

SCOOPY-DOO!

UNMASKED



EVERYONE
E
CONTENT RATED BY
ESRB

THQ

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.**

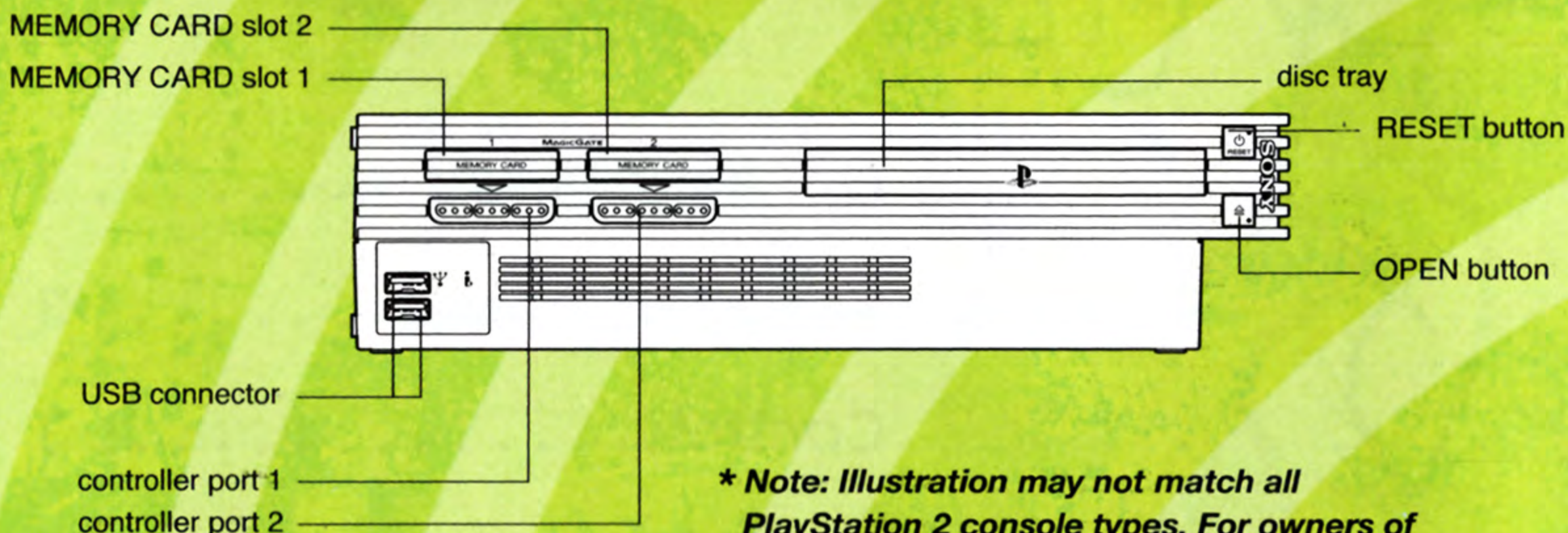


CONTENTS

Getting Started	2
Starting Up	3
Controls	3
Introduction	5
On-Screen Display	6
Options	7
Costumes	8
Items	9
Velma's Notebook	10
Shaggy's Porta-Kitchen	11
Monster Profiles	11
Bonus Art	12
Credits	14
Limited Warranty	17



GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 display will open. Place the Scooby-Doo!™ Unmasked 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

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of the PlayStation®2 game console before starting play. You can load your saved game from the same card, or from any memory card containing previously saved Scooby-Doo! Unmasked games. For information on saving and loading saved games, see page 5.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

Movement

- Walk / Run left analog stick
- Jump X button
- Double Jump X button + X button
- Grab / Hang from Ledge, Bars or Cable ... X button (hold)
- Drop from Ledge / Monkey Bars square button or circle button
- Pull Up from Ledge left analog stick (↑)
- Move Around Monkey Bars /
- Swing on Hooks and Rings left analog stick



CONTROLS CONTINUED

Attacks

- Spin Attack button
- Slide Attack button
- Roll Attack button + button
- Smash Attack button + button + button

Costume Controls

Glide

- (Bat Costume) button (hold) + left analog stick

Kung Fu Punch

- (Kung Fu Costume) button

Jump Kick

- (Kung Fu Costume) button + button

Karate Chop

- (Kung Fu Costume) button + button

Mega Strike

- (Kung Fu Costume) button (hold and release)

Thunder Punch

- (Ninja Costume) button + button

Shoot Toilet Plunger

- (Robin Hood Costume) button

Other Controls

- Make Costume button in front of Costume Machine

- Interact with NPC button in front of NPC

- Move Camera right analog stick

- Reposition Camera R1 button

- Display HUD button

- Pause Menu button

- Select (in menus) button

- Cancel (in menus) button

INTRODUCTION



MONSTROUS FRIGHT & MAGIC

Scooby and the gang are really looking forward to meeting Fred's cousin, Jed. But when they arrive at the Monstrous Fright & Magic special effects company, Jed is nowhere to be found. If that wasn't enough, the company's top-secret Mubber formula, an amazing invention that allows Monstrous Fright & Magic to create the most realistic monster costumes ever conceived, has also disappeared—and Jed is the prime suspect! With Mubber-fied monsters popping up all over the place, it's up to *Scooby-Doo* and the super-sleuths of Mystery, Inc. to stop the creepy costumed creatures, unmask the truth—and prove Jed's innocence once and for all. Zoinks! Here we go again...

Starting a New Game

Like, wow! To start a new game, simply select the New Game option from the Main Menu. You will be asked to select a Save Game slot where the game will record your progress. You can select a free slot or overwrite one already containing a saved game, in which case the saved game will be replaced by the new one.

Saving Your Game

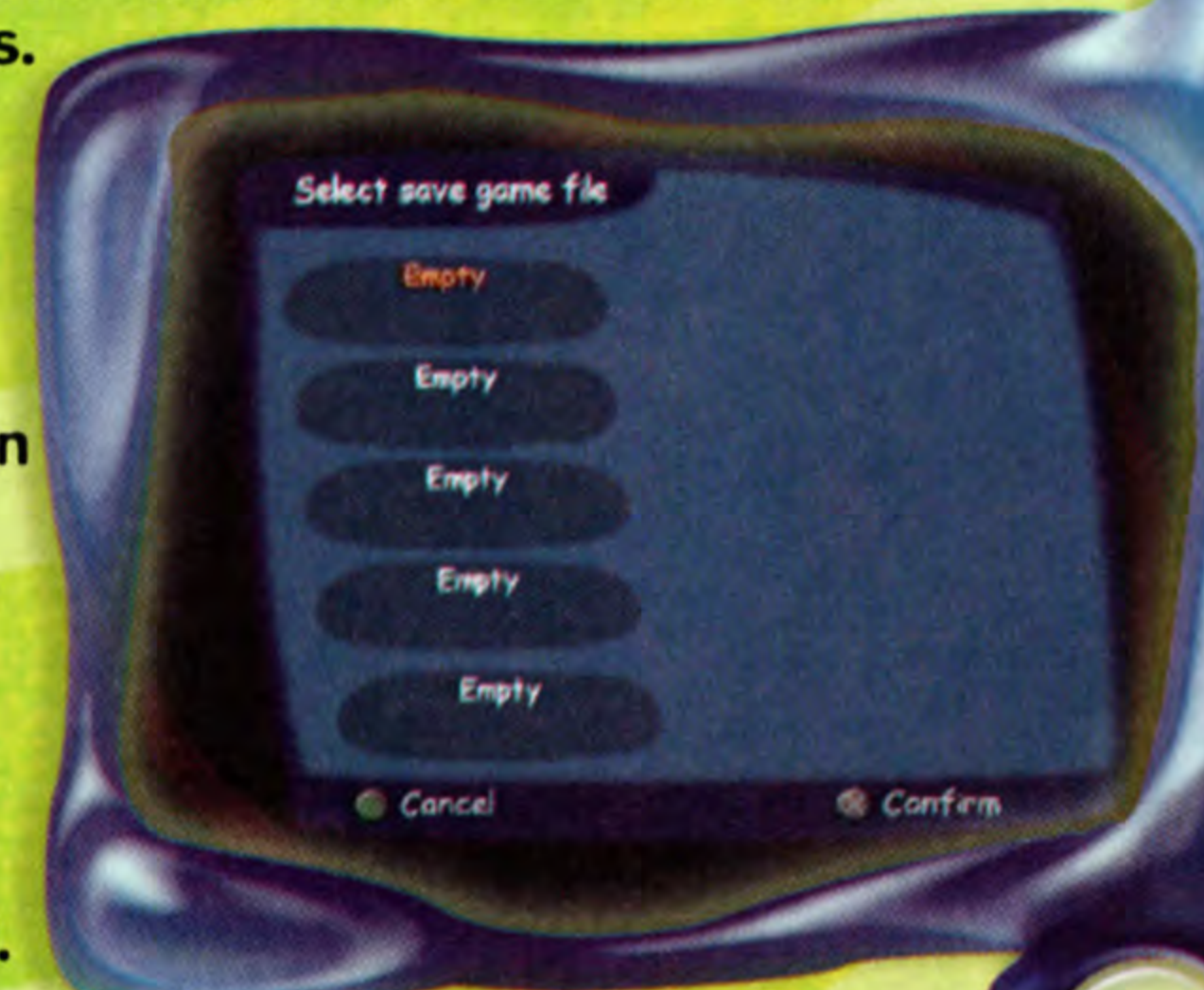
You can save your game at any time by selecting the Save Game option in the in-game Pause Menu. You will then have to select the Save Game slot where you want to save your game, which can be the same one you originally picked for your new game, or a different one. Note that, even if you save your game in the middle of a game level, you will always restart at the beginning of that level.

There is also an Autosave function that will automatically record your progress to your memory card (8MB)(for PlayStation®2), if you have one inserted into MEMORY CARD slot 1 of your PlayStation®2 system.

The Autosave function will be activated at precise moments in the game, during which the Autosave icon will appear in the lower right corner of the screen. Do not remove the memory card or turn off your system while the icon is on-screen. By default, the Autosave function will use the current Save Game slot to record your progress.

Loading a Saved Game

If one or more saved games already exist, you will automatically be offered to continue the latest one after the main titles have played. To load a specific saved game, just select the Load Game option from the Main or Pause Menu. You will be able to select the saved game of your choice from all available ones on the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.



ON-SCREEN DISPLAY



Scooby Medals

Zoinks! These indicate Scooby's health level. Each time Scooby is scared or hurt, he loses a medal. If he gets to zero, he'll have to restart at the last checkpoint. You can increase the total number of medals by bringing ingredients to Shaggy's Porta-Kitchen.

Scooby Snacks™

This counter indicates how many Scooby Snacks you currently have. Get 100 and you'll win a medal back!

Mubber

This counter shows how much mubber you've found in the current level. The secret to Monstrous Fright & Magic's remarkable monster costumes, collect as much of this amazing stuff as you can to create a few incredible costumes of your own. Just remember that Mubber is unstable and will disappear if you leave the level.

Clues

This counter shows how many clues you have found in the current episode.

Recipe Ingredients

This counter indicates how many ingredients you currently have. Collect as many recipe ingredients you can find and bring them to Shaggy's Porta-Kitchen for a mouthwatering smorgasbord of spook-tacular tasty treats.

Trap Pieces

This counter shows how many Trap Pieces you've found in the current episode.

No Camera

This icon appears when you're not allowed to rotate or move the camera.

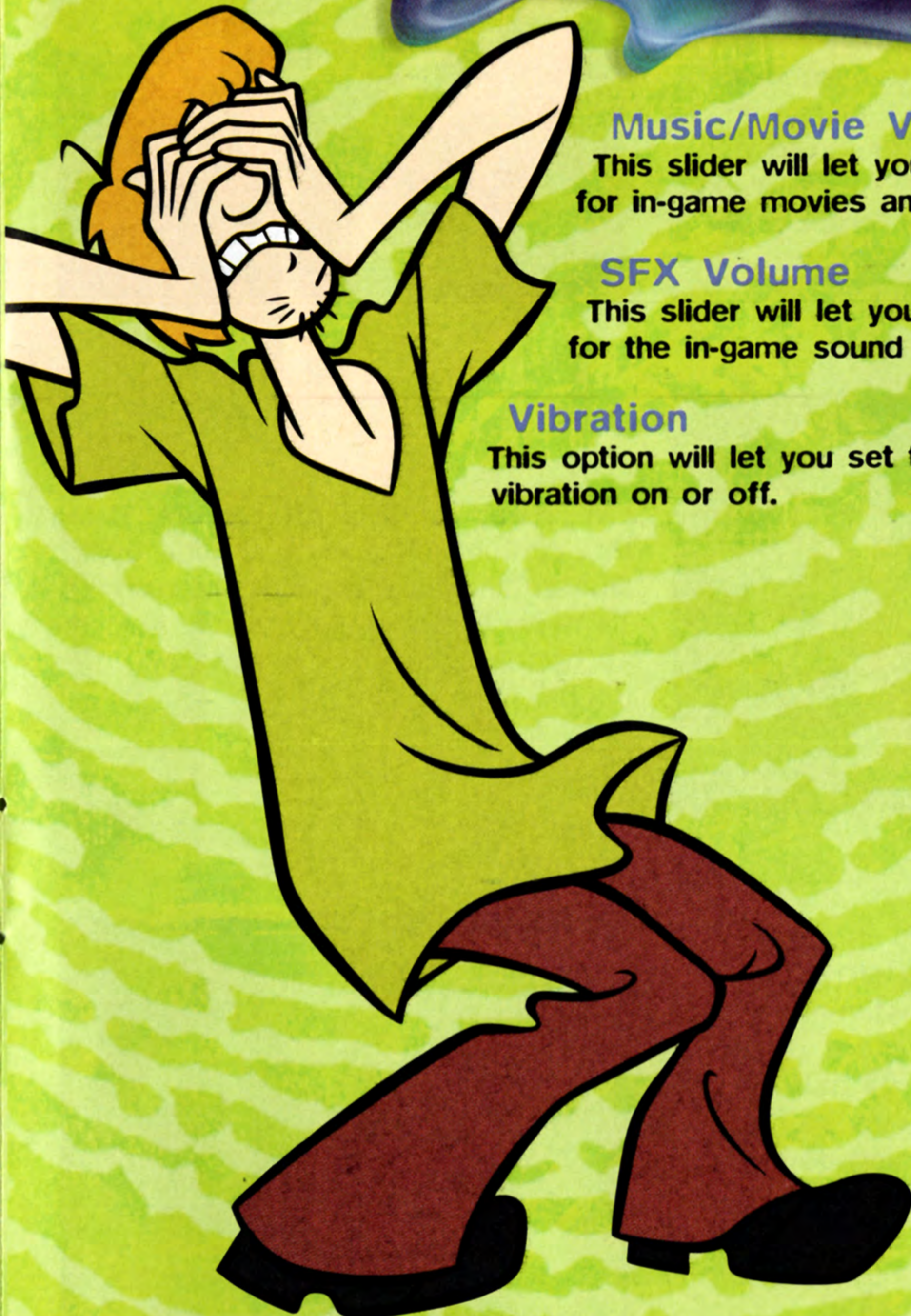
Other On-Screen Icons

Other icons may appear on screen from time to time: a "Robot" icon indicates how many enemies you need to defeat in order to continue; a "Gong" icon shows how many gongs you've hit so far, etc.

OPTIONS

This screen will allow you to set up various game options, such as sound, volume and vibration.

Note: For all of these options, you need to select "Apply Changes" before exiting for them to take effect.



Music/Movie Volume

This slider will let you control the volume for in-game movies and music.

SFX Volume

This slider will let you control the volume for the in-game sound effects.

Vibration

This option will let you set the controller vibration on or off.





COSTUMES




Scooby-Dooby-Do! Use these amazing Mubber-fueled costume-making machines to create a few groovy costumes of your own.

Kung Fu Costume



When wearing this costume, Scooby becomes a lean, mean martial arts fighting machine! His regular attacks (used with the  button) become quick Kung Fu moves that can be chained together, in addition to a powerful "mega-strike" move (using the  button). Go get 'em, Scoob!



Bat Costume

Like, ready for take off, Scoob! Using this costume, Scooby can glide over limited distances and ride air currents. To make Scooby glide, simply hold the  button down after a jump or double jump.

Robin Hood Costume

This swashbuckling costume gives Scooby the ability to shoot plungers at enemies (using the  button). To aim more precisely, move the left analog stick while holding down the  button.



ITEMS

Scooby Snacks

Scooby Snacks are found in all levels. They serve two purposes: first, they will usually show you where you need to go; second, they'll give you back one medal every time you find 100 of them.

Mubber

This special rubber-like substance developed by Winslow Stanton is used to power-up unlocked costume machines and build costumes. So like, for maximum Mubber-fication, collect as much of the stuff as you can carry by defeating as many Mubber-fied monsters as you can! Mubber can even be made into food ingredients using a different type of Mubber machine. The better the attack on an enemy, the more Mubber it will leave behind. The amount of Mubber left behind is shown in different colors: Red = 1, Blue = 3, Yellow = 5.

Clues

Jinkies! These valuable collectibles will help you advance through the game levels. Whenever you've found clues in a level, go see Velma when you return to the episode's hub. Examine each clue to unlock new levels and secret areas, then pick the right ones after completing the episode's last level to solve the mystery!

Costume Coins

These special collectibles will unlock costume machines of a given type. For example, the Silver Bat Coin will unlock all Bat Costume machines in the game once it's found. The gold version of the coin will unlock the upgraded super-deluxe second level of the costume, which has its own groovy abilities. There is only one gold and one silver coin for each costume type in the entire game, so keep your eyes peeled!

Recipe Ingredients

These are hidden in all of the game levels. Bring them back to Shaggy's Porta-Kitchen to cook up a host of lip-smackin' recipes. Each recipe will increase Scooby's medals by one – but the next recipe will require even more ingredients to complete!

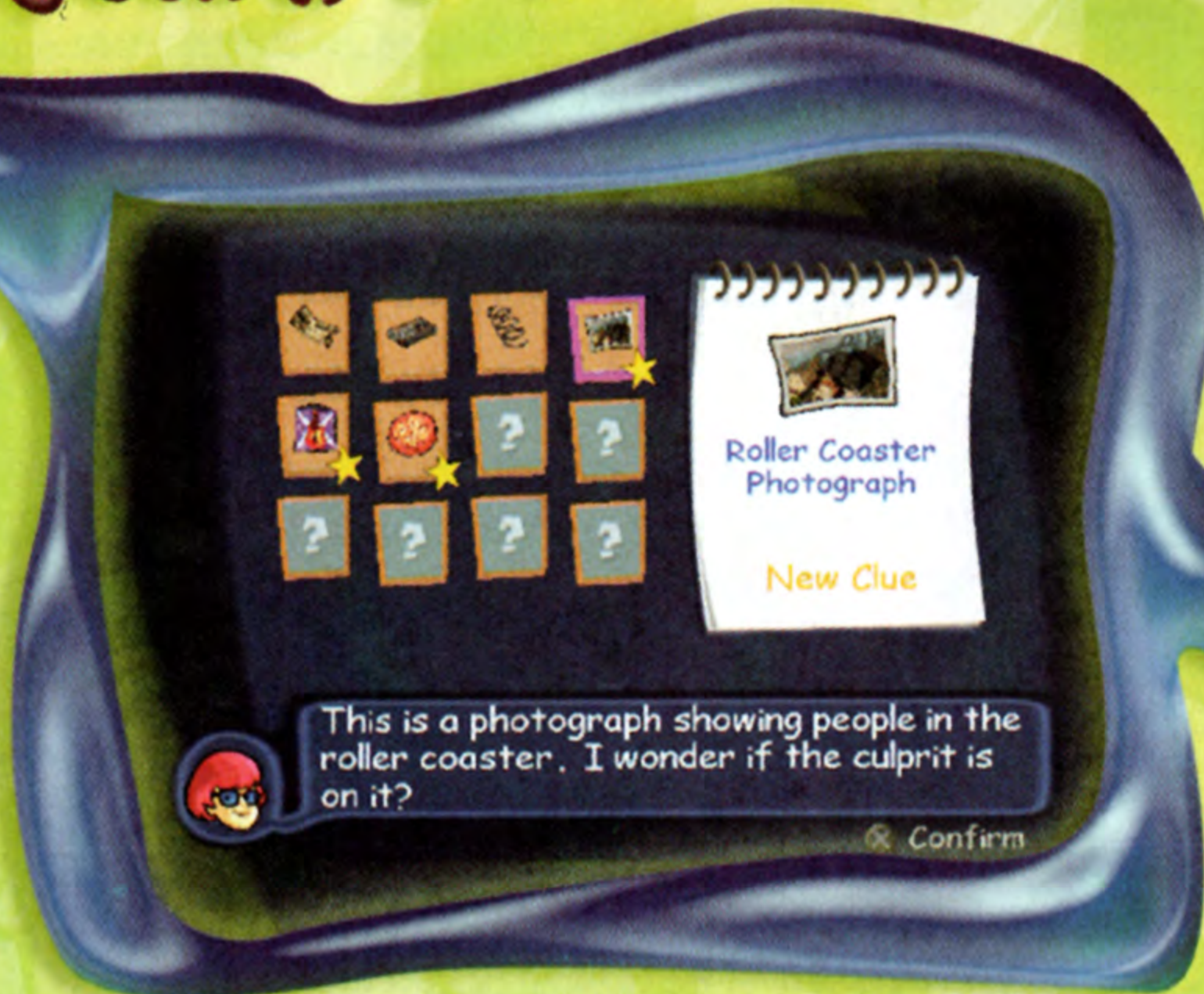
Trap Pieces

Bring these to the Mystery Machine to unlock Monster Profiles. While not required to complete a level, they do provide important information about the game's monsters and bosses.





VELMA'S NOTEBOOK



When Scooby finds a clue, he must bring it to Velma so she can figure it out! Whenever you go to see Velma after finding at least one clue in the current episode, you will automatically access Velma's Notebook for further analysis. There, you can do two things: analyze the clues or, if Velma thinks you found enough clues, try to solve the current episode's mystery!

Examining Clues

To examine a clue, simply highlight it using the left analog stick or the directional buttons, then press the **X** button. Velma will then give you her analysis of the clue. If it's the first time you analyze the clue, you will then be shown a short sequence as a new level or secret area is unlocked.

Solving the Mystery

Once enough clues have been analyzed, Velma will ask you to help her solve the mystery. You will have to answer her questions by selecting the appropriate clues. If you successfully answer all three questions, you will then get access to the episode's Boss Fight, and a chance to unmask the villain. Zoinks!

SHAGGY'S PORTA-KITCHEN



Like, let's get cooking, Scoob! When you find food in the various game levels, make sure to bring it to Shaggy's Porta-Kitchen in the current episode's hub. He'll use it to make a delicious – and fortifying – recipe!

Adding Ingredients

Once you access Shaggy's Porta-Kitchen, you'll be able to select from all the ingredients currently in your possession. Up to four ingredients can be displayed at once. If you have more than that, just move left or right with the left analog stick to see them. Press the **X** button to add the selected ingredient, and watch Shaggy put the ingredient in the pot!

Extra Medals

Once you've given Shaggy the required number of ingredients, the recipe will be complete. Scooby will then gain an extra medal which will be added to his current total. If he has taken damage, all of Scooby's medals are re-filled when completing a recipe.

MONSTER PROFILES

Going to the Mystery Machine in the episode hubs will give you access to the Monster Profiles, where you can learn important information about the Monstrous Fright and Magic animatronics.

Monster Profiles

To unlock Monster Profiles, find the "Trap Piece" items hidden in the various game levels and bring them back to the Mystery Machine. Each Trap Piece item will unlock a single Monster Profile. To access an unlocked Monster Profile, highlight it with the left analog stick and press the **X** button.

Boss Profiles

Like, if you find all Trap Piece items within a single episode and bring them to the Mystery Machine, the Boss Profile for that episode will be automatically unlocked. Look for tips on how to defeat the Boss inside the profile!





BONUS ACT

This section, found in the Extras menu, features loads of groovy storyboards, character models and other concept art pieces used in making the game. Flip through them by using the left analog stick and press the  button for a full-screen view!



AN ALL-NEW SCOOBY-DOO MOVIE EVEN A MUMMY WILL LOVE



COOL BONUSES BURIED WITHIN!

National Geographic Featurette on Egypt's Mummies,
Tomb Explorer Challenge and More!

**BRING HOME THE DVD
DECEMBER 13**

HANNA-BARBERA and WARNER BROS. Present "SCOOBY-DOO in WHERE'S MY MUMMY?" Starring the Voice Talents of FRANK WELKER CASEY KASEM MINDY COHN GREY DELISLE CHRISTINE BARANSKI ODED FEHR AJAY NAIDU
RON PERLMAN JEREMY PIVEN WYNTON MARSALIS and VIRGINIA MADSEN Based on Characters Created by HANNA-BARBERA PRODUCTIONS Executive Producers JOSEPH BARBERA SANDER SCHWARTZ
Development & Creative Supervision CHRISTOPHER KEENAN Producer MARGARET M. DEAN Line Producer KATHRYN PAGE Casting and Voice Direction COLLETTE SUNDERMAN Music By THOMAS CHASE JONES Editor ROB DeSALES
Story By CATHERINE TRILLO and THOMMY WOJECZOWSKI Written By GEORGE DOTY IV ED SCHARLACH JOE SICHTA Unit Directors CHRISTOPHER BERKELEY TIM MALTBY PHIL WEINSTEIN Produced & Directed By JOE SICHTA

warnervideo.com scoobydoovideos.com

This Title Is Not MPAA-Rated. SCOOBY-DOO and All Related Characters and Elements Are Trademarks of and © Hanna-Barbera. NATIONAL GEOGRAPHIC Is a Registered Trademark of the National Geographic Society.

NOT RATED



NATIONAL
GEOGRAPHIC

© 2005 Hanna-Barbera and Warner Bros. Entertainment Inc. All rights reserved.





CREDITS

CAST

Scooby-Doo, ShaggyScott Innes

Fred, Prof. StokerFrank Welker

Daphne, MarcyGrey Delisle

VelmaMindy Cohn

Winslow StantonAdam West

Dame Nella VivanteSusanne Blakeslee

**Nikki, Maggie Xi, Kung Fu Maiden,
Fire-Breathing Groupie**Kim Mai Guest

**Guitar Ghoul, Alvin Wiener, Jed,
Juggling Clown, Ninja, Pterodactyl,
10,000 Volt Ghost**Chris Edgerly

**Joe Grimm, Zen Tuo, Ho Fong,
Circus Strongman, Black Knight,
Caveman, Chinese Zombie**Fred Tatasciore

Voice-Over DirectorCollette Sunderman

**Casting Director
and VO Producer**Douglas Carrigan
VoiceWorks Productions

EngineerKevin Cleland

Recorded at Mai Tai Studios

Developed byArtificial Mind and Movement
Montreal, Canada

Lead DesignerÉlie Charest

Artistic DirectorEric Warin

Game DirectorsNathalie Jasmin
Nathalie Mathieu

Production ManagerNoël Kechichian

Level DesignersSébastien Bouzac
Eric Chartrand
Jason Kim
Pierre-Richard Malvoy

Lead ProgrammersShawn Segal
Jean-Sylvain Sormany

**Technical
Lead Programmer**Dominic Allaire

ProgrammersColin Bruneau
Jonathan Cournoyer
David Fugère-Lamarre
Olivier Pomerleau
Jean-François Simoneau

IllustratorsNicolas L'Heureux
Marek Olejarz
Rob Risek

StoryFlint Dille
John Zuur Platten

**Storyboards & In Game
Cinematic Direction**Johanne Matte

**Lead Special Effects
and Texture**Jérémie Chicoine

Senior Texture ArtistElise Rochefort

Texture ArtistsBisser Maximov
James Miguel
Christian Robert de Massy

Lead 3D ArtistGregory Bourne

3D ArtistsAlexandre Bélanger
Nicolas Belley
Michael Steward

Lead AnimatorsDavid Tardif
Lorne Nudel

**Technical
Lead Animator**Patrick Saucerotte

AnimatorsDaniel Desbiens
Emilie Goulet

Sound DesignDaran Nadra

Original MusicMark Mitchell

**Cutscene Mixing
& Guitar Effects**Jean-Frédéric Vachon

QA LeadCédric Michea

TestersBradley Bourne
Mathieu Lapeyre
Jean-Sébastien Marcoux



TECHNOLOGY

**Game Engine
Team Leader**Stephen Mulrooney

Game Engine TeamDaniel Carrier
Bruno Champoux
Gabriel Côté
Donald Dansereau
Neil Devine
Dominic Filion
Jason Lacroix
Philippe Trottier
Michel Vachon

Tools Team LeaderMartin Ruel

Tools TeamPatrick Bureau
Sylvain Côté
Nicolas Fleury
Sébastien Genovèse
Valérie Méthot
Nancy Nadeau

Lead ProgrammerMartin Ross

Chief Technology OfficerMartin Walker

MANAGEMENT

Executive Producer & CEORémi Racine

Head of ProductionChafye Nemri

Game ExecutivesDenis Lacasse
Christophe Gomez

Creative DirectorsDavid Osborne
Claude Pelletier

Technical Art DirectorsBasil Lanaris
David Lightbown

**Engineering
Technical Director**Hervé Lange

ADDITIONAL CREDITS

**Additonal
Programming**Laurent Allen-Guérard
Jocelyn Perreault
David Vaillancourt

Additional Level DesignWesley Pincombe

Additional TestingPastor Ovando

Special Thanks:

Friends and Family
Alexandre Parizeau
Eric Begin
Donald Caron
Stéphane Caron
Elise Delaney
Mylène Fréchette
Nathalie Humbert
Stéphanie Langlois
Sophie Lemieux
Jean-Martin Masse
Alain Moreau
Jean-Phillipe Morel
Chantal Poirier
Didier Poulain
Maria Radice
Benoit Rullier
Martin Saindon
Stéphanie Sauvé
Giovanni Spinelli
Martin Thibert



THQ

Project ManagerMark Morris

Creative DirectorStephen Jarrett

Art DirectorThom Ang

Technical ManagerPeter Andrew

**Director,
Project Management**Duncan Kershaw

**Vice President,
Product Development**Philip Holt

**Director,
Quality Assurance**Monica Vallejo

QA ManagerMario Waibel

Test SupervisorDavid Sapienza

Test LeadMichael Alvarino
Mark Vance



TestersCj Anastasio
 Natalie Brennan
 Issa Chan
 Brent Charlton
 Patrick Cox
 Jesyka D'Itri
 Jodie Geiselman
 Derek Gerry
 Carlo Gonzales
 Michele Hunt
 Anthony Ju
 Josh Kimmel
 Keith Kuramoto
 Michael Lee
 Jordan Long
 Anthony Ling
 Tyler Mares
 David Marino
 Andrew Neeme
 Eugene Park
 Michael Pelletier
 Wes Roelke
 Joseph Schopper
 Travis Sher
 Anthony Sipsas

First Party SupervisorIan Sedensky

First Party SpecialistsLori Arrowood
 Marc Durrant
 Arielle Jayme

QA TechniciansJames Krenz
 Richard Jones

Mastering Lab TechniciansCharles Batarse
 Glen Peters
 Anthony Dunnet

Database Applications Engineer ...Jason Roberts

Game Evaluation TeamSean Heffron
 Scott Frazier
 Matt Elzie

**Senior Vice President,
 Worldwide Marketing**Peter Dille

**Director,
 Global Brand Management**John Ardell

Product ManagerKevin Hooper

Associate Product ManagerAli Bouda

**Director,
 Creative Services**Howard Liebeskind

**Associate Creative
 Services Manager**Melissa Roth

Instruction ManualJohn E. Deaver

Package Front IllustrationPeter Tumminello

Package and Manual DesignBryan Frodente
 Beeline Group

Director, Media RelationsLiz Pieri

Media Relations ManagerKathy Bricaud

Special Thanks:

Brian Farrell
 Jack Sorensen
 Tiffany Ternan
 Dan Kelly
 Germaine Gioia
 Jim Kennedy
 Leslie Brown
 Brandy Carrillo
 Jenni Carlson
 Amy Bernardino
 Jenae Pash
 Keith Kraegel
 Lianne Falk
 Natasha Morris

WARNER BROS. INTERACTIVE ENTERTAINMENT

ProducerHeidi Behrendt

Associate ProducerJeff Nachbaur

Director, ProductionJonathan Eubanks

VP, ProductionPhilippe Erwin

Manager, Rights & ClearancesKaren Pierson

Marketing ManagerStephanie Johnson

Marketing CoordinatorDavid S. Cohen

Public Relations ManagerRemi Sklar

**Director of
 Sales & Business Development**Scott Johnson

Senior Vice PresidentJason Hall

Special Thanks:

Joseph Barbera
 Iwao Takamoto
 Collette Sunderman
 Amy Wagner
 Frank Keating
 Leah Tribble
 Debra Baker
 Albert Fernandez
 WBIE Production Team

LIMITED WARRANTY

Warranty and Service Information

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 **46066**. 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 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

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

REGISTER YOUR GAMES

ONLINE AT www.thq.com



MY THQ

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future



SCOOBY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera.
WBIE LOGO, WB SHIELD:™ & © Warner Bros. Entertainment Inc.
(s05)

SCOOBY-DOO! UNMASKED Software © 2005 THQ Inc. Used under exclusive license by THQ Inc. Developed by Artificial Mind & Movement Inc. Artificial Mind & Movement and its logo are trademarks of Artificial Mind & Movement Inc. Uses Bink Video. Copyright © 1997-2004 by RAD Game Tools, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, copyrights and logos are property of their respective owners.