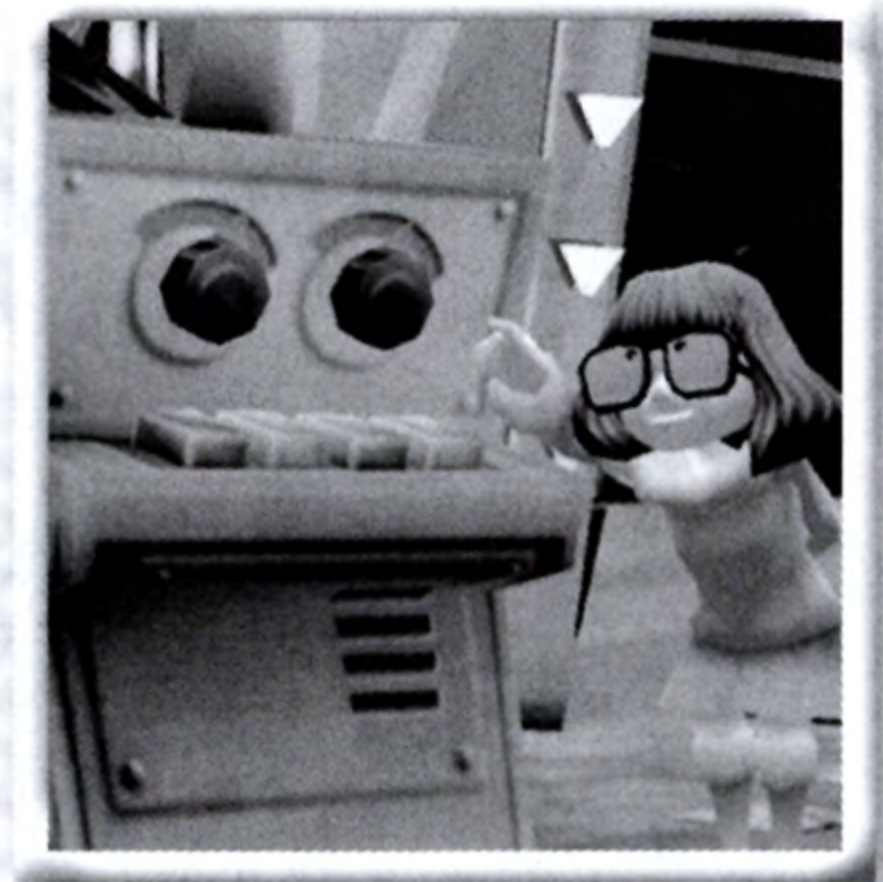
Special Ability
CLIMB/SHIMMY



VELMA

(Velma Dace Dinkley)

The brains of the group, Velma is skilled at sleuthing. She can also hit a target a mile away with fearsome accuracy!



Primary Attack
RANGED

Secondary Attack
BLOCK

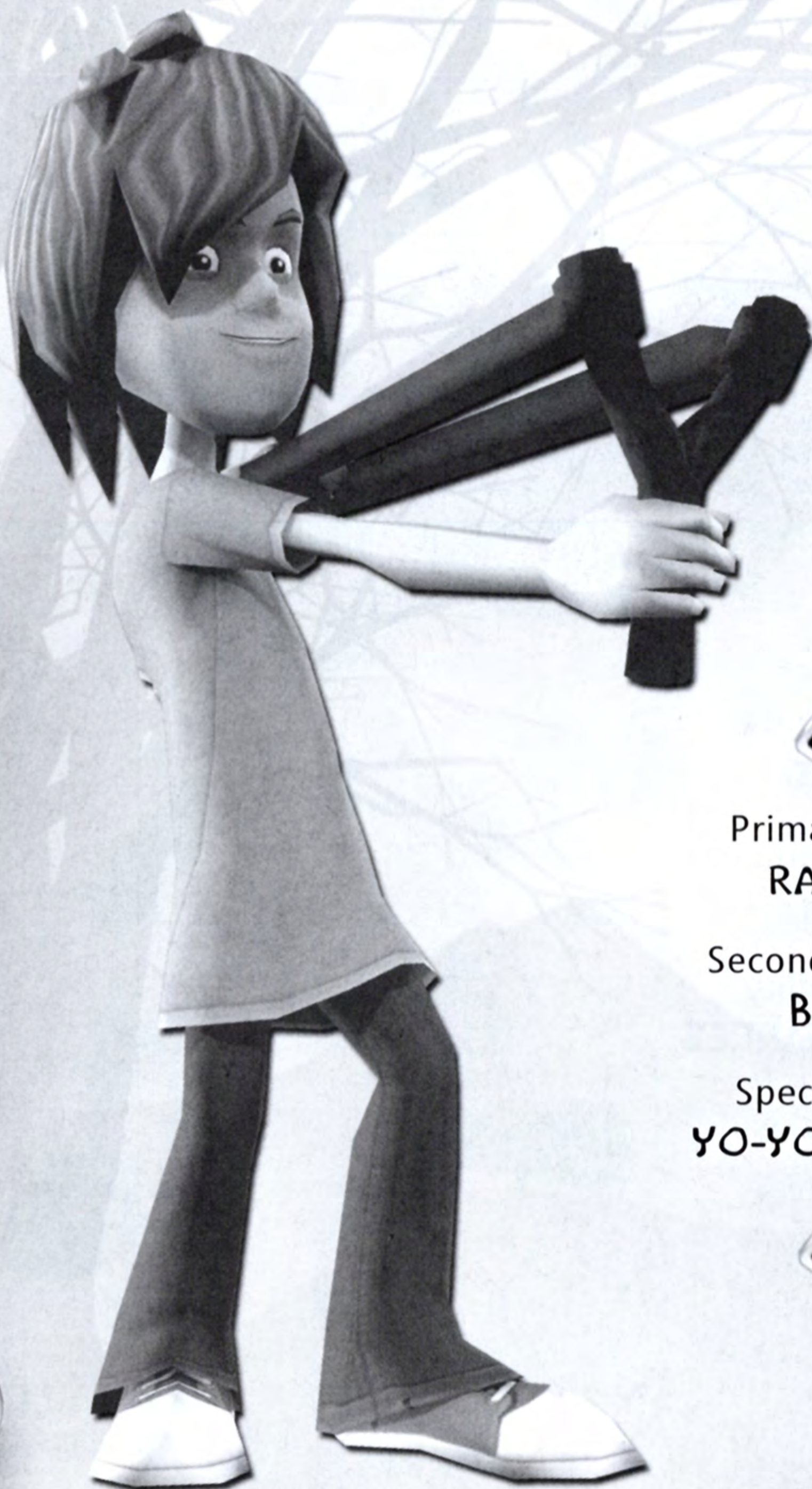
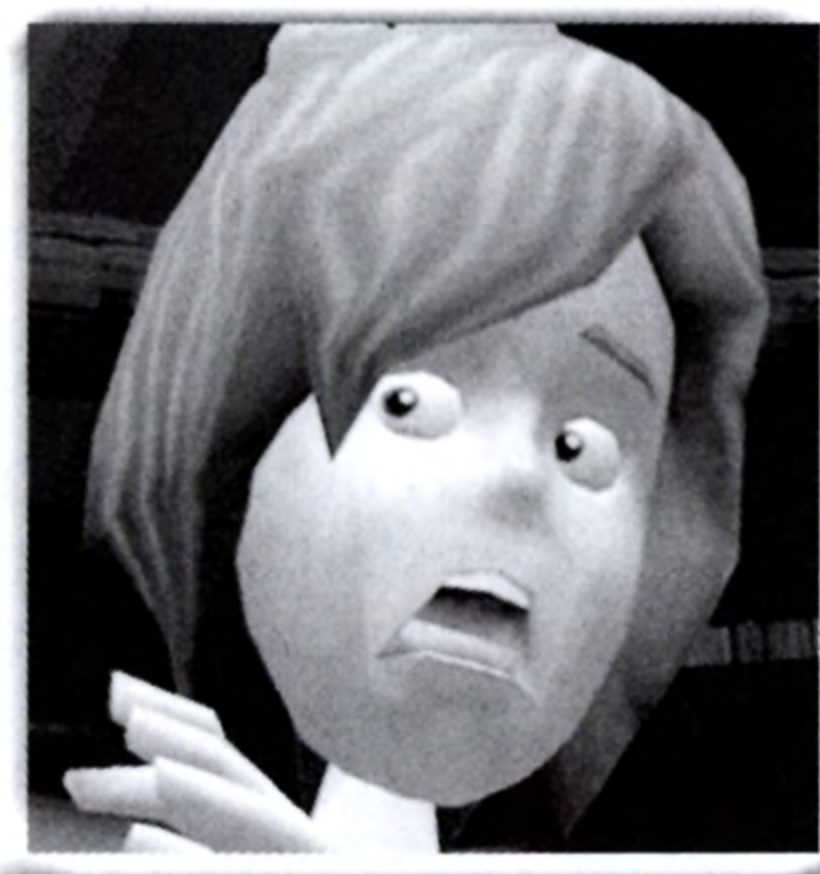
Special Ability
OPERATE DEVICES



SHAGGY

(Norville "Shaggy" Rogers)

Armed with his trusty slingshot, yo-yo and ever-growling stomach, Shaggy can handle—or run away from—any evildoer who crosses his path.



Primary Attack
RANGED

Secondary Attack
BLOCK

Special Ability
YO-YO GRAPPLE





SCOOBY-DOO

(Scoobert-Doo)

Scooby is usually more interested in finding food than solving mysteries. But he can always be bribed to action with a Scooby Snack!



Primary Attack
MELEE

Secondary Attack
BLOCK

Special Ability
DOG DOORS





WHO'S THE VILLAIN?

As you progress through the game, you'll meet a few interesting characters—any of whom could be a suspect!

When you defeat the villain at the end of each Episode, you'll have the chance to pick who you think the mastermind could be. Choose wisely—Monster Mask trophies are only awarded to those who solve the mystery!



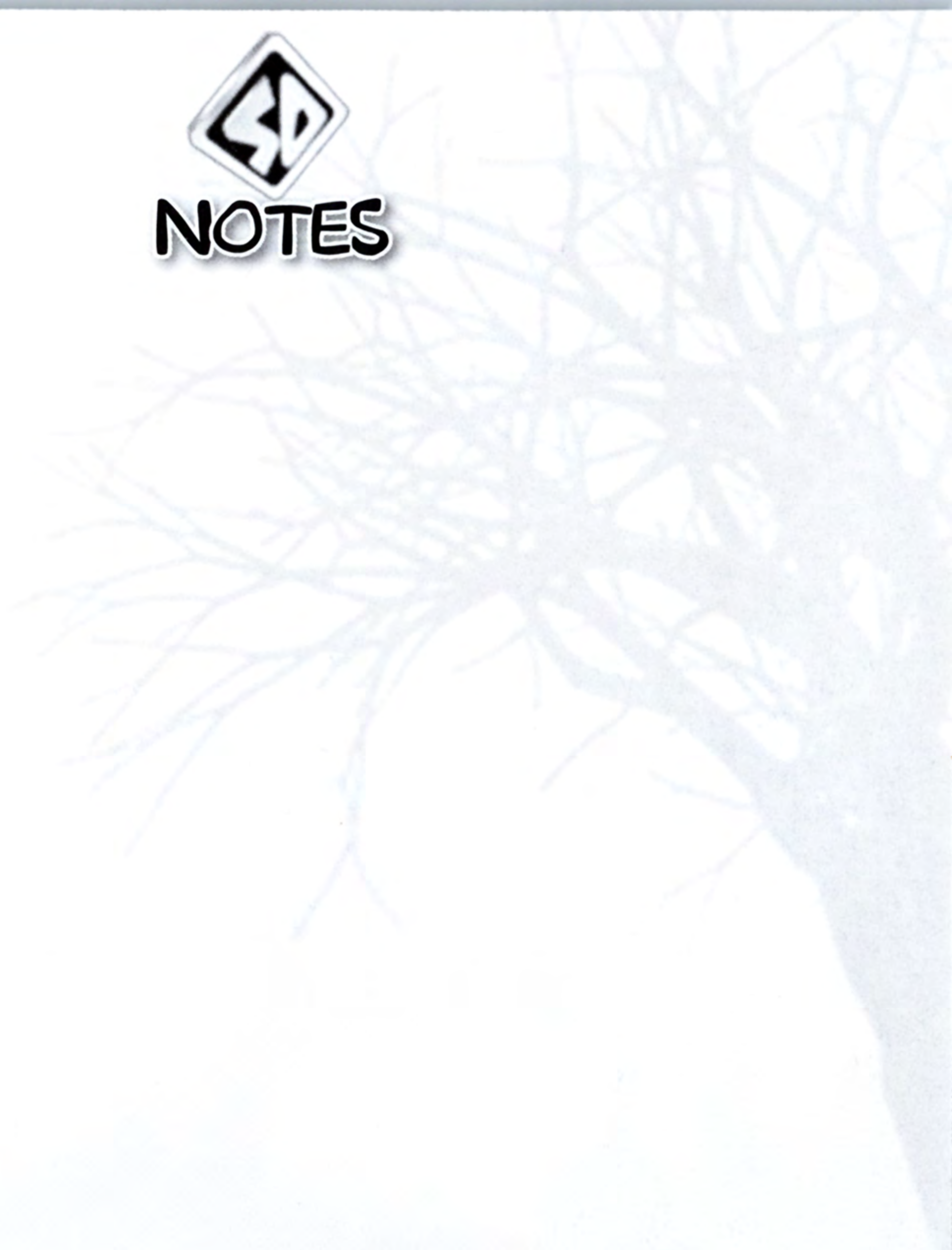
CREDITS

To see a list of credits of those who brought you this game, please go to www.FirstFrights.com.





NOTES

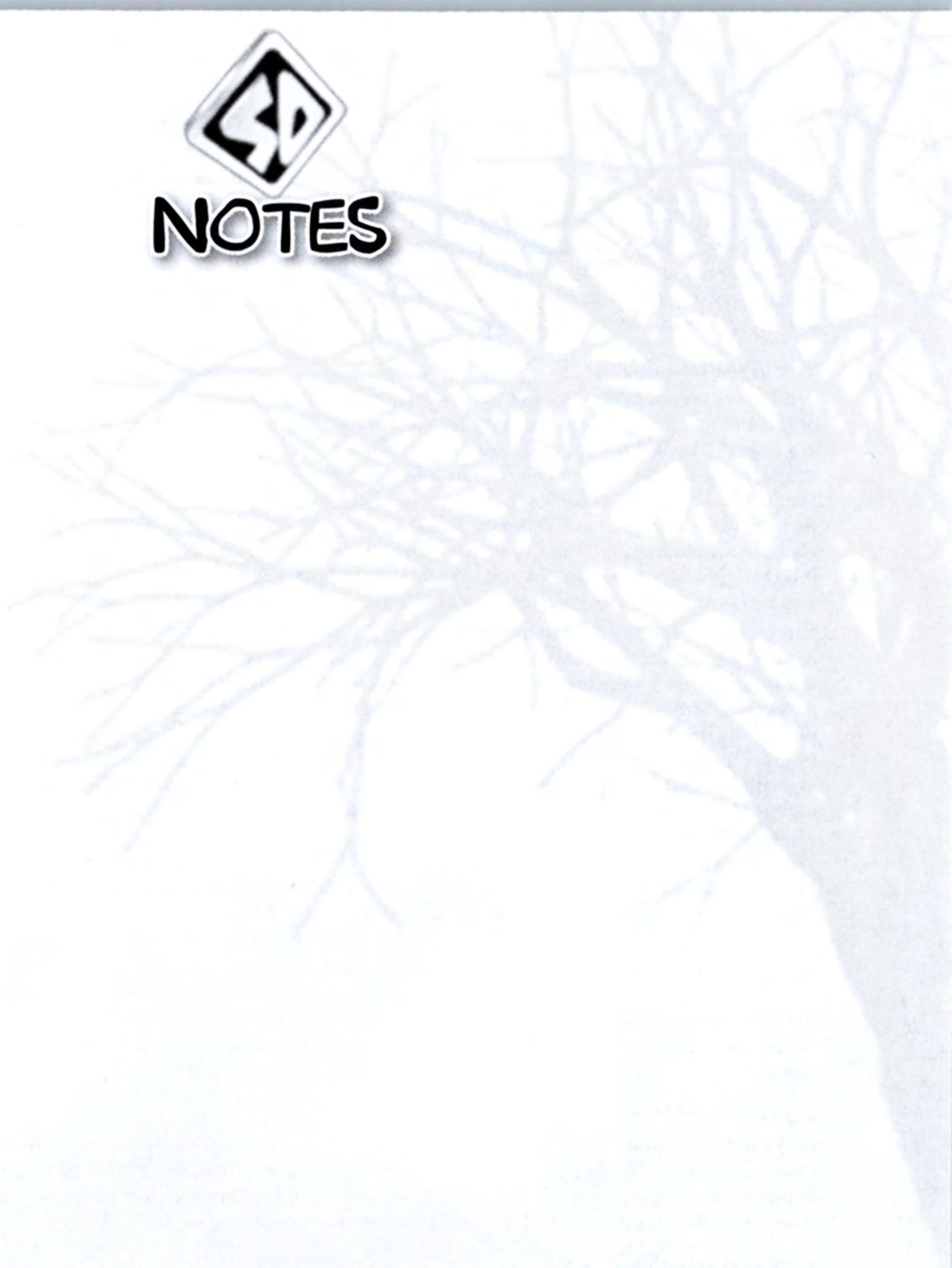




NOTES



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WHAT WILL YOUR CODE UNLOCK?