

SCOOBY-DOO!

AND THE SPOOKY SWAMP



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.

SCOOBY-DOO!™

AND THE SPOOKY SWAMP

CONTENTS

GETTING STARTED	2
INTRODUCTION	4
CLUBHOUSE	4
PLAYING THE GAME	5
GAME SCREEN	5
PAUSE SCREEN	6
MULTIPLAYER	7
SAVING	7
OBJECTIVES	7
COMBAT	8
PICK UPS	9
COSTUMES	11
MINI-GAMES	11
SOLVING THE CASE	13
CHARACTERS	17
SOFTWARE LICENSE	19
CUSTOMER SUPPORT	19
WARRANTY	19



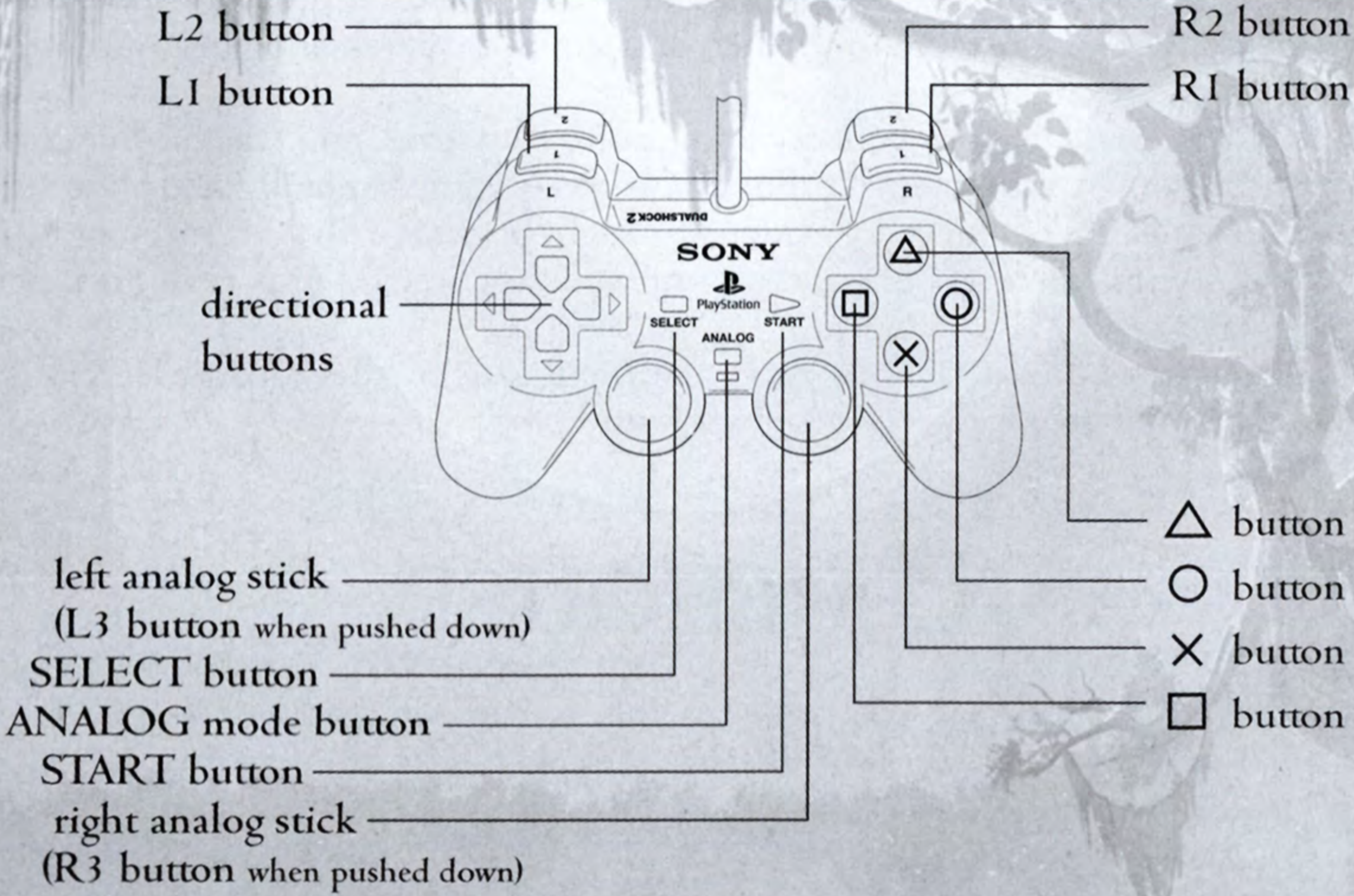
GETTING STARTED

PlayStation®2 system

Starting a game: 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 Scooby-Doo! and the Spooky Swamp 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 any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

L1 button	Equip/put away Camera
R1 button	Equip/put away Magnifying Glass
△ button	Switch characters Hold character selection Costume wheel Back (menu)
○ button	Interact Pick-up Put down Hold to skip cinematic
× button	Jump Take photo Accept (menu)
× button + □ button	Ground Pound
□ button	Primary attack Hold charge-up attack Throw
START button	Pause Player 2 join game
SELECT button	Notepad
left analog stick	Move character Move Camera reticule Move Magnifying Glass Move Hand cursor
directional buttons	Move character Scroll through menu items

INTRODUCTION

Join Scooby-Doo and the Mystery Inc. gang in an all-new adventure!

Tired of the mystery-solving game, Shaggy and Scooby follow a delicious scent into the swamp behind the Mystery Inc. Clubhouse... and stumble onto their biggest mysteries yet!

Can you help Mystery Inc. collect clues, solve the case and catch the criminal masterminds? Some of the best sleuthing tools are at your disposal! Take photographs, organize stakeouts, collect pieces of evidence, search for clues with your magnifying glass, record the conversations of suspects and reassemble scrap pieces of important documents!

Travel between three unique regions, meet new friends (or are they?), battle ferocious foes and build the ultimate sandwich! Scooby-Dooby-Doo!

CLUBHOUSE

Getting into the Clubhouse is as simple as walking through the door. The Clubhouse is located in the Swamp, where the adventure begins. Returning to the Swamp from another region will bring you back to the Clubhouse. You can then use the Mystery Machine to travel to other areas.

When resuming a saved profile, you will always be returned to the Clubhouse.

REWARDS

Trophies

There are 15 trophies for you to earn as you progress through the game. Check the trophy shelves in the Clubhouse to see how you can win them!

Costume Parts

View information on all your costumes and see how many you still need to find.

Case Files

Read up on the Mystery Inc. gang, friends met in the game, and enemies encountered. If you've taken a photo, it will be displayed in the case files. If you've collected enough Monster Masks, you will find out more information about that enemy!

Sandwich

All the sandwich pieces you can collect are going toward one mammoth mouthful! Check the size of your masterpiece!

Medallions

All the Scooby Medallions you've collected in the game are stored here.

Ghost Sightings

A collection of all your Ghost photographs!



EXTRAS

Options

Change the settings of the game to suit your taste; including sound volumes and subtitle toggle.

Codes

Discovered a secret code? Enter it here! You won't find these codes in the game!

Credits

View the game credits.

PLAYING THE GAME

Scooby-Doo! and the Spooky Swamp allows 3 game Profiles to be saved on your PlayStation®2 system. Use the directional buttons or the left analog stick to select your existing Profile to continue a game, or select a 'New Game' to begin a new adventure.

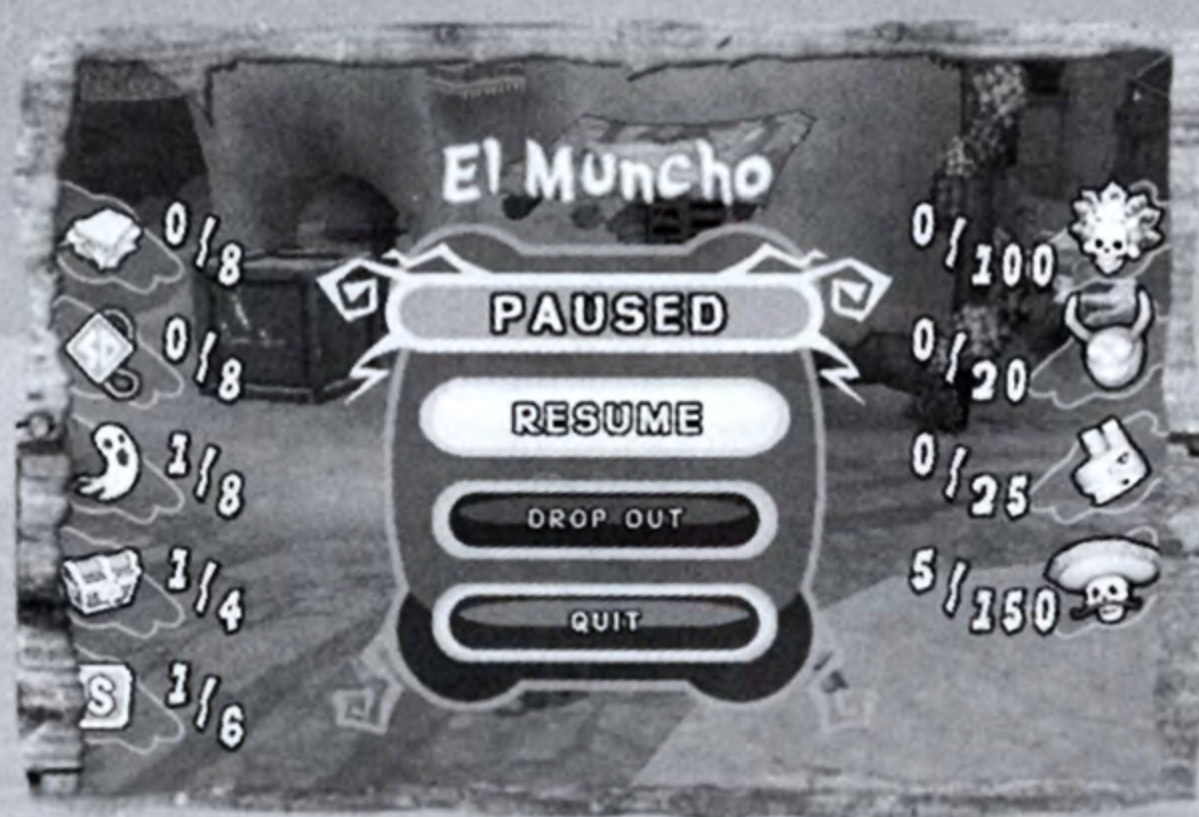


GAME SCREEN



1. The Player 1 icon shows which character you are currently playing.
2. Your Courage Meter is depleted whenever you take damage. Collect Courage Hearts to keep it from getting too low! In a Multiplayer game, Player 2 also has a Courage Meter.
3. (not pictured) Your cache of Scooby snacks!
4. A second player can join the game at any time by pressing the **START** button on another controller.
5. Indicates you have a new objective to achieve.
6. Objective description. Press the **SELECT** button to check the notebook for more information.
7. Lets you know where you currently are.
8. (not pictured) Autosave Icon. Appears when the game is saving. Don't switch off the console when this icon is displayed.
9. (not pictured) Item Tally. This appears when you need to collect all items within an area.
10. (not pictured) S-C-O-O-B-Y Letter tally.
11. (not pictured) Collectible notification (Medallions, Costume pieces, Monster Masks, Sandwich Parts)

PAUSE SCREEN



You can Pause the game at any time using the **START** button. You then have the opportunity to Resume or Quit the game using the directional buttons or the left analog stick and press the **X** button to accept. If you choose to Quit, you will be taken back to the title screen.

If you're playing a multiplayer game, the pause menu will give either player the option to 'Drop Out'.

The Pause menu is full of information about pick-ups in the area — those that you have collected, and how many are still remaining. Use the menu to check your progress regarding Monster Masks, Sandwich Parts, Scooby Medallions, Costumes, Scooby Letters and Ghost photographs!

MULTIPLAYER

Work with a friend to solve the mystery!

Player 2 can press the **START** button on a second controller to drop in at any time. Either player can drop out of the game by bringing up the Pause menu with the **START** button and selecting 'Drop Out'. The game will resume uninterrupted with one player and an AI companion.

To swap characters during a Multiplayer game, press the **△** button. If the second player also presses the **△** button when prompted, both characters will swap over.

Both players can bring up their own Character Select wheel. If one player brings up the Costume Select screen, both players can change costumes before gameplay resumes.

SAVING

Scooby-Doo! and the Spooky Swamp uses an auto-save feature, so there is no need to manually save the game. Your trophies, collectibles and achievements will be saved automatically as you progress.

When resuming the game with a saved profile, play will always resume in the Swamp, in front of the Clubhouse.

OBJECTIVES

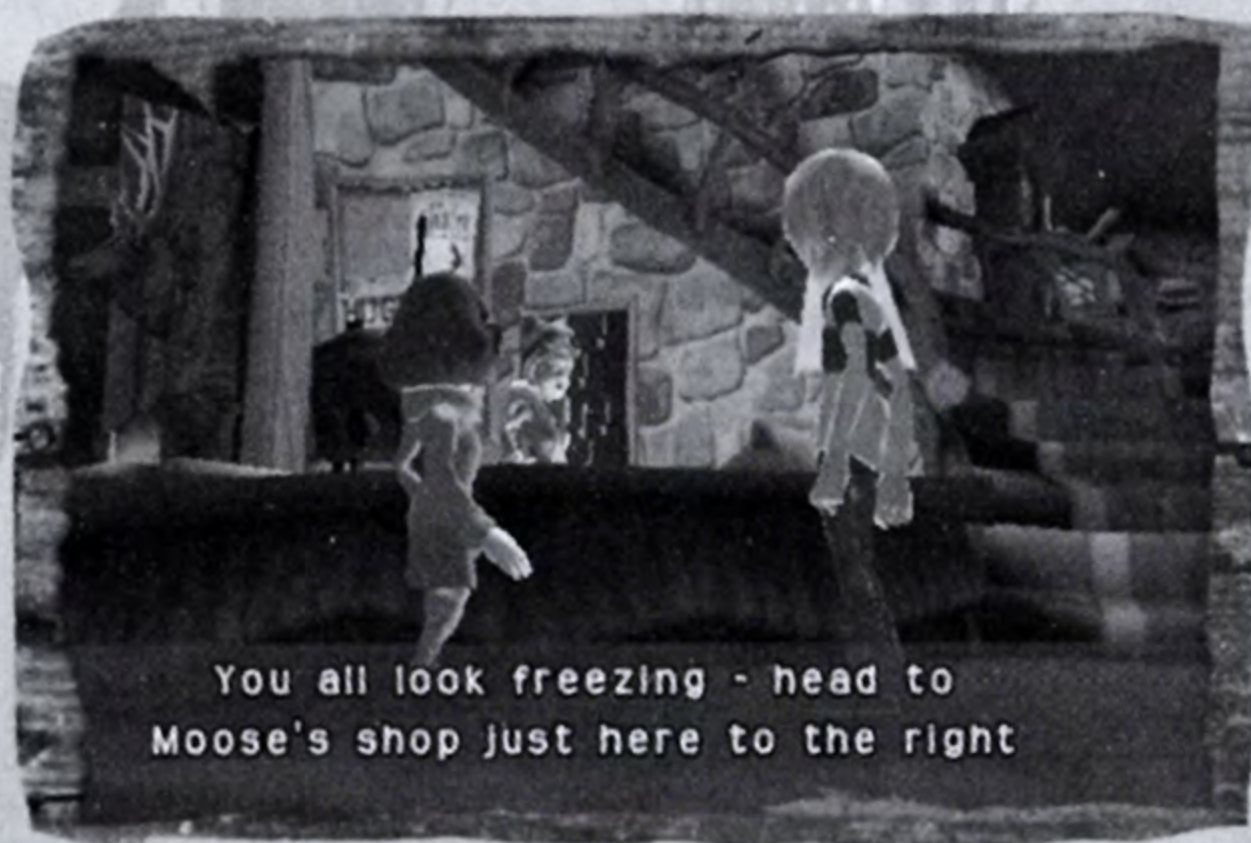
If you're not sure what you need to do next, don't worry! You can always consult your notebook.

Mystery Inc. will always receive their next objective on-screen. You can press the **SELECT** button to check your notebook if you forget, or for more information.



COMBAT

Talk to other characters... they might let something slip...



Mystery Inc. will encounter some strange creatures on their journey... many of which will try to stop the gang from solving the case!

Every character has their own combat moves and special abilities. Press the  button to attack, or hold down the  button to charge up for a more powerful hit! You can also try pressing the  button while in the middle of a jump to deliver a devastating ground pound attack!

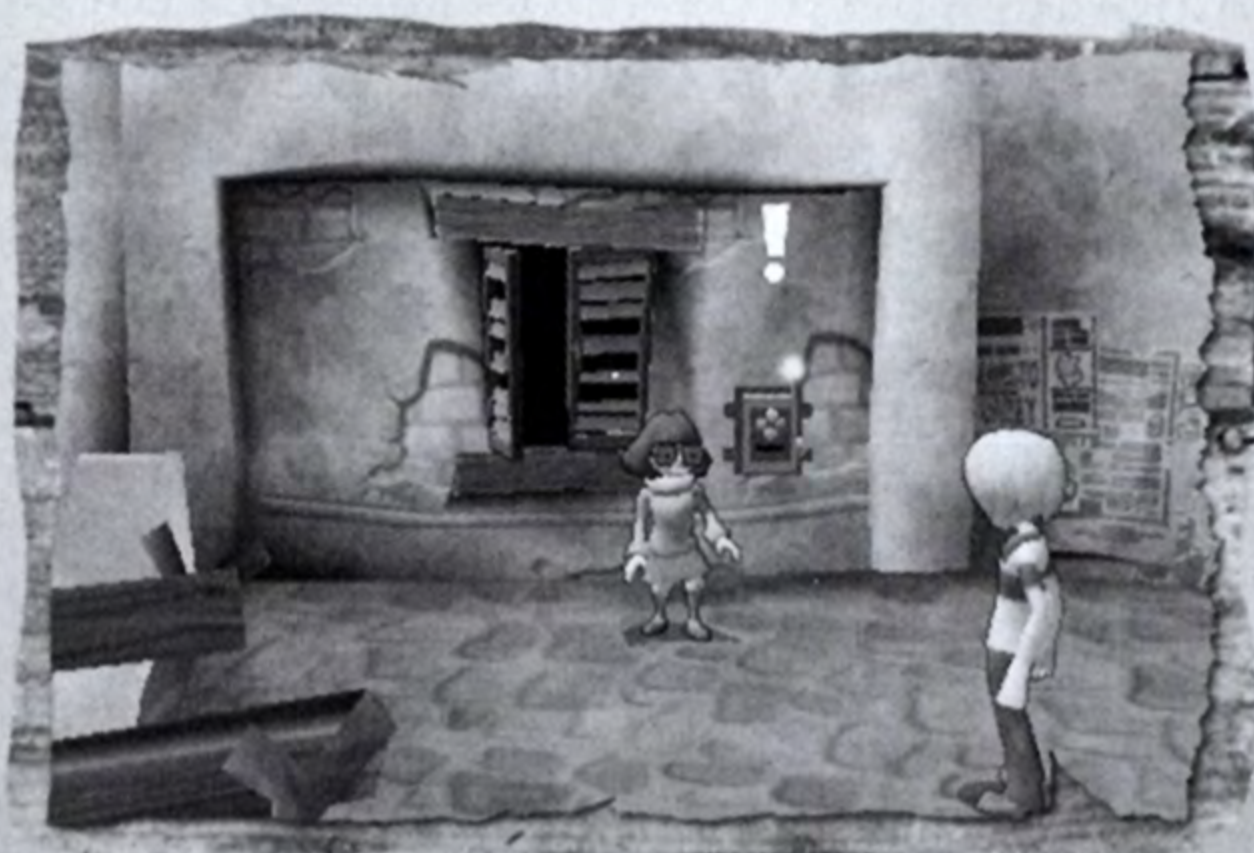
Try listening to Mystery Inc. when you're battling an enemy. Sometimes you'll need to time your attack just right, or maybe you need to throw something at them first! Your character will often give you a hint.

SPECIAL ABILITIES

Some characters can interact with certain objects. Look for an icon of that character, or a colored glow. Switch to that character by pressing and holding the  button to bring up the character select wheel! If the character you need is being played by the AI, tap the  button to switch.

Only Velma can operate terminals. Press and hold the  button to bring up the character select wheel and select Velma with the  button.





Some areas can only be played using Shaggy and Scooby. If you miss something, you'll have the chance to return to these areas later!

COURAGE

Purple hearts replenish Mystery Inc.'s courage meter. If you take too many hits from an enemy, your character will lose all their courage and disappear! The courage meter will pulse if your courage is getting low.

PICK UPS

COURAGE HEARTS

Gives your Courage meter a boost.



SCOOBY SNACKS

Many objects which can be hit or broken contain Scooby Snacks! Collect as many as you can and use them to purchase Costumes. Keep watch for Super Scooby Snacks!



SCOOBY MEDALLIONS

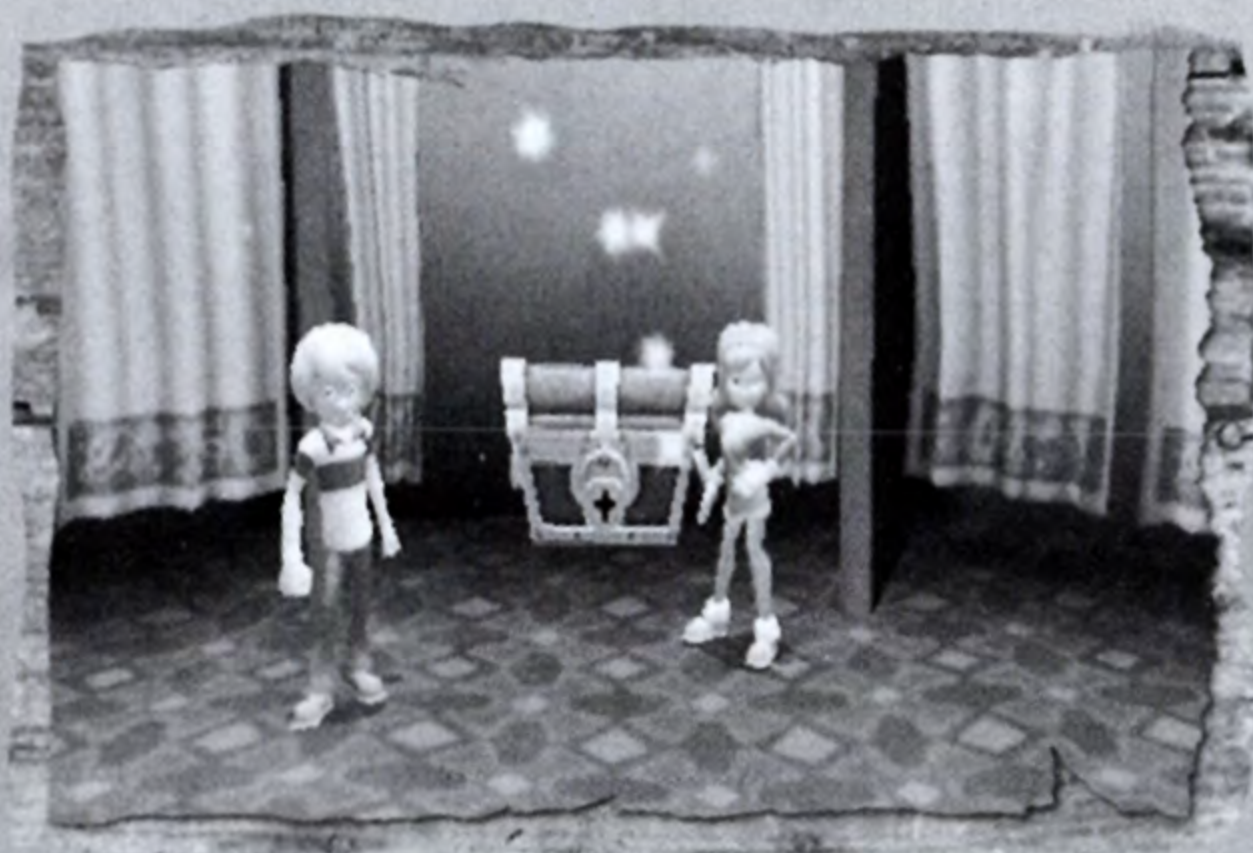
These are worth 500 Scooby Snacks! See if you can collect them all.



Medallions are stored in the Clubhouse. Check the Pause menu to see how many Medallions you can find in your region.

COSTUME CHESTS

Some costumes are unlocked when you find them in costume chests, and others can be purchased with Scooby Snacks! There are also some special costumes which aren't found in costume chests, but are given as rewards for winning a trophy or unlocking a case file!



MONSTER MASKS

Most enemies will drop masks when they are defeated. If you can collect enough of these, you'll unlock a Clubhouse Case File for that enemy and find out who (or what) they really are! Use the Pause Menu to check how many masks you have collected for enemies in your region.

S-C-O-O-B-Y LETTERS

Each region contains enough letters to spell 'Scooby'! Collect them all to unlock a trophy!



SANDWICH PARTS

Scooby and Shaggy aren't mystery-solving for free! Collect as many sandwich parts as you can. Check the Clubhouse to see how big your sandwich is!

COSTUMES

Dressing up is awesome! View your costumes by selecting the costume icon on the Character Select wheel. Press and hold the  button, then select the costume icon. Try themed costumes, or get creative!



Some costumes need to be purchased with Scooby Snacks... so collect as many Snacks as you can! You can see the whole range of costumes available in the Clubhouse, including how many are still left to find. Some costumes can't be found... they can only be earned!

MINI-GAMES

Throughout the game you'll have the opportunity to try your hand at mini-games! These are scattered throughout the three regions. Play them all, beat your best scores, and win Scooby Snacks! Most mini-games are available after you have solved the mystery for that region; or if you have played it already during the game.

DOJO DANCIN'!

Lila is never short of wanting to be impressed - by subjecting Mystery Inc. to her various 'tests'. Return to the Dojo at any time to take on a growing number of Spiders and see how long you can last without losing all of your courage! How long can you dance in the Dojo for?

BURRITO BARRAGE!

Watch out! The Bandidos of El Muncho are hungry and they're after the local Burrito Stand! Will you allow the precious Burrito pieces to be gobbled up by these zombies? Protect the only food left in the town against wave after wave of Bandidos before they eat every last Burrito. How many waves can you defend against?

FIRE FIESTA!

The El Fuego Diablos have run rampant throughout El Muncho and have left Spot Fires all over the place! It's not clear whether or not they did it on purpose, but one thing is clear – the fires must be put out! El Muncho's Fire Brigade has gone missing; along with everyone else... will you fill their boots and help protect El Muncho from the devastating effects of spreading spot fires?

CATAPULT CASCADE!

Lila has yet another Challenge for Mystery Inc. – this one involves a catapult that she made long ago to practice her targeting skills. Can you beat Lila's record in this shooting gallery?

PROTECT-A-PLOW!

Escort Howling Peaks' trusty plow to the Chalet as fast as possible! Stop the Weendigos from thwarting your progress!

LAUNDRY LADY!

The Chalet's laundry lady, Helga, has run for the hills! It's up to you to finish the job! Find the dirty piles of washing in the Chalet rooms, put them through the wash, and return them to their rooms as fast as you can. Helga's got a few years experience on you, so you'll have to work hard to beat her record!

CHICKEN ROUND-UP!

Collect as many chickens as you can and place them in the coop before time runs out! The more chickens in the coop, the higher your score!

SANDWICH STACKIN'!

After the final boss encounter, players will find themselves in a Sandwich Stacking Mini-Game where the fastest stacker will emerge victorious! Scooby and Shaggy compete in a crazy culinary creation challenge that has them quickly scrambling to make their sandwich bigger than their opponent's.

SOLVING THE CASE

OBJECTS

There are many things in the environment which you can use to your advantage. Use the  button to pick up objects like sand bags, water pots and snowballs. If an object can be picked up, it will have a  button icon prompt.

Sometimes you have to do someone a favor before they'll talk to you! If someone asks you to fetch something for them, find it and carry it back to them.

Objects can be placed on the ground by pressing the  button again. To throw an object, press the  button.

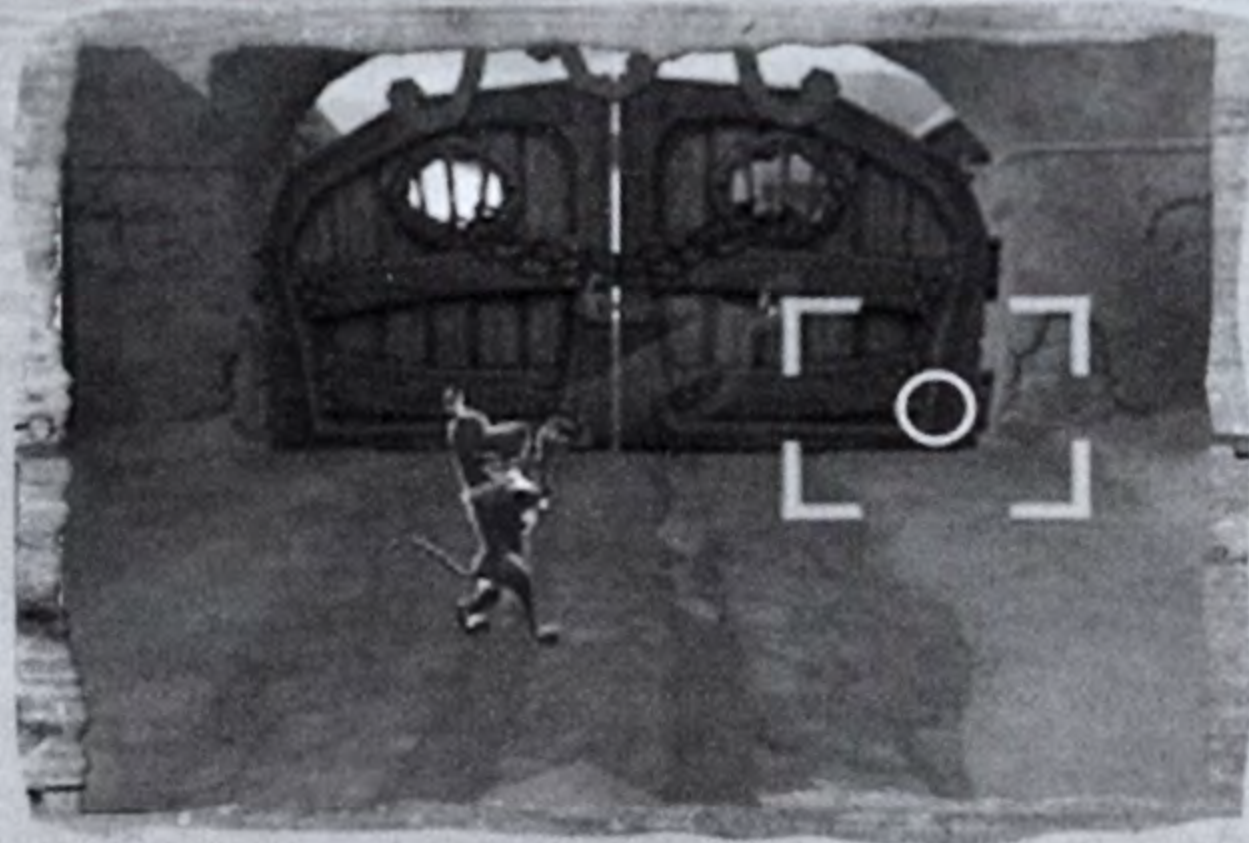
CRIME-FIGHTING TOOLS!

Along your journey, you'll receive two of the most important tools in your crime-fighting arsenal – the Camera and the Magnifying Glass! Press the **L1** button to equip or put away your Camera, and the **R1** button to equip or put away your Magnifying Glass. A third piece of equipment at your disposal is the Tape Recorder!

Use the Camera to photograph suspects, enemies and pieces of evidence. You can even photograph the occasional Ghost! When you're holding the camera, press the  button to take a photo. The camera reticule will flash green if it's hovering over an item or person that can be photographed.

Your photos of people and enemies are added to the Case Files in the clubhouse! Photos of suspects are also displayed on the Mystery Machine pin board.

Use the left analog stick button to aim the Camera and Magnifying Glass.



Use your Magnifying Glass to look for clues which can't be seen with the naked eye! Once your Magnifying Glass has picked up a clue or an object, you can still see it after you've put the Magnifying Glass away. Search for footprints, secret doorways and important items!



The Tape Recorder is used in certain situations when you need some voice-recorded evidence! When prompted, stand in the marked area and hold the  button to complete the recording.



CLUES AND EVIDENCE

Solve the mystery! Photograph items and suspects, collect small pieces of evidence in baggies, record suspicious chatter and piece together torn paper scraps to reveal a clue. Your clues and evidence can be reviewed on the Mystery Machine pin board.

SCRAP PUZZLES

Throughout the game, you'll find yourself collecting torn scraps of paper for evidence. Upon collecting all scrap pieces, the Scrap Puzzle mini-game will appear on screen. Using the left analog stick, point to the piece you wish to move and press the **X** button to grab it. Move it to the empty board and use the **L1** button and the **R1** button to rotate the piece. When you are happy with the piece's position, drop by tapping the **X** button again. Position all the pieces correctly to complete the puzzle!



MYSTERY MACHINE

Your mystery-solving headquarters while on the road! Press the **Y** button to climb into the back.



MYSTERY MACHINE MAP

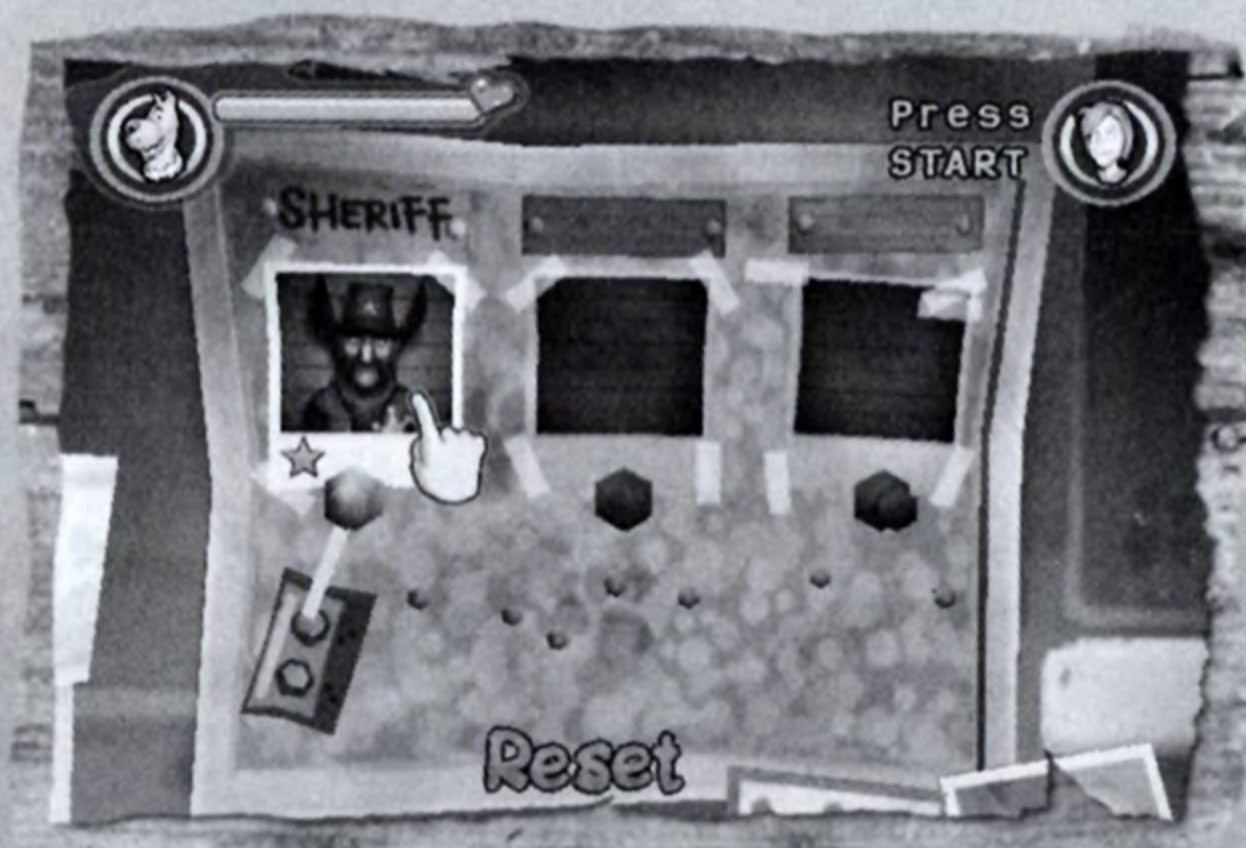
The Mystery Machine has two main functions. Inside is a Map that can be used to travel to different areas.

MYSTERY MACHINE PIN BOARD

The Mystery Machine also contains a pin board that displays all of the clues you have collected so far and your photographs of the suspects you've met. Assign clues to your suspects and see how the evidence stacks up!

You can return to the Mystery Machine at any time during the game to access and organize your sleuthing data.

While you're solving the mystery, check the Mystery Machine pin board to assess your collected information and build your case! Use the left analog stick to link the pieces of evidence to suspects with string by pressing the  button. The yellow stars show which suspect has the most evidence against them.



GUESS WHO!

Your powerful sleuthing skills during the game will help you collect clues! These are displayed on the Mystery Machine Pin Board and will help you identify the villain!

At the end of each region, you'll have the opportunity to accuse the perpetrator. During the Guess Who mini-game, suspects will appear on screen and your camera will be activated. Using the left analog stick, direct the camera over the suspect you believe is the villain and press the  button to take their photograph.

If you have chosen the correct villain, 'Guilty' will be stamped on your photograph and you will receive 500 Scooby Snacks as a reward!

CHARACTERS

MYSTERY INC.



Fred

Brave and decisive, Fred always has a plan to solve the mystery...not that his plans always work as intended!



Daphne

Far tougher than she looks! Daphne can hold her own in a fight without messing up her hair.



Velma

Usually the first to solve the mystery, Velma's intelligence gives Mystery Inc. the edge over their adversaries. She's quick in a fight, too!



Shaggy

Mystery-solving is usually the last thing on Shaggy's mind, especially if there's food involved! In spite of this, Shaggy is often the one to stumble upon vital evidence and clues. He always comes through for his friends in the end!



Scooby-Doo

Like Shaggy, Scooby-Doo would both rather be searching for food than clues! However, the hungry duo is always willing to lend a hand when someone is in trouble.

OTHER CHARACTERS



Lila

A mysterious girl who lives in the swamp. She befriends Shaggy and Scooby, but what are her real motives?



Costington

An ex-Butler who inherited a fortune from his past employer, Charles Costington III now lives in a large mansion in the desert town of El Muncho. The gang solved the mystery that made him rich, but what else has Costington been up to?



The Sheriff

He's the Law in the town of El Muncho... but the desert is deserted!



Emilio and Esteban

The town grave keepers. They certainly know their way around a cemetery.



Romero

Costington's butler and obsequious personal valet. He seems nice enough... but butlers often aren't all they seem to be.



Philippe

Keep a look out for this strange frog. If you can catch him, he might have a tip for you... or a warning, or a joke!



Anna

Daphne's cousin. The Mystery Inc. gang helped her out of a tight spot a little while ago. Now she works at the chalet in the mountain ranges of Howling Peaks. A strange blizzard is keeping tourists away, though.



Moose

Anna's friend who runs the snowboarding equipment shop at Howling Peaks. He's a professional snowboarder who loves the mountains. Is he really as friendly as he seems?

Sergio

Anna's cowardly manager. Is he truly a coward, or is he hiding for a more sinister reason?

Baz

A tracker who prowls the wilderness of the mountains, just outside the town. Why is he hanging around?

Cranky

A cantankerous character who owns the local logging company. He doesn't like people going anywhere near his equipment.

END USER LICENSE AGREEMENT

This end user license agreement ("Agreement") is a legal agreement between you and WB Games Inc. a company duly organized under the laws of the State of Washington, with its principal offices at 12131 113th Avenue NE, Suite 300, Kirkland, WA 98034 ("WB Games") for the interactive entertainment product, including the software included herewith, the associated media and any printed materials (collectively, the "Product"). By installing, accessing, playing or otherwise using the Product, you agree to be bound by the terms of this Agreement. If you do not agree to the terms of this Agreement, do not install, access, play or otherwise use the Product.

Software License

WB Games grants to you the non-exclusive, non-transferable, revocable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by WB Games. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights to the Product. All right, title and interest in and to this Product and any and all copies thereof (including, but not limited to any and all titles, computer code, technology, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, music, etc.) are owned by WB Games or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and WB Games' licensors may protect their rights in the event of any violation of this Agreement.

You may not: (1) copy the Product in its entirety onto a hard drive or other storage device; (2) distribute, rent, lease or sublicense all or any portion of the Product; (3) modify or prepare derivative works of the Product; (4) transmit the Product over a network, by telephone or electronically using any means, or permit the use of the Product in a network, multi-user arrangement or remote access arrangement, except in the course of your network multiplayer play of the Product over authorized networks; (5) design or distribute unauthorized levels; (6) reverse engineer the Product, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Product by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified WB Games in writing of your intended activities; (7) export or re-export the Product or any copy or adaptation thereof in violation of any applicable laws without first obtaining a separate license from WB Games (which WB Games may or may not grant in its sole discretion) and WB Games may charge a fee for any such separate licenses.

Because WB Games would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that WB Games shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement in addition to such other remedies as WB Games may otherwise have under applicable laws. In the event any litigation is brought by either party in connection with this Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

Customer Support

In the unlikely event of a problem with your Product, you may only need simple instructions to correct the problem. Please contact WB Games Customer Service Department by calling us at (410) 568-3680 or by emailing us at support@wbgames.com or on the web at www.Scooby-DooVideogames.com before returning the Product to a retailer. Please do not send any Product to WB Games without contacting us first.

Limited Warranty

WB Games warrants to the best of WB Games' 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. If a defect in materials or workmanship occurs during this ninety (90) day warranty period, WB Games will either repair or replace, at WB Games' option, the Product free of charge. In the event that the Product is no longer available, WB Games 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 WB Games' satisfaction) that the Product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the WB Games Customer Service Department of the problem requiring warranty service by contacting support@wbgames.com or on the web at www.Scooby-DooVideogames.com. If the WB Games service technician is unable to solve the problem by phone or on the web via email, he/she may 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:

WB Games Customer Support
e4e Technical Support
Telephone: (410) 568-3680
10720 Gilroy Road
Hunt Valley, Maryland 21031



WB Games is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customer.

This limited 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 the appropriate platform manufacturer or WB Games (including but not limited to, non-licensed game enhancements 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; or (e) the Product's serial number has been altered, defaced or removed.

Warranty Limitations / Disclaimer

EXCEPT AS EXPRESSLY PROVIDED HEREIN, THE PRODUCT IS MADE AVAILABLE TO YOU UNDER THIS AGREEMENT ON AN "AS IS" BASIS WITH NO WARRANTY OF ANY KIND. THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. EXCEPT AS PROVIDED IN THE LIMITED WARRANTY ABOVE, ALL OTHER EXPRESS OR IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING, WITHOUT LIMITATION, IMPLIED WARRANTIES OF CONDITION, UNINTERRUPTED USE, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT ARE HEREBY DISCLAIMED BY WB GAMES. SOME STATES DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER LEGAL RIGHTS THAT VARY FROM STATE TO STATE. IF ANY SUCH WARRANTIES ARE INCAPABLE OF EXCLUSION, THEN SUCH WARRANTIES APPLICABLE TO THIS PRODUCT SHALL BE LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE.

Limitation of Liability

TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL WB GAMES BE LIABLE FOR ANY OF THE FOLLOWING DAMAGES: (1) DIRECT; (2) SPECIAL; (3) CONSEQUENTIAL; (4) PUNITIVE; (5) INCIDENTAL; (6) DAMAGES TO PROPERTY; (7) LOSS OF GOODWILL; (8) COMPUTER FAILURE OR MALFUNCTION; AND (9) DAMAGES FOR PERSONAL INJURIES (EXCEPT WHERE SUCH INJURIES ARE CAUSED BY THE NEGLIGENCE OF WB GAMES), RESULTING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, EVEN IF WB GAMES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. WB GAMES' LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU AND YOU MAY ALSO HAVE OTHER LEGAL RIGHTS THAT VARY FROM STATE TO STATE. IN SUCH INSTANCES WB GAMES' LIABILITY SHALL BE LIMITED TO THE FULLEST EXTENT PERMITTED BY LAW.

General

The terms set forth in this Agreement, including the Warranty Limitations/Disclaimer and Limitation of Liability, are fundamental elements of the basis of the agreement between WB Games and you. WB Games would not be able to provide the Product on an economic basis without such limitations. Such Warranty Limitations/Disclaimer and Limitation of Liability inure to the benefit of WB Games' licensors, successors and assigns. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreement and representations between them with respect to the subject matter herein. This Agreement may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provision of this Agreement shall not be affected. The controlling language of this Agreement is English. If you have received a translation into another language, it has been provided for your convenience only. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law, and you consent to the exclusive jurisdiction of the state and federal courts located in Los Angeles, California.

Scooby-Doo! and the Spooky Swamp software © 2010 Warner Bros. Entertainment Inc. Developed by Torus Games Pty Ltd. Uses Bink Video. Copyright © 1997-2010 by RAD Game Tools, Inc. All other trademarks and copyrights are the property of their respective owners. All rights reserved.



SCOOBY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera.
WB GAMES LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc.
(s10)



SCOOBY-DOO!

GET YOUR FREE

Scooby-Doo stuff online when you
redeem your ZOINKS POINTS
at ZoinksPoints.com



1

GO TO
ZOINKSPPOINTS.COM

2

Unlock items
by entering
Zoinks Points codes!

SWAMP31

Submit

ENTER THE ZOINKS POINTS CODE
"SWAMP31" TO EARN POINTS

3

DOWNLOADS
GAMES
VIDEOS
and more!

YOU DECIDE WHAT
YOUR ZOINKS POINTS
UNLOCK!

**ZOINKS
POINTS!!**
CODE:
SWAMP31

**YOUR FAVORITE
MYSTERY-SOLVING CREW
IS BACK!**



**ALL-NEW
FEATURE-LENGTH
ORIGINAL MOVIE!**

COMING TO DVD FALL 2010!

Look for details -
www.scoobydoocampscare.com

SCOOBY-DOO™ and all related characters and elements are trademarks of and © Hanna-Barbera. Program Compilation © Hanna-Barbera.
3000032396

