GAME BOY ADVANCE

AGB-BMME-USA

SCOOBY-DOO!™

MYSTERY MAYHEM



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.



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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MYSTERY MAYHEM

Scooby-Doo™ and his gang of super-sleuths 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! Scooby, Shaggy and their friends 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!



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: Mystery Mayhem* 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
Control Pad	Walk/Use/Activate/Choose Direction
Control Pad + B Button	Sneak/Hide
A Button	Jump
L Button + Control Pad	Scan your surroundings
SELECT	Character Select
R Button	Equip Item
B Button	Use Item/Recharge

MAIN MENU

- **New Game** – Like, wow! Start a brand new game of *Scooby-Doo: Mystery Mayhem* from the beginning.

- **Load Game** – You can start again from your last Checkpoint or see a snapshot of your Episode File to check-in on your progress (see Episode File on page 6 for more info).

- **Options** – You can turn the sound effects or music on or off, or save the game from your last Checkpoint.

- **Credits** – Check out the awesome group of people who created this game.



PAUSE MENU

Press START to PAUSE the game and view the Pause Menu. Press the A Button to make your selection, or the B Button to return to the game.

- **Continue** – Return to the action, when you're ready for more mayhem!

- **Episode File**

You'll need to collect three clues in each episode. Come here when you want to check on your progress and see which clues you've found.





- **Options**
  - **Sound FX:** Press the A Button to turn the Sound Effects ON or OFF.
  - **Music:** Press the A Button to turn the Music ON or OFF.
  - **Language:** Press the A Button to play the game in either English or French.

- **Save** – Save the game at your last Checkpoint, and restart whenever you're ready. You'll also get a chance to check your progress before you go.

- **Quit** – Exit game.



GAME SCREEN

Check the top of the screen often for important information.



- **Special Items (A)** – If the lead character has a Special Item, it will be displayed here at all times, even if the item is not in use. Shaggy's item is the Tome of Doom, but Scooby's items change throughout the game.
- **Remaining Tries (B)** – See how many Tries you have left. Don't run out, or you'll lose the game!
- **Special Item Energy Bar (C)** – Shows the energy level for the current Special Item.

- **Ghost Energy Bar (D)** – When you lock onto a supernatural creature with the Tome of Doom, this energy bar will appear to show the health of that creature. When the Ghost Energy Bar is empty, the creature has been defeated!



- **Sandwich Ingredients (E)** – You can see the sandwich ingredients when you sit idle, but they disappear once you start moving again. When the sandwich is complete, you'll gain another Try! Ret's Eat!



- **Item Inventory (F)** – The Item Inventory is visible when you sit idle, but disappears when you start to move. You can carry up to three items at a time, but you start each episode with an empty Item Inventory.

- **Secondary Items (G)** – The Secondary Item is always shown on the screen, and belongs to the character that is NOT in the lead. For example: If Shaggy is the follower, the Secondary Item will be the Tome of Doom. Whenever a helpful pick-up is collected for the Secondary Item (such as a Wisp for the Tome of Doom), the Secondary Item box flashes to let you know the pickup was made.

CHARACTER SELECT



During the game, you can choose to control either Scooby-Doo or Shaggy by pressing SELECT. When they are traveling together, one player always leads.



Look for Fred, Daphne and Velma to provide clues to help unravel the mystery.



You will encounter a host of other characters during your travels. Some will be quite helpful and friendly, and some won't. Yikes!

ITEMS

Pick-up Items



- **Scooby Snacks:** If one character is scared, eating a Single Scooby Snack will return him to normal. If Scooby and Shaggy are both scared, eating a Single Scooby Snack will only return the leader to normal. A Scooby Snack Box will return both characters to normal.



- **Battery Packs:** Battery Packs are used to recharge Scooby's items, which are all powered by electricity.



- **Wisps:** Wisps are floating balls of glowing energy used to recharge Shaggy's Tome of Doom. When you walk over the Large Wisps, they will instantly be picked up and disappear from the screen. Capture the Small Wisps, by using the Tome of Doom to target and draw them in. You can also pull Small Wisps from Large Wisps by using the Tome of Doom.



• **Sandwich Ingredients:** Sandwich Ingredients are rare collectible items. When you have found five ingredients hidden in the environment, you gain an extra "Try."



• **Keys:** The right key will automatically open a locked door, but will disappear from your inventory after being used.



• **Wrenches:** Wrenches are a great tool to keep handy. You never know when you might need to repair a broken elevator!

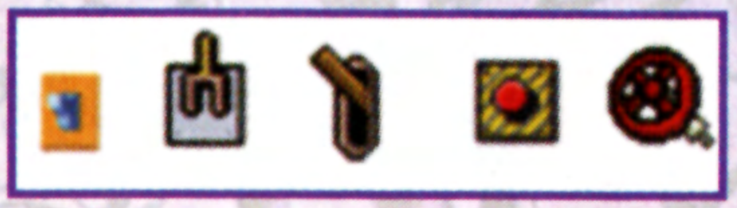


Other Items

• **Crates:** They may block your way, but sometimes you can jump on top of them to reach higher places.



• **Switches:** By turning Switches ON or OFF, you can unlock doors, light up dark areas or rearrange floors and walls.

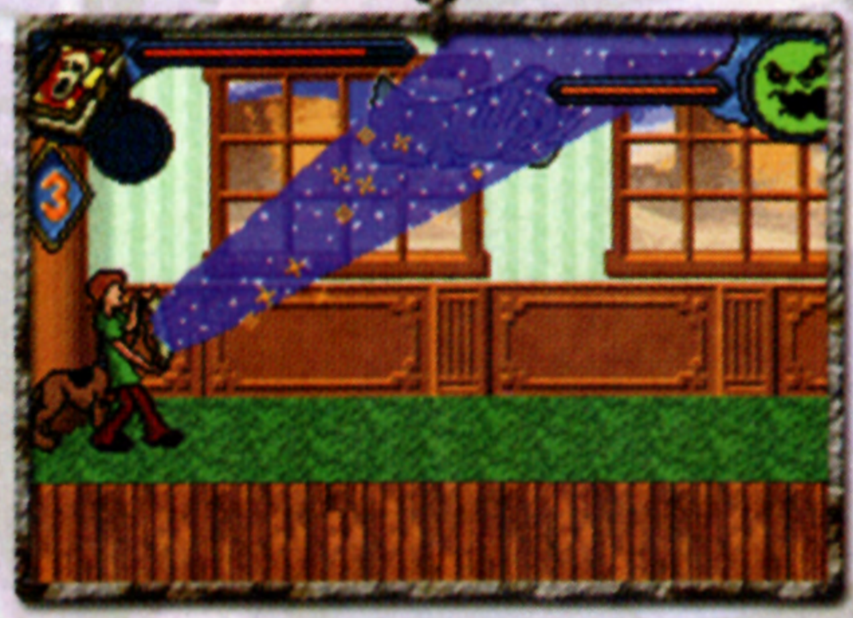


• **Columns:** You can hide behind columns to avoid being spotted or attacked by incoming enemies. Rikes, it's a Rhost!



Doors/Elevators: You can travel to different floors by stepping through doors or taking elevators. But remember, sometimes you may need to get a key or do some repair work first!





Shaggy's Item – The Tome of Doom

This item is used by Shaggy for supernatural combat:

1. **Opening the Tome:** When Shaggy pulls out the Tome of Doom, a cone of light will erupt from the book and shine in the direction Shaggy is facing. Press the B Button to open the Tome and reel in the ghosts.
2. **Locking on Target:** The Tome of Doom automatically targets the first supernatural creature it encounters.
3. **Draining the Ghost:** Once the Tome of Doom has locked onto a target, press the B Button to drain the ghost's "life force." You must completely drain the ghost before the Tome of Doom runs out of energy, or the creature may realize you are harmless and try to attack you.
4. **Recharging the Tome of Doom:** Shaggy can recharge the Tome of Doom in two ways. Either he can walk over Wisps, or he can attract Small Wisps from a distance by using the Tome of Doom. By capturing a Wisp, the Tome of Doom regains necessary Energy Points.

Scooby's Items

There is only one Scooby Item per Episode. Since each item is powered by electricity, you should always keep your eyes out for Battery Packs!

- **Jackhammer:** Scooby can use the Jackhammer to dig to an underground section or pass through dirt walls, but can only go right, left or down. Of course, Scooby can't use the Jackhammer and sneak at the same time!



- **Lantern:** The lantern lights the way so Scooby and Shaggy can see where they are going, in pitch-dark areas. The lantern works automatically and will turn off when you enter lit areas, but watch out! If the lantern runs out of power, you might be left completely in the dark!



- **Megaphone:** Scooby-Doo can stun enemies using the Megaphone, which sends out a three-way sonic attack. Any opponent caught in the area of the attack will be momentarily Stunned. The Megaphone cannot be used while sneaking.



- **Super Spooker 3000:** The Super Spooker 3000 is the best weapon Scooby can have to scare away potential enemies. Unfortunately, it only has a few shots, but for as long as the enemy is afraid he will run away from Scooby! The Super Spooker cannot be used while sneaking.



CHECKPOINTS

Smile! These floating cameras will snap your photo and mark your location. If you lose a Try, you will restart the game at your last checkpoint.



TRIES

You begin the game with three Tries. Every time Shaggy and Scooby Panic, you lose a Try. Make a sandwich by collecting five ingredients, to get an additional Try. Run out of Tries, and you've lost. Bummer, Scoob!

FRIGHT LEVELS

Our fearless heroes go through three increasingly scary Fright Levels, before losing a Try. If some supernatural creature hits Scooby or Shaggy, they will be Spooked – then Terrified – then Panicked!

- **Spooked:** When Scooby and Shaggy are both healthy, one hit by an enemy will weaken the character and turn him white with fear.
- **Terrified:** Once a character is Spooked, a second hit makes both characters run around in a wild frenzy! After a few seconds, they settle down and behave normally, but they are weakened and vulnerable to that third and final hit! Zoinks!
- **Panicked:** That third and final hit! Ruh-roh! You lose a Try and have to restart from the last checkpoint.

CREATURE GENERATORS

Creature generators are small rifts in space that allow ghosts and other ghouls to slip through to reality. If Shaggy is clever, he can use the Tome of Doom to close the rifts.



CLUES

Throughout the game, you must search for clues to help solve the mystery. Each clue is marked with a floating Magnifying Glass. Be sure to collect them all, or you might find yourself totally clueless!



ENEMIES

Ghosts: Basic supernatural enemy. They might be small, medium or large.



Poltergeists: Creatures that throw energy balls at Scooby and Shaggy.



Mummies: Very scary but slow.



Dust Devils: Found in dry or desert-like climates. They look like small red-eyed desert twisters, and can carry or toss the characters around. Ouch!



Zombies: Even though they are slow and not very bright, Zombies are the most powerful undead in the game.



Guards/Scientists: Guards don't hurt you, but they will try to capture you and return you to the lobby. Scientists fear you, but attack with Super Spookers when they are cornered.



Fire Fiends: Fiery ghosts that like to burn things – namely, Shaggy and Scooby! Zoinks!



THE LEVELS

Episode 1: The Haunting of Hambridge

Velma's old neighborhood librarian, Mr. Dinsdale, has called upon 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 Mystery Inc. 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? And 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 at 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 guards who are trying to round them up!



Episode 5: High-Tech Terror

Having figured out ShermanTech's involvement, the gang 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.?



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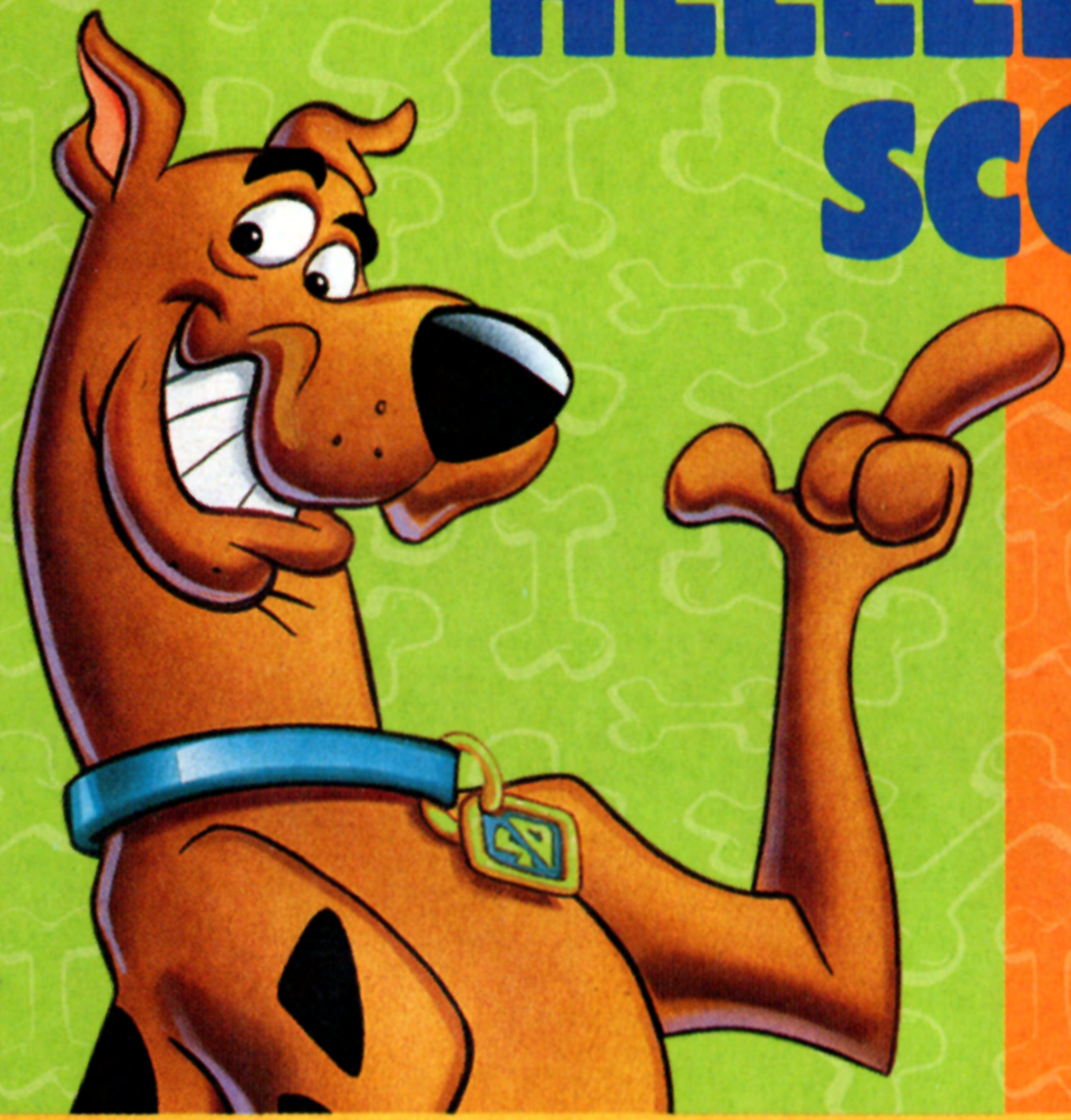
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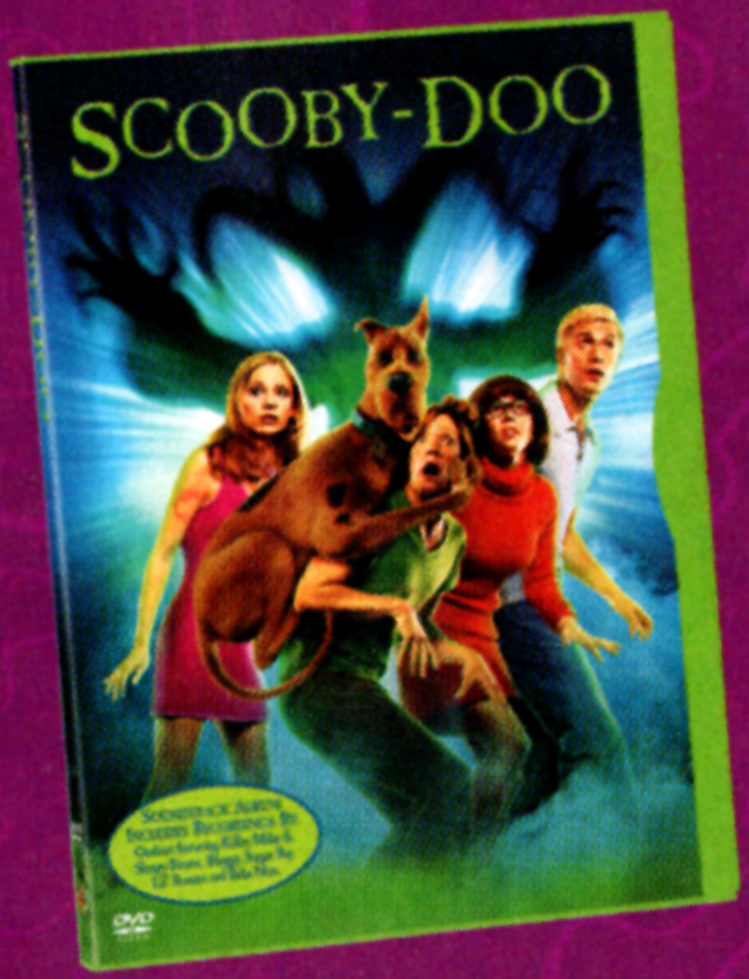
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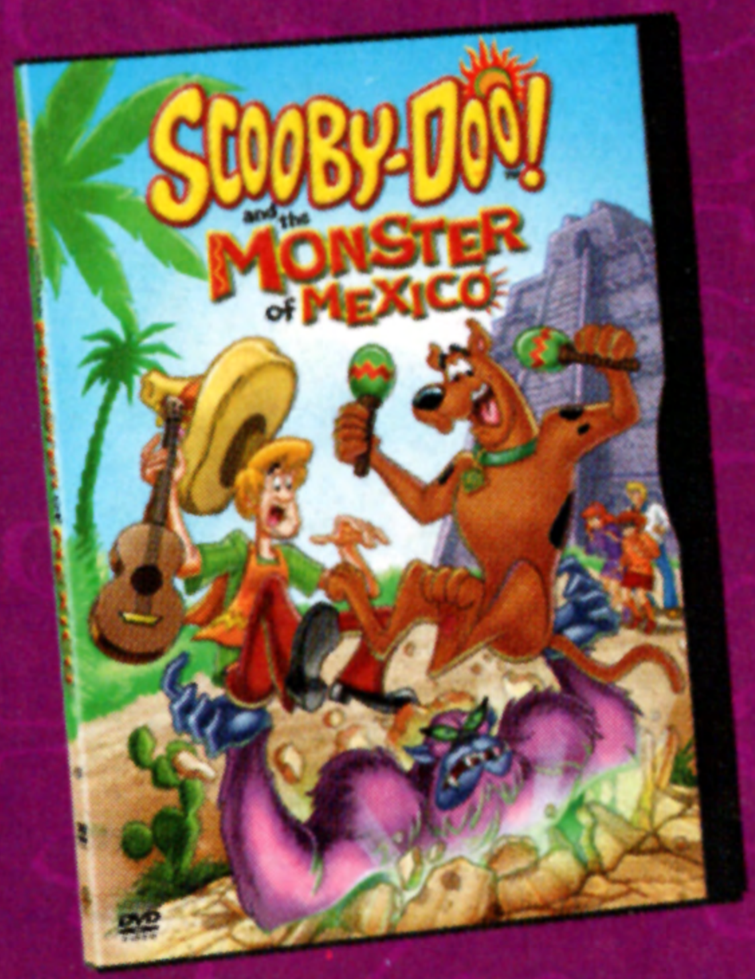
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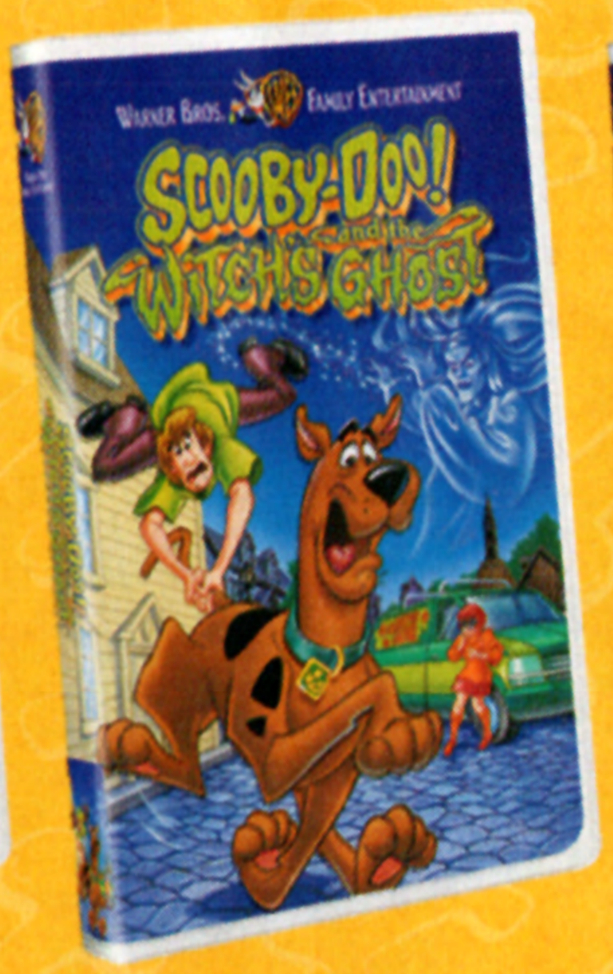
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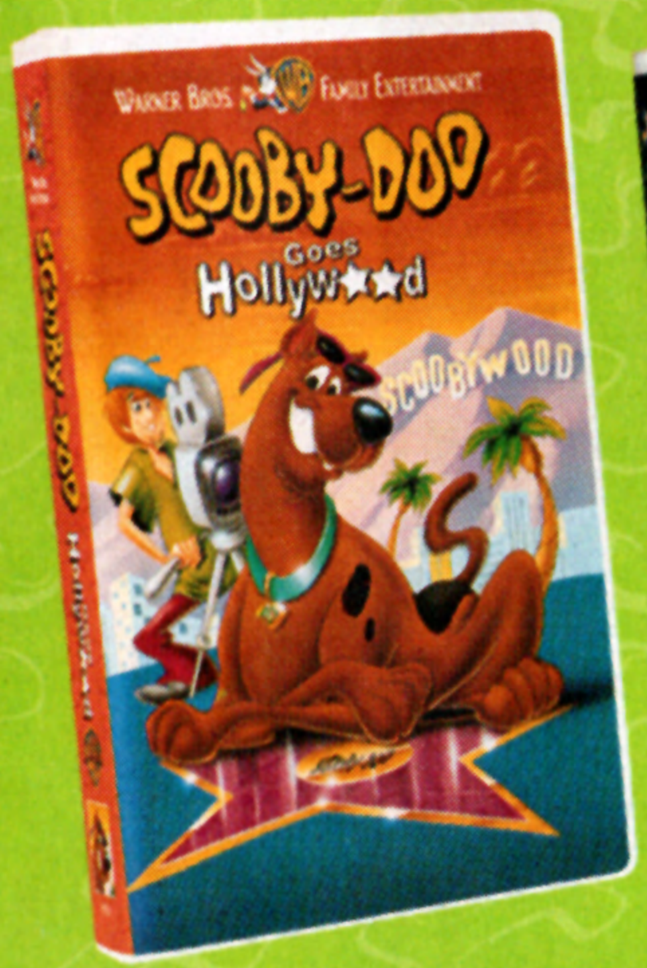
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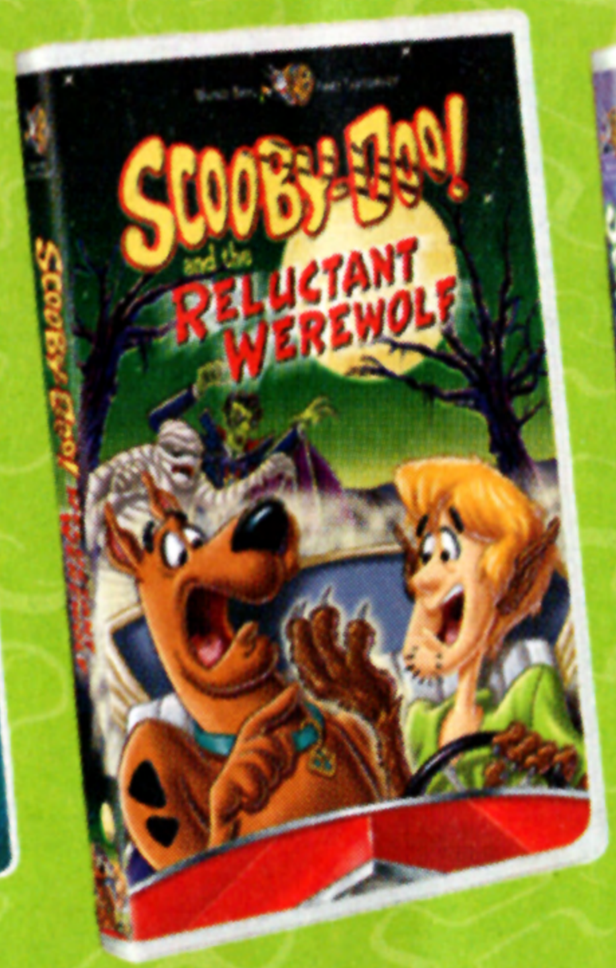
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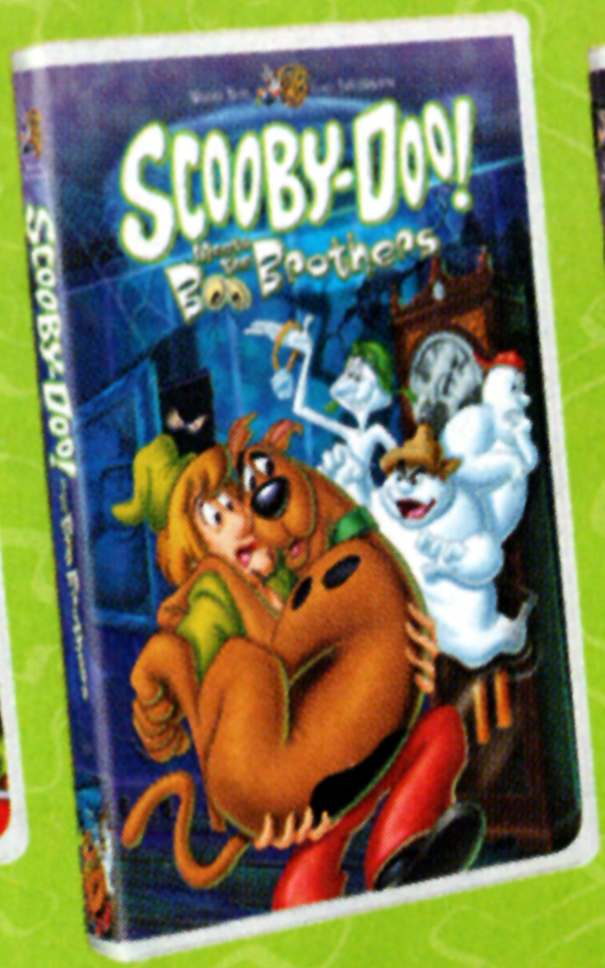
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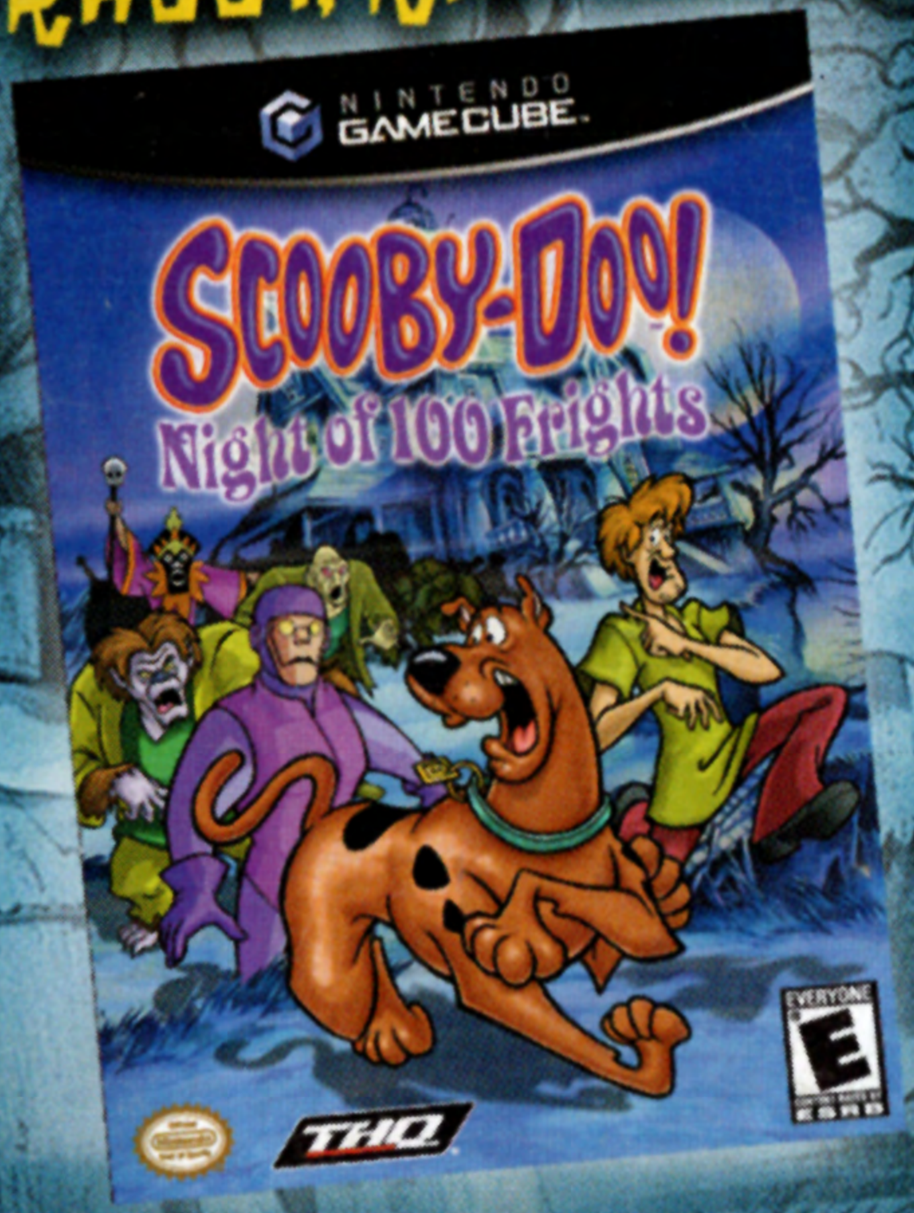
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