

GAME BOY ADVANCE

AGB-BMUE-USA

SCOOBY DOO 2

MONSTERS UNLEASHED



INSTRUCTION BOOKLET



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
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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.

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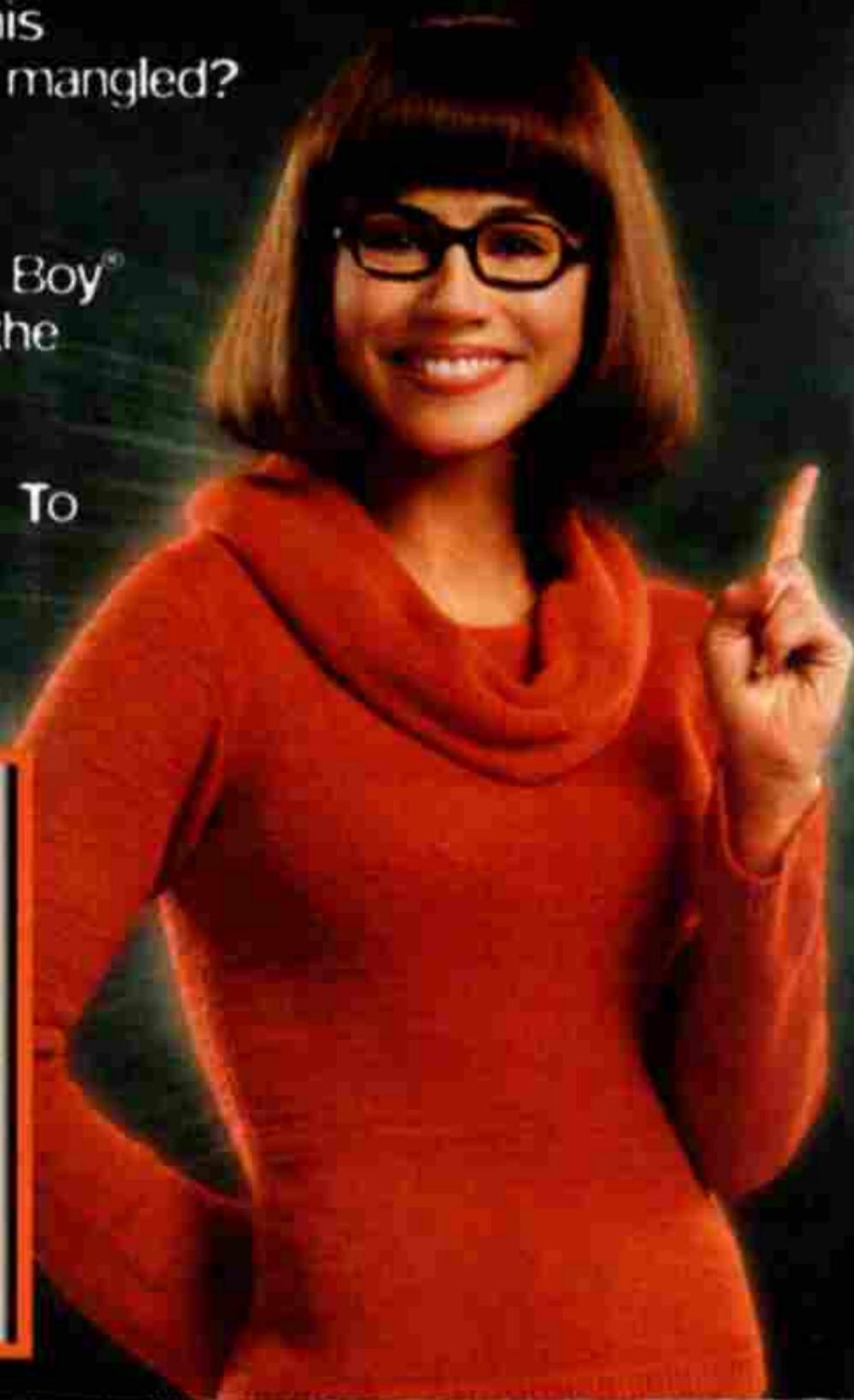


MONSTERS UNLEASHED!

Jinkies! Someone's brought to life the costumes of **Mystery, Inc.'s** greatest foes who are now threatening all of Coolsville! Can the gang unravel this monstrous mystery before their honor and hometown is mangled?

SETUP

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 2: Monsters Unleashed** 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).



CONTROLS

The following is a list of the controls used in Scooby-Doo 2: Monsters Unleashed.

Button	Action
START	Pause Screen
A Button	Jump/Action
B Button	Attack
R Button	Throw Item
A + B Button	Alternate Attack (while in air with jump, press B Button.)
Control Pad	Walk Left or Right; Tap twice to Run
Control Pad Up	Climb Ladder or Enter Door; Hold to Look Up
Control Pad Down	Duck; Crawl if Moving; Hold to Look Down



MAIN MENU



On the Main Menu, you have the following selections to choose from: Start Game, Password, Options. Once you complete a game, "Special Battles" appears. If you collect all **Scooby Snacks** in the game, "Mini Games" appears on the main menu. Use the Control Pad to scroll through the selections, the A Button to make the selection and the B Button to back out.

Start Game

This lets you begin a new game.

Password

Upon completion of each world you will be given a Password. The Password screen lets you enter a password to resume your game. Use the Control Pad to navigate around the menu and select the characters with the A Button. Select the left arrow or right arrow to edit the password you've entered. Press the B Button to exit the Password screen.

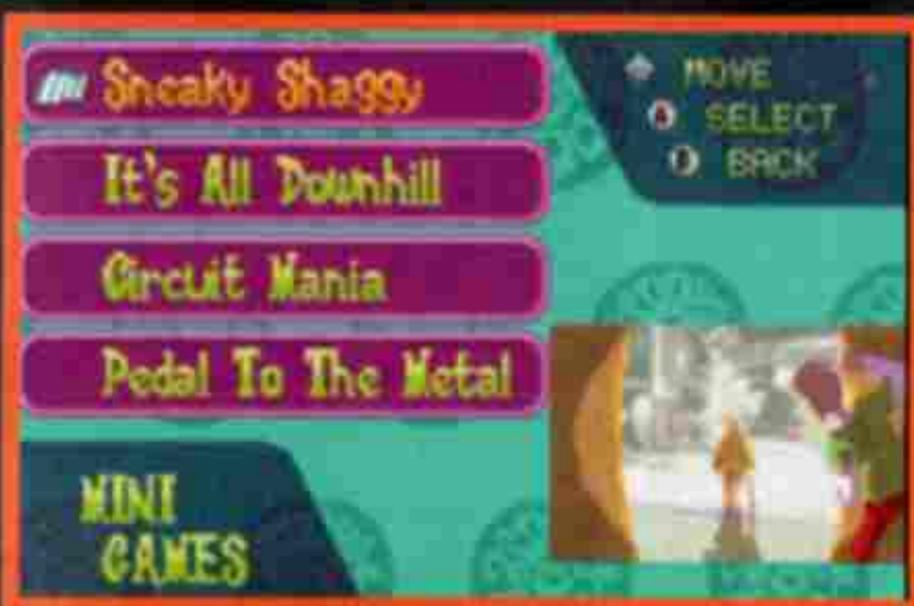


Options

This screen allows you to change or select the following options:

Music Test – Plays different songs from the game.

SFX Test – Plays different sound effects from the game.



Text – Toggles the text for the demos on and off.

Credits – Displays the names of the people who made the game.

Mini Games

Use this menu to play any mini-game that you've already unlocked. You may also use this screen to select the difficulty level of the mini game you want to play.



Special Battles

This menu allows you to rebattle monsters in completed games. This option is unlocked once a game is completed and all Scooby Snacks in that game have been collected.

PLAYING A GAME

Jeepers! The gang has gone from busting ghosts to public adoration! The Coolsville Criminology Museum has opened up an exhibit dedicated to costumes of Mystery, Inc.'s enemies – villains like **Redbeard's Ghost**, the **Tar Monster**, and the **Pterodactyl Ghost**.

But everything goes completely whacky when someone brings the costumes to life and sets them loose. Can they round up the reckless re-animates, unmask their masked leader and unravel the mystery of the Monsters Unleashed?



Area Select Screen

This is where you select the area of Coolsville you want to explore. Different sections of the city open up as you complete previous levels. Use the Control Pad to move between the various levels and the A Button to select it.

Stage Select Screen

On this screen, you can select the stage inside of a level. Use the Control Pad to move between the various stages and the A Button to select one. A Yellow Star on a stage means you collected all of the Scooby Snacks in that stage, which constitutes an extra try.



Story Screen

Here's where the story of Monsters Unleashed plays out. The picture of the person talking will appear next to their dialog. A picture of what's happening is displayed in the middle of the screen.



Mission Screen

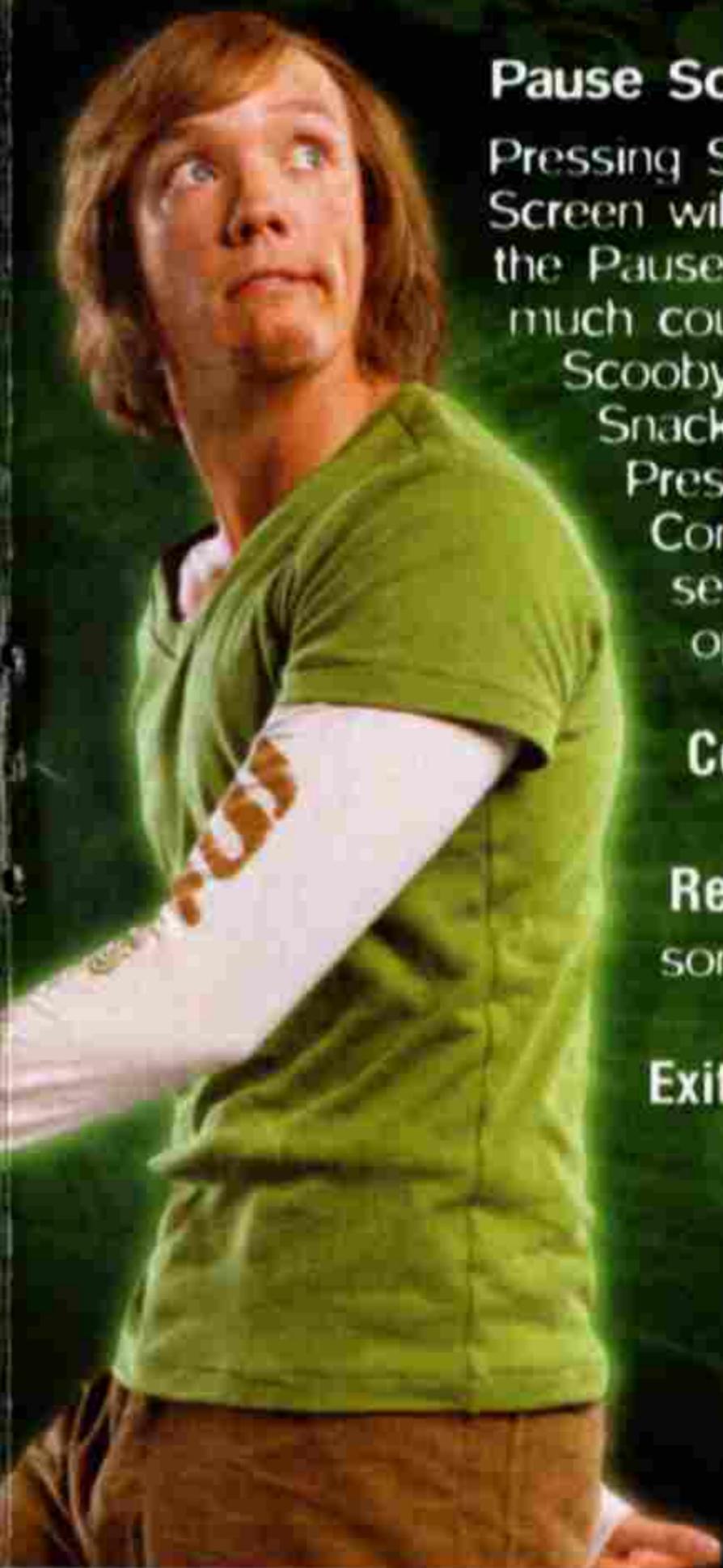
The Mission Screen is where a member of Mystery, Inc. fills you in on your mission objectives for that stage.



Game Screen

It's off to find some clues! In the upper-left corner is a picture of the character you're playing. The color bar to the right of the picture is their courage meter. The **Scooby** dog tags underneath indicate how many tries you have left to complete the game. The box in the top-middle shows if you have an object you can throw to defend yourself. And finally, the Scooby Snack counter is in the upper right-hand corner.

Mmmmm... Scooby Snacks...



Pause Screen

Pressing **START** from the Game Screen will Pause your game. From the Pause Screen you can see how much courage you have left, your Scooby Dog Tags, or any Scooby Snacks collected on this stage.

Pressing Up or Down on the Control Pad will allow you to select from the following options:



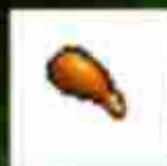
Continue – Go back to your game where you left off.

Retry – Start the stage over again, in case you missed some Scooby Snacks.

Exit – Exit your game and go back to the Main Menu.

PICK-UPS

Here are a few helpful items you may run into along the way:



Chicken: These tasty treats replenish half of your courage.



Hamburgers: These delicious morsels replenish all of your courage.



Scooby Snack (Single): These are found scattered throughout the game; when you collect all of the Scooby Snacks in a level you get an extra Scooby Medal.



Scooby Snacks (Box): When you've completed a level, a box of Scooby Snacks will fall near you. Chow down on this and it's off to another part of Coolsville.



Dog Tags: These are hard to find; picking them up will give you extra tries.

LEVELS

The mystery of the Monsters Unleashed will take the gang all over Coolsville, from the heart of the city to the oldest, scariest parts of town. Are you ready for it? Then let's go!

Coolsville Criminology Museum

Jeepers! Ghosts have, like, totally messed up your premiere! Can you take Scooby and the gang through the museum and clean up the mess?



Wickles Manor

Like no problem, Mystery, Inc. is on the case! Of course, the case requires a quick trip to complete Creepsville – the Wickles Family Manor! Can you survive the traps, ghosts, and the wrath of the Black Knight Ghost?



The Faux Ghost

With a little detective work, Shaggy and Scooby end up at the Faux Ghost – a nightclub for former baddies who were foiled by Mystery, Inc.! Can you help our terrified twosome find a few clues without blowing their cover?

Old Tyme Myning Towne

Back to the abandoned ghost town to save the day – only, there's a whole lot of monsters waiting there to welcome you. Zoinks!



Monster Hive

If you've trapped all those ghosts, unraveled all those clues, and tapped out all the levels, then this is the place for you – the final showdown with the Evil Masked Figure.



MINI-GAMES

Once you've played a mini-game in the story, you can go ahead and play it at any time directly from the Main Menu. Select the mini-game you want, then select the difficulty level.

Circuit Mania

Jinkies! You're definitely stuck in a sticky stickler! Try to make this crazy circuit work by using puzzle pieces to connect one side of the board to the other. The quicker you make the circuit, the better your score.



It's All Downhill

Zoinks! It's skeleton-city, man! Help **Shaggy** get away from the creepy crawlies by steering him down a slippery slope. The faster you get out of there, the higher your score.



Sneaky Shaggy

Shhh... you've, like, got to follow Old Man Wickles, man. But if he figures out that he's being followed he'll bolt! Use any objects you see to stay out of sight, but don't lose him!

Pedal to the Metal

There are a couple of ways you can wrangle this wacky race. First off is the Pterodactyl Attack. In this mode, you get to race the **Mystery Machine** around town while avoiding that kooky prehistoric ghost! Then, there's the Score Attack. In this yummy little mode, put your driving skills to the test when you zip through a whole lot of cars and other obstacles to pick up a bunch of spilled Scooby Snacks off the road.



Special Note: See the Scooby-Doo 2: Monsters Unleashed movie to get the secret code to unlock the special movie ending! To use the secret code, you'll need to defeat the Evil Masked Figure at the end of the game. After he's defeated, a special password screen will appear and you can enter the code. If you enter the wrong code, or if you'd just like to see the ending a second time, then you'll need to defeat the Evil Masked Figure again.



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

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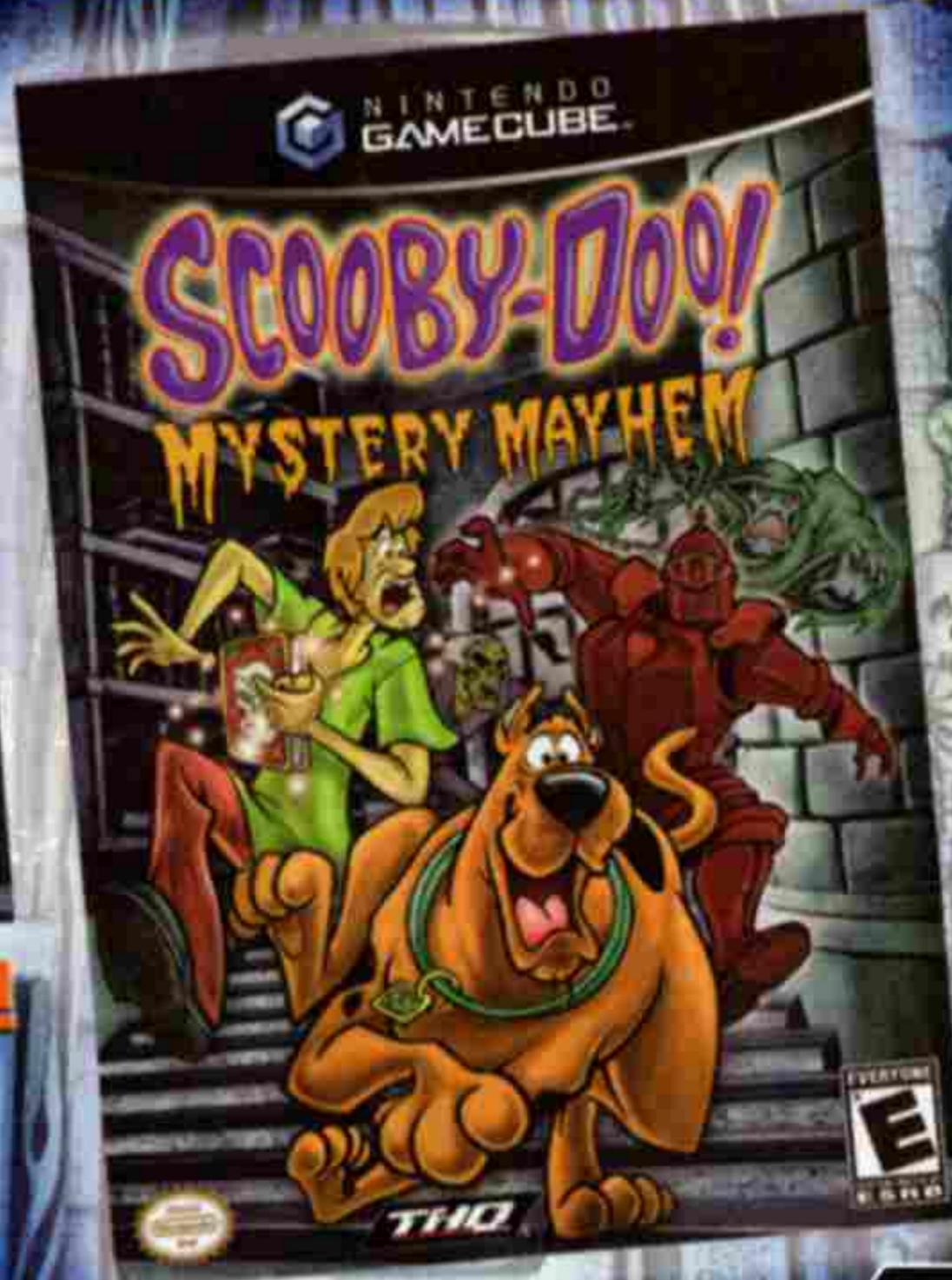
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