

SCOOPY-DOO!

MYSTERY MAYHEM



EVERYONE
E
CONTENT RATED BY
ESRB



INSTRUCTION MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

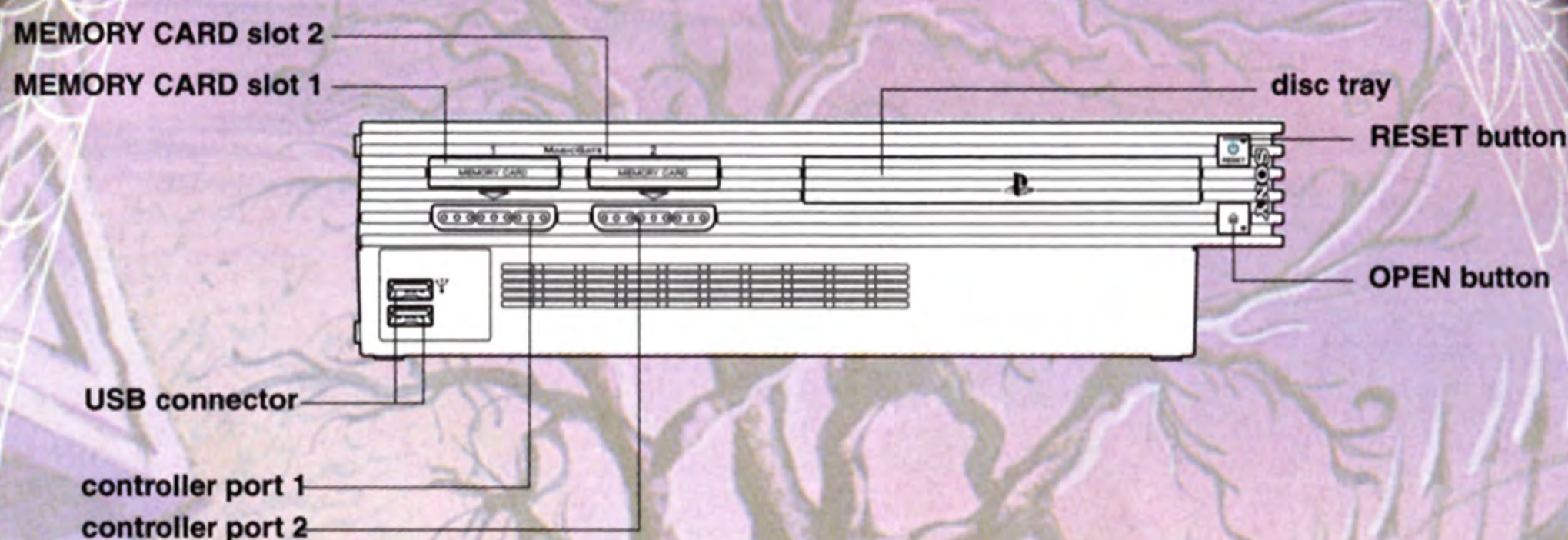
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

CONTENTS

Getting Started	2
Controls.....	3
Main Menu.....	4
The Story	5
On-Screen Display	6
Episode File Screen	8
Pause Menu	9
Saving & Loading.....	10
Playing the Game	11
Items	12
Collectibles	14
Levels	15
Hints & Tips.....	18
Credits.....	20
Limited Warranty.....	32



GETTING STARTED



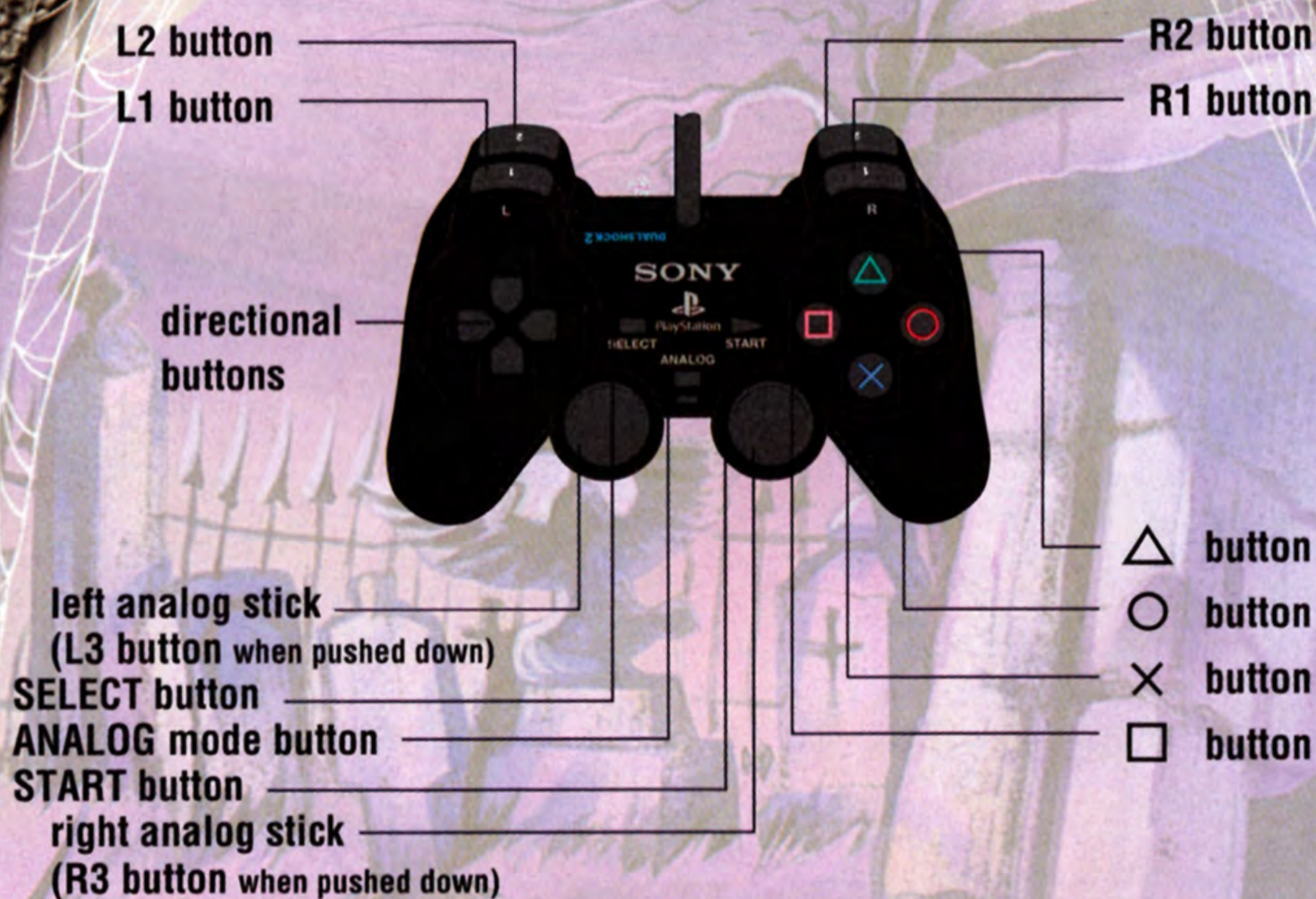
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Scooby-Doo: Mystery Mayhem* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow 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 any memory card (8MB)(for PlayStation®2) containing previously saved *Scooby-Doo: Mystery Mayhem* games. For more information on loading saved games, please see page 10.

CONTROLS

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



CONTROL

Directional buttons

Left analog stick

Right analog stick

× button

□ button

○ button

△ button

R1 button

L1 button

START button

ACTION

Move Characters

Move Characters

Rotate the Camera

Action/Capture Monsters

Open Tome of Doom

Switch Character

Check Inventory/Cancel/Back

Sneak (hold down to sneak past ghosts and monsters)

View Episode File

Pause Game/View Pause Menu/Options

MAIN MENU



Start a New Game

Press the **X** button to start a new game.

Load a Saved Game

Load a previously saved game and press the **X** 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.

Note: Refer to page 14 for more information on the Mini Games and how to open them.

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 L1 button. 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  button to see the items you currently have in your inventory.

Sandwich Ingredients (F)

Press the  button to view the Sandwich Ingredients you've collected in the current episode. There are 5 ingredients in each episode. Find them all to unlock mini-games! Ret's eat!



EPISODE FILE SCREEN



Use the directional buttons or the left analog stick 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 left off.

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  button. Voila! Your game has been saved. When you want to restart, select Load Game from the Main Menu, then choose the game file 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, use the left analog stick to steer them in the right direction. Go, Scooby and Shaggy!


Sneaking

Press and hold the R1 button 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  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 you are playing as Scooby-Doo and an obstacle can be crawled under, the  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 analog stick to change your viewpoint. If you move the right analog stick 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, walk up to it and press the  button to 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 5 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

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  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 Snack

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. Also be aware once Mini Games are opened and saved. Upon a game/console boot up, the Mini Games will be available by loading that particular save and quitting out of the game. Back at the Main Menu, the user can access the Mini Games the user has unlocked on the save.

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.* 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 nosy; 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

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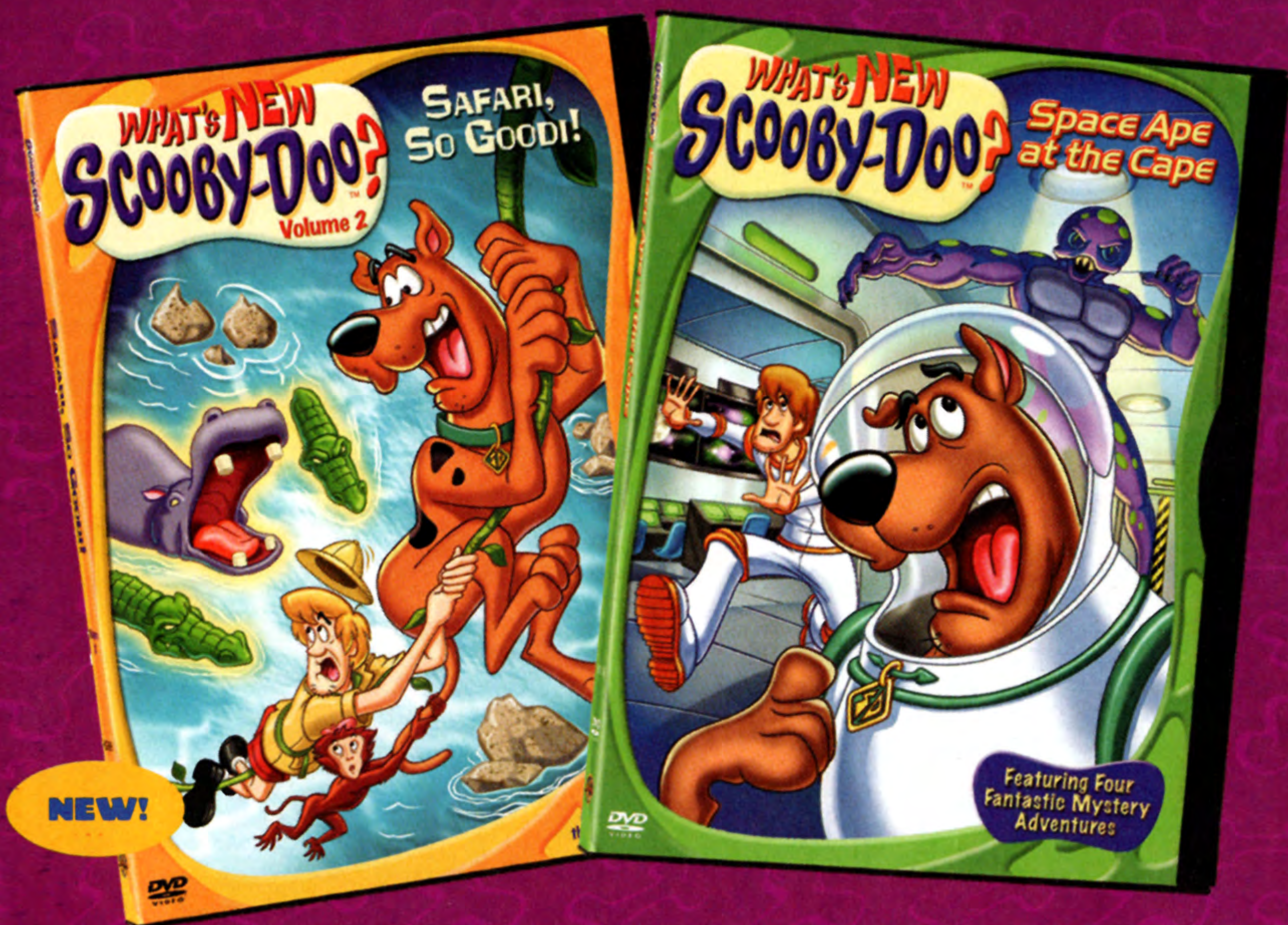


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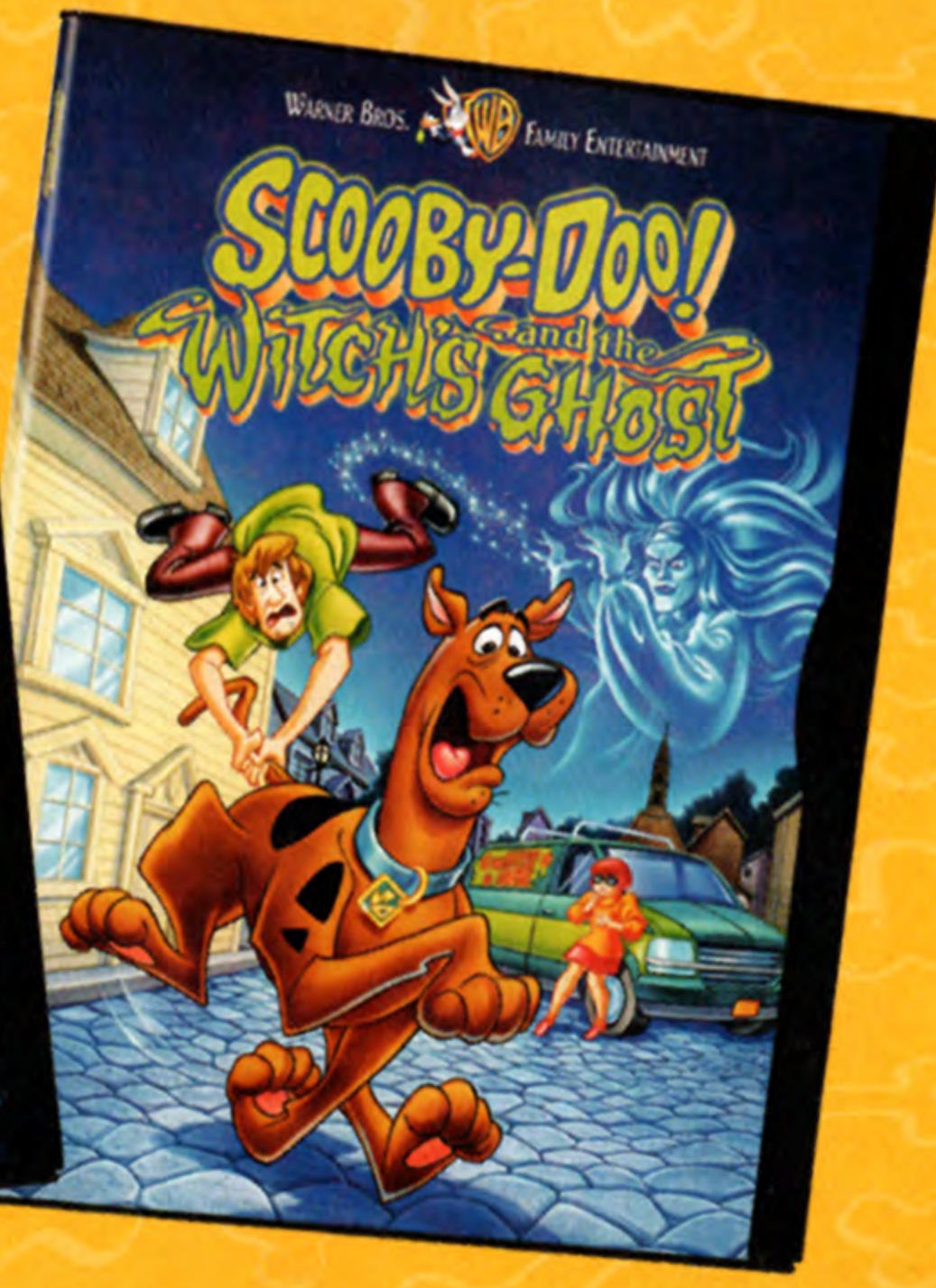
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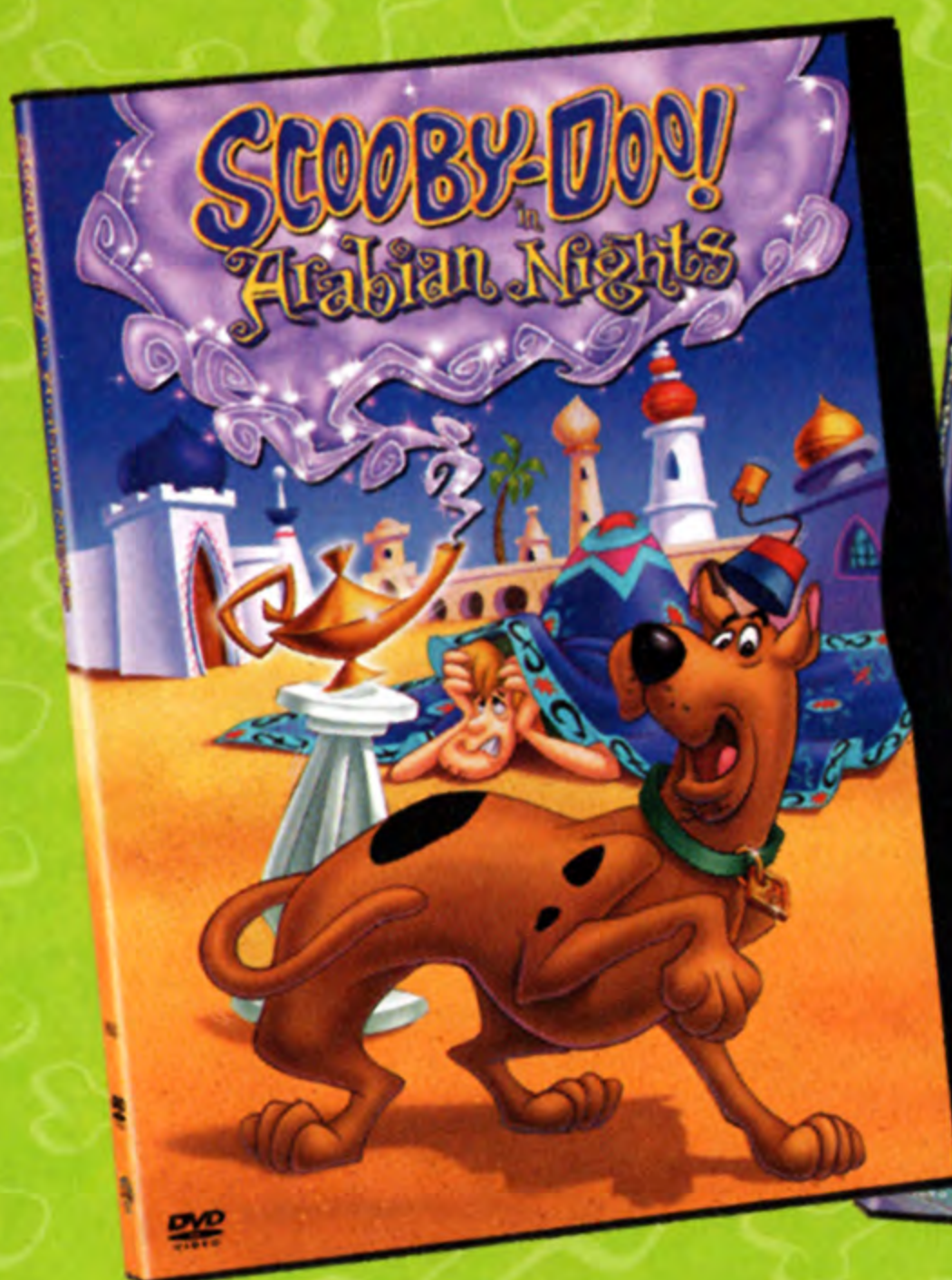
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The Fun of Scooby-Doo at Breakfast!

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(s04)

DRIVE THE IMPOSSIBLE!



WORLD RACE



EVERYONE
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information.



CLIMAX

PlayStation 2



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OFF-ROAD ACTION UNLEASHED



MX UNLEASHED™



PlayStation 2



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NETWORK**

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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 Sony Computer Entertainment America 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

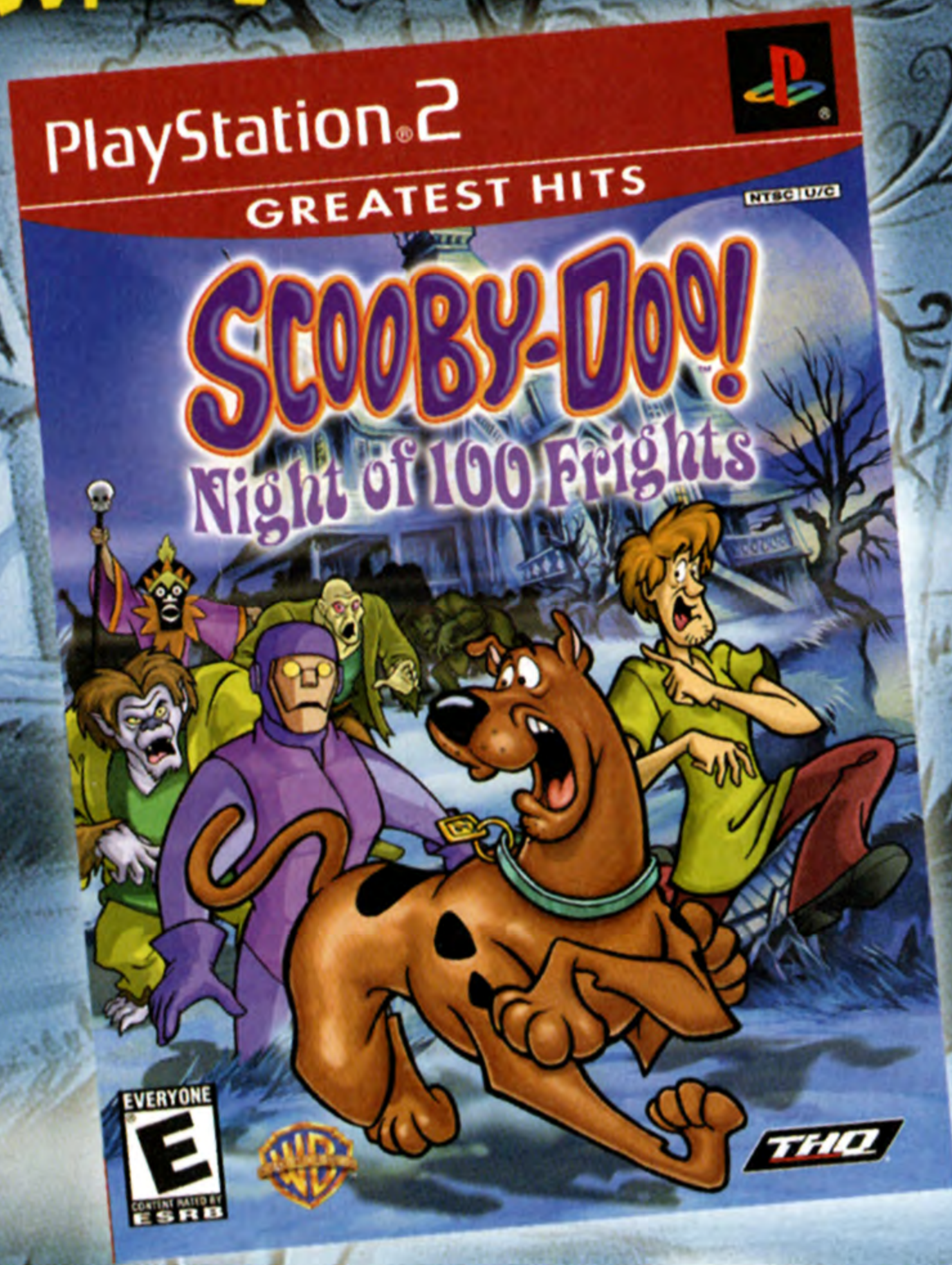
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