

SNS-AXDE-USA



SCOOBY-DOO MYSTERY



INSTRUCTION
BOOKLET

KIDS TO ADULTS



AGES 6+

SUNSOFT

AKkaim

entertainment, inc.

SUPER NINTENDO

ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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.



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS

Getting Started 3

Using the Controller 4

How to Play Scooby-Doo™ 7

Frightometer 9

Game Characters 10

Bonus Games 12



Scooby™ and Shaggy™ are off on another adventure, full of mystery and snacks! You'll have your paws full trying to solve puzzles, set traps, and still have time to eat!



LOADING:

1. Make sure the power switch is OFF.
2. Insert the Scooby-Doo Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.
3. Turn the power switch ON.

When the Scooby-Doo title screen appears, press the **START BUTTON**. To begin game play after or before setting options, highlight New Game and press the **START BUTTON**.



PASSWORDS

When you have completed a level, you will get a password allowing you to get to the next level. To start a password protected level, select the Password option on the introduction screen. To enter a password, press any direction on the **CONTROL PAD** to highlight a letter, and select it by pressing the **B Button**. When the password is complete, press the **START BUTTON**. You will then start play at the next level.



USING THE CONTROLLER



**Display map of
current level with
character locations**

**Talk with Velma™, Daphne™ or
Freddy™ (when next to them)**

Pause/resume game

Hold to sniff for objects

Run

**Throw selected
object**

Cycle through objects

Jump



START Button - The **START BUTTON** either pauses the game or initiates your choice from the menu. The **START BUTTON** also resumes play after the game has been paused.

SELECT Button - During the game, the **SELECT** button can cycle through the objects in Shaggy & Scooby's inventory. The object displayed in the center inventory box is the currently selected object.



X Button - Holding down the **X Button** while Shaggy & Scooby are walking causes Scooby to search the floor, sniffing for a scent. He can often reveal hidden objects by doing this and will snicker if he finds anything.

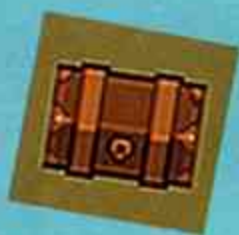
 **Y Button** - Holding the **Y Button** down while Shaggy & Scooby are walking causes them to start running. This can get them away from any trouble.



B Button - When the B Button is pressed, Shaggy & Scooby jump up in the air. Pressing the B Button while Shaggy & Scooby are walking makes them jump higher and further (this is increased again if it is pressed when they are running).

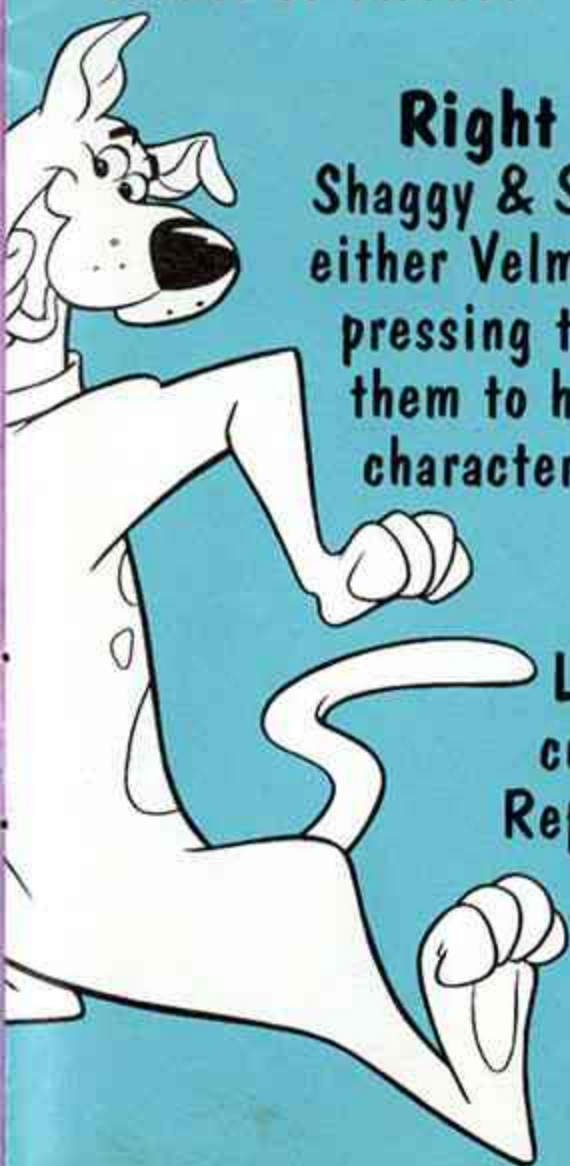
A Button - Pressing the A Button causes the throwable objects currently selected in the inventory to be thrown in the direction Shaggy & Scooby are facing. Throwing certain objects at the ghosts can scare them away. Objects such as the lamp and key cannot be thrown.

Right Trigger - When Shaggy & Scooby are standing by either Velma, Daphne or Freddy, pressing the Right trigger allows them to have a conversation with that character. (see Characters on page 10)



Left Trigger - Pressing the Left trigger displays a map of the current level on screen.

Representations of the game characters are displayed in their correct positions on the map.



HOW TO PLAY SCOOBY-DOO

The gang arrives at the various locations in the game and invariably finds a mystery! They can't leave until they've solved the mystery and caught the villain. Shaggy & Scooby have to walk around the various locations trying to find clues—some exposed, some hidden—in order to solve the mystery. Different areas of the map cannot be entered until a puzzle has been solved or an object is overcome. Objects found come in four categories:

Clues

Puzzles

Traps

Weapons



When objects are taken to Velma, she tells Shaggy & Scooby what they have found and whether it's a clue. Velma pieces the clues together. When she has them all, she can solve the mystery.



Next, Shaggy & Scooby have to find Freddy. He will devise a trap to catch the villain. From Freddy's blueprint of the trap, Shaggy & Scooby can see the objects they need to collect in order to build the trap.



The trap objects are visible throughout the game, but can only be picked up when required for the trap. When Freddy has all the trap objects, he builds the trap in an appropriate location. Shaggy & Scooby then have to find the villain and make him chase them, leading him into the trap!

FRIGHTOMETER

lives

frightometer

The Frightometer shows how frightened Shaggy & Scooby become as they try to complete the game. If it becomes completely full, Shaggy & Scooby are too frightened to continue

and run off! The amount of fright on the Frightometer can be reduced when Shaggy & Scooby are given a Scooby Snack by Daphne. Shaggy & Scooby will do almost anything for a Scooby Snack!



CAPTURE

Throughout the mysteries, gang members can be kidnapped by the villains. They are carried off to another area of the map and abandoned, tied up in a sack! Shaggy & Scooby have to find the missing gang members and release them so they can help Shaggy & Scooby solve the mystery.



GAME CHARACTERS

The other gang members help Shaggy & Scooby in various ways throughout the game. They perform specific tasks detailed below, as well as offering advice on puzzles and other aspects of the game.

VELMA - Velma identifies objects given to her. If she is given a clue, she tells Shaggy & Scooby what it is and keeps the object. When she has been given all the clues, she solves the mystery!



DAPHNE - Daphne gives out Scooby Snacks. She starts each level with 3. Shaggy & Scooby can go to her at any point and ask her for one.



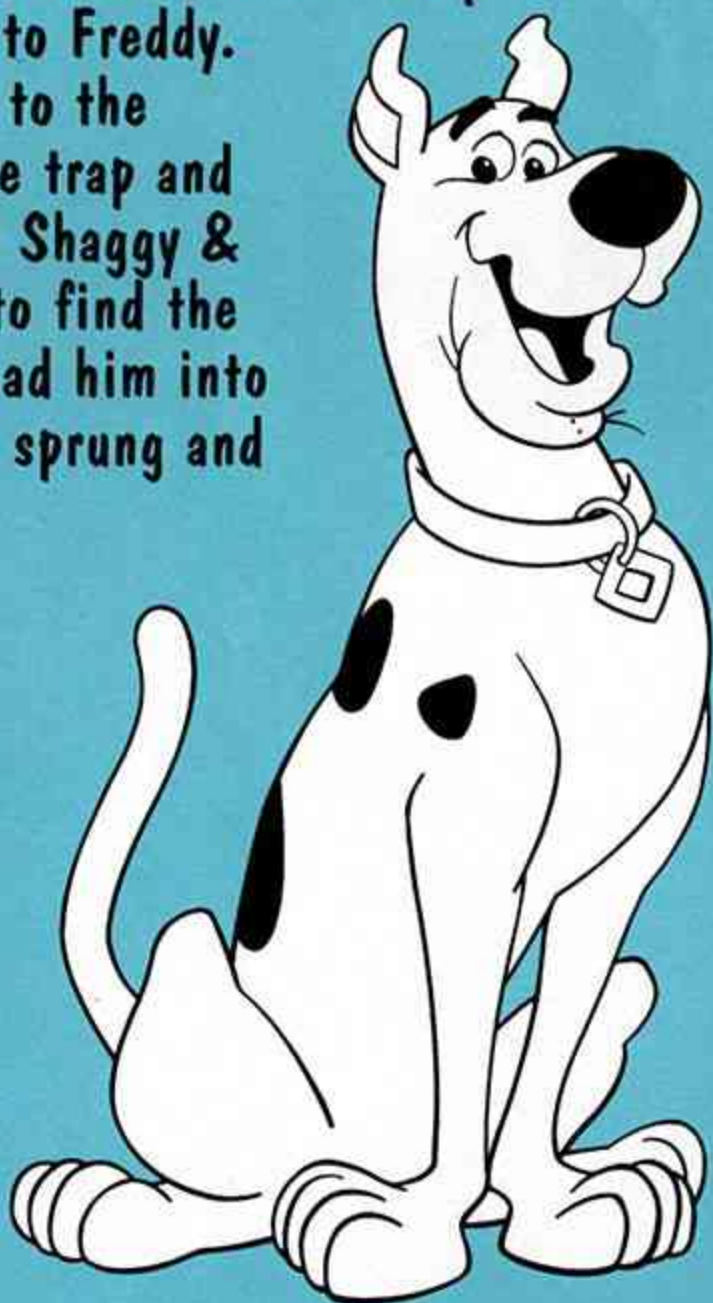
Each Scooby Snack makes Shaggy & Scooby brave enough to face anything and clears the Frightometer.



FREDDY - While the clues are being collected, Freddy tries to design a trap to catch the villain. When the mystery has been solved, Shaggy & Scooby have to find Freddy so he can show them the blueprint of the trap. This blueprint details all of the objects required to build the trap. Shaggy & Scooby's next task is to find all the trap objects and give them to Freddy. Freddy then moves off to the



location of the trap and constructs it. Shaggy & Scooby have to find the villain and lead him into the trap so the trap is sprung and the villain is caught.



BONUS GAMES

At various points in the game, Shaggy & Scooby have the opportunity to earn Scooby Snacks and extra lives.

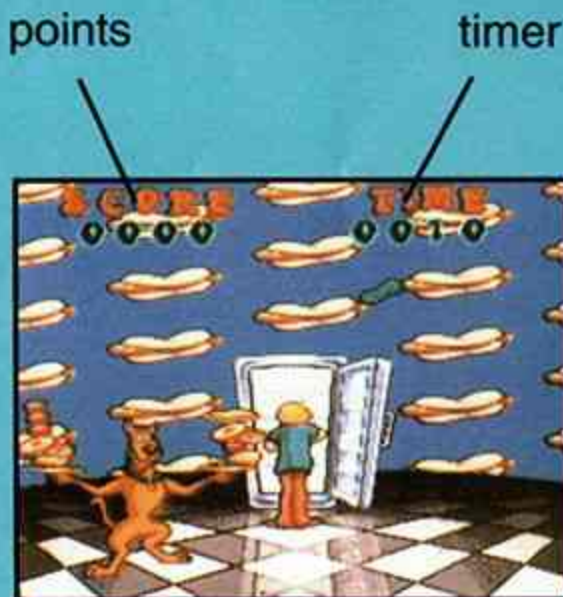


WAC-A-MONSTER

During this game, Shaggy has to hit as many ghosts and ghouls as possible as they pop up from vases. If any of the gang members are hit by accident, the time allocated for this game is reduced.

SCOOBY™ SANDWICH SPECIALS

During this game, Shaggy throws food items from the refrigerator at Scooby, who has to try to catch them on the top of his sandwich pile. Each item still in the



sandwich special at the end of allocated time is replaced by points. The more points you get, the better the reward at the end of this game. Be careful to keep Scooby balanced, or he's likely to lose his load!

NOTES



ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pack, free of charge to the original purchaser (except for the cost of returning the game pack) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pack requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept.(516) 759-7800

Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc.

One Acclaim Plaza, Glen Cove, New York 11542-2777

©1995 Hanna-Barbera Productions, Inc. All Rights Reserved. Technical portions ©1995 Acclaim Entertainment, Inc. All Rights Reserved. "Scooby-Doo"® and all related characters and elements are trademarks of Hanna-Barbera Productions, Inc. Licensed by Turner New Media, a division of Turner Home Entertainment, Inc. "SCOOBY-DOO, WHERE ARE YOU", (Ben Raleigh, David Mook) © 1969 UNICHAPPELL MUSIC, INC. All rights reserved. Used by Permission. Developed by Argonaut Software Ltd. Sunsoft is a registered trademark of Sun Electronics Corporation. ©1995 Sunsoft of America. All rights reserved. Big Hurt™ is a registered trademark of Frank Thomas and licensed for use to Big Hurt Enterprises, Inc. Unauthorized use is strictly prohibited. Big Hurt Enterprises has granted a limited license to Acclaim Entertainment, Inc. Officially licensed by the Major League Baseball Players Association MLBPA Logo © MLBPA MSA. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1995 Acclaim Entertainment, Inc. All Rights Reserved.

FRANK
THOMAS

DIG HURT

TM

BASEBALL



REALISTIC MOTION CAPTURE
PITCHING AND FIELDING!



ULTIMATE GRAPHICS PUT YOU
RIGHT IN THE BATTER'S BOX!



IT'S ROPED DOWN
THE THIRD BASE LINE!

STATS INC.

SUPER NINTENDO
GAME BOY

GAME BOY

Acclaim
entertainment, inc.



Contact the ESRB at 1-800-771-3772 for more information on game ratings.

Marketed by Acclaim. Distributed by Acclaim Distribution, Inc.,

One Acclaim Plaza, Glen Cove, NY 11542-2777.

PRINTED IN JAPAN