GAME BOY® ADVANCE

AGB-AP8E-USA

SCOOBY DOO™ & ©

INSTRUCTION BOOKLET

THQ®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

Comic Mischief

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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THE SPOOKY ISLAND MYSTERY

Emile Mondavarious, mysterious owner of Spooky Island, has invited the Mystery Inc. gang to solve what appears to be a simple mystery: find the ghost who has been scaring the Spooky Island hotel guests away. As the gang begins to uncover clues, they soon realize that this is more than just a simple ghost story. Instead, they must solve a whole series of mysteries – each one, drawing them deeper into a web of supernatural intrigue. The gang knows they'll have to fight to save themselves, and everyone else on Spooky Island from the sinister grasp of ... gulp ... an ancient monster!

Now it's up to you to help Scooby, Shaggy, Velma, Fred and Daphne solve the mysteries of Spooky Island. Are you brave enough to fend off the villains? Are you clever enough to solve the puzzles? Can you put the clues together to solve the big mystery of this monster-haunted island? Zoinks! ... Here we go again!

SET UP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of **Scooby-Doo** TM & © into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The Credit Screens will appear (if you don't see them, begin again at step 1).
4. When the Title Screen appears, press START to proceed to the Main Menu.

CONTROLS

BUTTON	ACTION
A Button	Talk/Use
B Button	Character Ability
L Button	Block
R Button	Character Super-Ability
Left Control Pad	Move Left
Right Control Pad	Move Right
Up Control Pad	Move Up
Down Control Pad	Move Down
START	Pause
SELECT	Inventory/Game Information
A Button + SELECT	Calls up the Character Select Screen
B Button + SELECT	Calls up the Map Screen

MAIN MENU

New Game - Like, wow! Get ready to start a brand new game of **Scooby-Doo.**

Load Game - Continue a previously saved game.

Options - Change the game options before continuing in your quest to solve another mystery.

Music - Use the Control Pad to adjust the volume. Press the B Button to accept the changes and return to the Main Menu.

Sound FX - Use the Control Pad to adjust the volume. Press the B Button to accept the changes and return to the Main Menu.

Extras - Access mini-games or view the credits.

PLAYING A GAME

GAME SCREEN

Health - Keep an eye on your character's Health Bar. Collect and eat as much food as you can to keep your energy up. If you don't get enough to eat, your Health Bar might run out and you'll have to start the level over again.

Stamina - It takes stamina to use your special abilities, but your Stamina Bar won't last forever. You'll need to recharge by collecting and eating Scooby Snacks. If your stamina runs out, you won't be able to defend yourself or use your special skills.

ITEMS SCREEN

Press SELECT to check the Items Screen. Here you can see what items you have collected. Use the Control Pad to select an item.

HUB SCREEN

Press SELECT to activate the Menu Select Screen. Use this screen to navigate the various menus.

PLAYING A GAME

GOALS SCREEN

Press SELECT to view the Goals Screen. Find out which objectives you've completed in the level and what you still need to do.

CHARACTERS AND SPECIAL SKILLS

When you begin the game, you can choose to play as either Scooby or Shaggy, but as you progress through the levels, Fred, Daphne and Velma also become available. At any time during a level, you can switch to another member of Mystery Inc. by pressing SELECT. You'll need to choose your player-character wisely, because each character has a unique skill, which will come in handy at different times throughout the game. Of course, there is a catch – some characters may not be available when you need them. There are mysterious forces at work here, so Scooby, Shaggy, Velma, Fred or Daphne may actually have been captured and held prisoner! You'll have to rescue the missing characters before they can help you solve the mystery!

PLAYING A GAME

Fred Jones

Fred is a pretty good detective who can defend himself well against enemies with his punching moves. When there are heavy objects to be lifted, Fred has the muscle-power for the job.

Daphne Blake

Daphne's been in training. She's added Karate to her list of abilities and can attack enemies from all sides with her powerful kicks and roundhouse kicks. She can hunt for clues with the best of them, but when the enemies are closing in, Daphne's the one you'll need to fight them off!

Velma Dinkley

Velma is definitely the brains of the operation. Puzzle solving is her best skill. She's great to have around when you need someone to figure out how to open a locked chest or secret door. She can slow down time or stop it completely. When you come to a puzzle, Velma's your girl!

PLAYING A GAME

Norville "Shaggy" Rogers

When Shaggy is faced with danger, his first response is to run and hide. Of course, food is Shaggy's weakness. The pursuit of something to eat will always bring him out of hiding and may even cause him to take some pretty dangerous risks! Shaggy's special ability is the "quick run and stun" move that freezes enemies in their place.

Scooby-Doo

Scooby is Shaggy's faithful sidekick. Scooby can always be counted on to hide or make a quick getaway by using the "quick run and stun" move. Sometimes, he runs so fast, his enemies spin around and become dizzy. Scooby is definitely a hero - but he's a hero who is easily distracted by Scooby Snacks™!

- Use the Control Pad to view the available characters.
- Press the B Button to select the character of your choice.

PLAYING A GAME

POWER-UPS AND PICK-UPS

Finding and using the collectible items scattered around the game will restore your character's health and stamina when they're getting low.

Food (small items): Eating small food items will restore one quarter of your character's total health.

Scooby Snacks: You can restore half of your character's total stamina by eating Scooby Snacks.

Food (large items): Eating large food items will restore half of your character's health.

The Golden Sandwich: It's hard to find, but if you are lucky enough to collect this rare power-up, you'll fully restore your character's health AND stamina.

Tokens: You can use tokens to buy items within the game such as food, Scooby Snacks, and other useful stuff. Getting important information from Dead Mike comes at a high cost, so use your tokens wisely!

PLAYING A GAME

CLUES

Throughout the game, you'll need to collect clues, which are indicated by a "?" to help solve the mystery and catch the villain who has the island in his evil clutches.

Pick up "?" icons to collect clues

Gather clues from characters you meet, and from items you find scattered around. For example, someone might give you some valuable information, or you might find some glow-in-the-dark writing that gives you an important clue.

PAUSING THE GAME

Press START at any time to pause the game. Select RESUME to return to the action, OPTIONS to change or adjust your game options, or QUIT to exit the game and return to the Main Menu.

PLAYING A GAME

LOADING A GAME

When you start a new game, you'll be asked to enter in your name. While you are playing, the game will automatically save your progress at different points. When you come back, select the game you want to load, and you will be taken to the level you left off at.

SPOOKY RESIDENTS OF SPOOKY ISLAND

Mr. Emile Mondavarious

He may be your host here on Spooky Island, but there's something kinda spooky about Mr. Mondavarious too. Could he possibly have some dark and sinister secret of his own?

The Voodoo Maestro

The last true native of Spooky Island, the Voodoo Maestro knows all about the island's many secrets. Voted "Best Creep" five years in a row, the Voodoo Maestro is Spooky Island's most enthusiastic storyteller. He'll tell you all the local legends and when he runs out of stories to tell, he'll just make up some more!

N'goo Tauna

N'goo likes to tell stories about monsters. He knows it's the best way to give everyone a really good scare. If you can talk him into sharing his knowledge, he can be a valuable source of information.

Master Monstermind

After having been vanquished by the native people centuries ago, the Master Monstermind is back and he is angry. Bent on wreaking havoc on the island and everyone on it, he is determined to get his revenge, and eventually spread his evil all over the world!

SPOOKY RESIDENTS OF SPOOKY ISLAND

Brad the Goth

Brad is a Spook Journalist trying to get the whole spook-scoop for his magazine, **Spook Times.** He hasn't had the lead cover story in a while and he's willing to do just about anything to get it.

Dead Mike

Dead Mike sees a lot of strange things. He's happy to tell you what he knows, for a big enough tip.

Mary Jane

Mary Jane just loves Shaggy, and Shaggy sure loves Mary Jane.

Chief Spook

Chief Spook, a creepy ghost, takes his orders from the Voodoo Maestro. He can be a good ally – or a worthy foe.

Zarkos

Zarkos is the masked wrestler, but he's tired of only being seen as the "muscle" around town. Besides, why should he always have to play second fiddle to N'goo?

SPOOKY RESIDENTS OF SPOOKY ISLAND

Concierge

If you meet the hotel concierge, you'll notice she is very nervous and jittery. That's because she is constantly worried about losing her job. At least that's what she says.

Trolley Engineer

You just can't depend on him the way you could before the trolley mishap.

Old Man Smithers

The island's resident handyman, you can always find him where you least expect him to be.

Ghosts

These are the spirits of ancestral warriors and chieftains. Normally resting at peace, they have now been disturbed. Uh-oh! This may not be a good thing.

Monsters

Spooky Island is loaded with monsters. The more you search the island, the more monsters you're likely to find. In fact, even the enemies you've met before might end up having a few run-ins with the monsters themselves!

The Welcome Statue

When you arrive at the Spooky Hotel, you'll be spooked... or rather, greeted in the lobby by this fearsome looking statue.

MINI-GAMES

It may not be as easy as you think to unlock that chest, or turn on those lights. You'll probably have to solve some sort of puzzle first. Use a character with some special skills to help you out. This could be the perfect time to call on Velma!

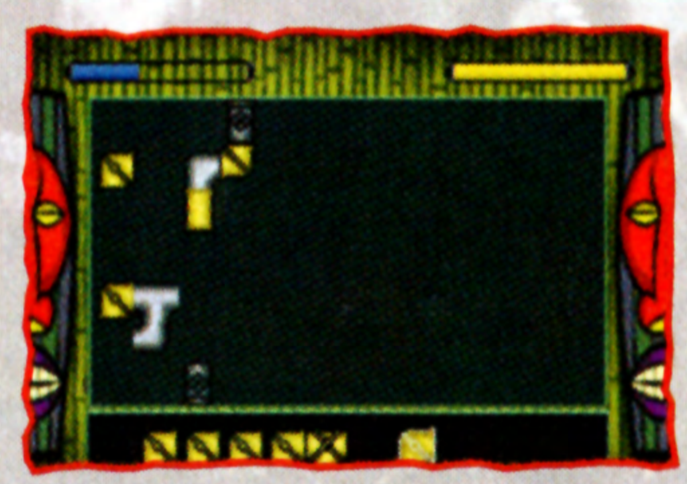
UNLOCK THE CHEST

You can't use a key to open this chest! Instead, you'll need to unscramble the combination lock, which looks like a series of rings. Each ring has 4 different colored sections. Rotate the rings with the colored key hole in the middle until all the colors match straight across. This might not seem too tough except that every 2 seconds, the rings move! If only you could stop time... hey, maybe you can!

Button	Action
Up/Down Control Pad	Changes the Currently Selected Ring
Left Control Pad	Rotates the Selected Ring Counter-clockwise
Right Control Pad	Rotates the Selected Ring Clockwise

MINI-GAMES

REPAIR THE PIPES



You need to get the water through the pipes by creating a drainage system. Fortunately, there are lots of different pieces of pipe ready for you to use. Fit the different shapes and sizes together by moving and rotating them until the water flows freely through the pipes.

Button	Action
A Button	Select Pipe Piece/Rotate Pipe Piece Clockwise
B Button	Rotate Pipe Piece Counter-clockwise
Left Control Pad	Move Pipe Piece West
Right Control Pad	Move Pipe Piece East
Left/Right Control Pad	Scroll to Next Pipe Piece
Up Control Pad	Move Pipe North
Down Control Pad	Move Pipe South
SELECT	Place Pipe Piece

MINI-GAMES

LIGHTS OUT

If you stumble across a darkened room, there could be a puzzle to turn the lights on. By solving that puzzle, an exit will be revealed. If the puzzle isn't solved, you could just find yourself right back where you came in... at the entrance to the darkened room. Follow the path of Scooby Snacks to the switches and turn them all on. Be careful not to fall off the edges, or you'll have to start again.

Button	Action
Left Control Pad	Move West
Right Control Pad	Move East
Up Control Pad	Move North
Down Control Pad	Move South

MINI-GAMES

MUSICAL MAYHEM

Ever heard of singing for your supper? Sometimes, getting tokens requires you to put your rhythmic skills to use. Use the Control Pad and the A and B Buttons to play the correct notes at the right tempo as they pass over the green bar, and you'll not only have a nice song – you'll have some shiny new tokens as well!!

Button	Action
Left Control Pad and A + B Buttons	Match Left Note
Right Control Pad and A + B Buttons	Match Right Note
Up Control Pad and A + B Buttons	Match Up Note
Down Control Pad and A + B Buttons	Match Down Note
A Button	Match A Button
B Button	Match B Button

AREAS

SPOOKY ISLAND HOTEL

Mr. Mondavarious sure knows how to throw a party! His Spooky Hotel is the perfect blend of island atmosphere and scary ancient legend. This polynesian resort will offer fun and chills as you explore its many rooms and corridors.

SPOOKY CASTLE

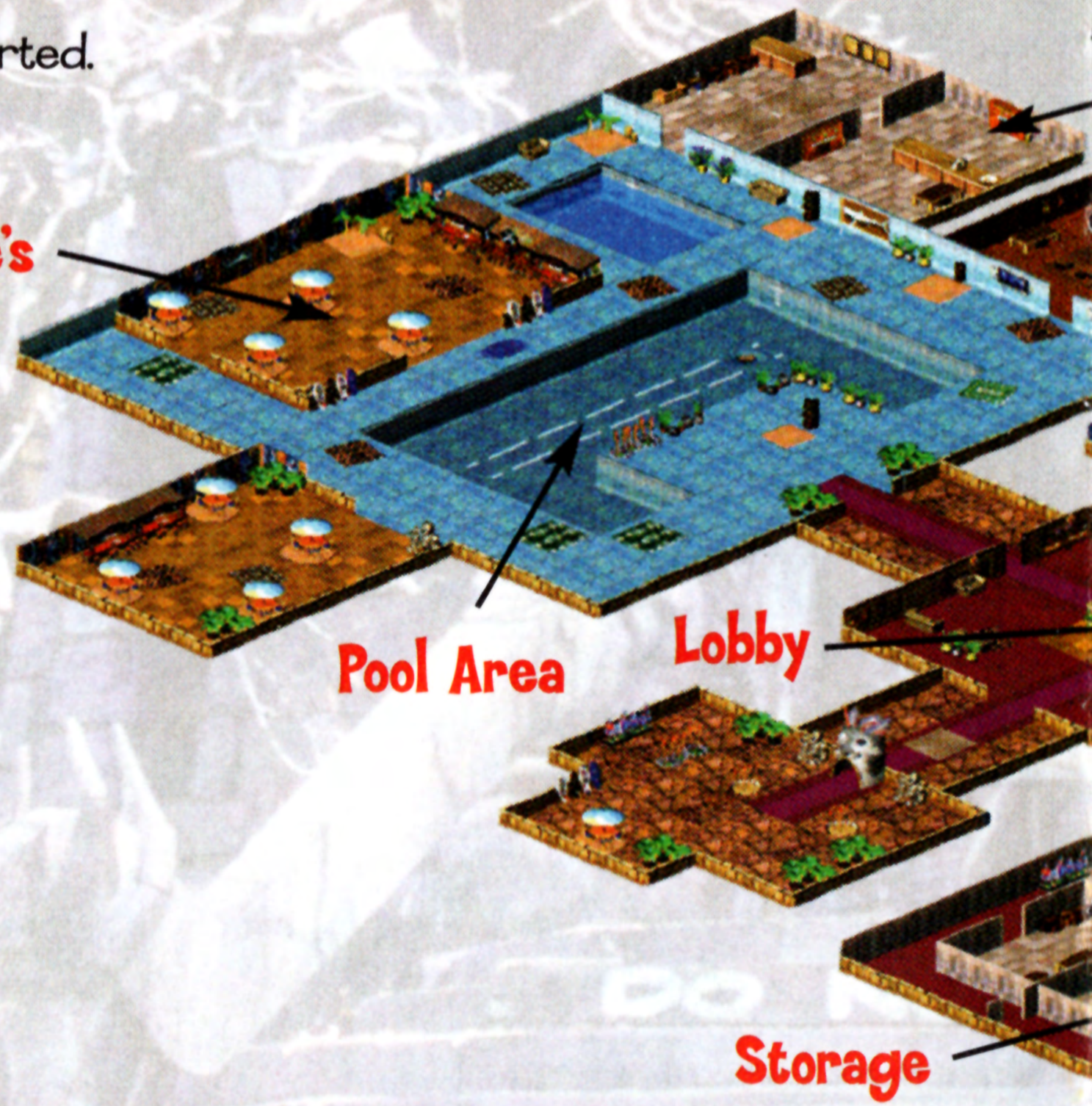
What says fun like an amusement park? And what says scary like a haunted ride? Mr. Mondavarious built Spooky Castle to treat his guests to some spooky-fun, but he never expected the ghosts to be real!

THE CAVERNS

The caverns that run beneath Spooky Island have always been pretty empty, until something went horribly wrong. Exploring these caverns will prove to be a scary time!

SPOOKY HOTEL MAP

Here are two maps to get you started.



Electrical Room

Sauna

Stairs to Basement

Mondavarious' Office

Tiki Lounge

SPOOKY HOTEL BASEMENT MAP

Pool Pipes
Stairs to Hotel Main Floor

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SCOOBY-DOO NOTES

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Limited Warranty

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

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