GAME BOY® ADVANCE

AGB-B25E-USA

SCOOBY-DOO!™ UNMASKED

INSTRUCTION BOOKLET

THQ®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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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SCOOBY-DOO! UNMASKED

Scooby and the gang are really looking forward to meeting Fred's cousin, Jed. But when they arrive at the Monstrous Fright & Magic special effects company, Jed is nowhere to be found. If that wasn't enough, the company's top-secret Mubber formula, an amazing invention that allows Monstrous Fright & Magic to create the most realistic monster costumes ever conceived, has also disappeared—and Jed is the prime suspect! With Mubber-fied monsters popping up all over the place, it's up to *Scooby-Doo* and the super-sleuths of Mystery, Inc. to stop the creepy costumed creatures, unmask the truth—and prove Jed's innocence once and for all. **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! Unmasked 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 / Scan Inventory / Search Clues / Choose Direction/ Lean Cart Left or Right (Fred's Roller-Coaster Game)
A Button	Talk / Jump / Choose Item / Enter Level
B Button	Cancel / Back / Attack / Solve Mystery
START	Game Start / Pause
Control Pad Down + B Button	Crawl / Slide Attack
L Button + Control Pad	Scan your surroundings
R Button	Costume Inventory
Control Pad + A Button	Switch Tracks (Fred's Roller-Coaster Game)

MAIN MENU

- **NEW GAME** – Like, Wow! Begin a brand new game of Scooby-Doo! Unmasked.

- **PASSWORD** – Enter the password from a previously played game to pick up where you left off. Your password will save the following:
  - Clues acquired
  - Ingredients acquired
  - Health Medals acquired
  - All Mubber, *Scooby Snacks*, and Costumes previously acquired in a level will be lost.

- **OPTIONS** – You can turn the music or sound effects on or off, or change the language.

- **CREDITS** – Check out the guys and gals who created this groovy game.

PAUSE MENU

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

- **CONTINUE** – Return to the game, when you're ready for more monstrous action.
- **PASSWORD** – Obtain a password to save your current progress in the game.
- **OPTIONS** – Change sound options and language settings.
  - 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.

- **QUIT** – Exit game.

EPISODE HUBS

Once you've started a new game or entered a password, you'll be taken to an episode hub where you can interact with all the characters of Mystery, Inc. and enter various game levels. You can talk to Fred or Daphne about the caper at hand, or with Velma to help her determine which clues you've found are TRUE and which ones are FALSE. You can even talk to Shaggy to play a cooking mini-game—but only if you've collected enough ingredients during that level.

GAMEPLAY SCREEN

Please refer to the items section of the manual for descriptions.

ITEMS

Scooby Snacks: Collect 100 Scooby Snacks and regain 1 Health Medal.

Scooby Snack Boxes: These rare items are worth 100 Scooby Snacks each.

Clues: Collect as many clues as you can, then visit Velma to help her identify which ones are TRUE and which ones are FALSE. You can only solve the game's mystery if you've picked up and correctly identified enough clues.

Recipe Ingredients: Collect at least 4 of these tasty treats, then find Shaggy to play a mouthwatering mini-game with him—winner eat all!

Mubber: The secret to Monstrous Fright & Magic's remarkable monster costumes, collect as much of this amazing stuff as you can to create a few incredible costumes of your own.

Scooby Medals: These indicate Scooby's health level. Each time Scooby is scared or hurt, he loses a medal. If he gets to zero, he'll have to restart at the last checkpoint.

COSTUMES

Scooby-Dooby-Doo! These costumes give Scooby some pretty groovy abilities. You can find the Kung Fu costume in episode 1, the Bat costume in episode 2, and the Robin Hood costume in episode 3.

Kung Fu Costume: Use your powerful punch to destroy tough crates and unbreakable walls, and to move heavy crates or heavy trampolines.

Bat Costume: Use your wings to glide around the levels or float above fans.

Robin Hood Costume: Use your Plunger-Arrows to defeat enemies from a safe distance or create vertical trampolines to move up steep surfaces.

These incredible costumes also provide Scooby with additional protection. While wearing them, he'll lose Mubber instead of Health Medals, until he runs out of Mubber. Just watch out for UV lights—they'll like, sap your Mubber supply. And if you run out of Mubber while wearing a costume, the costume goes back into inventory until you collect enough Mubber to put it back on.

MUBBER MACHINES

Once you've found a costume in an episode, you can always recreate it in the various Mubber Machines located throughout the game. To create a costume, you must have enough Mubber before approaching the Mubber Machine. If you don't, a red X will appear over your Mubber Container in the top right corner of the screen. Sorry, Scoob!

VELMA'S NOTEBOOK

Jinkies! In all mysteries, there are some clues that are helpful in solving the case (those are called TRUE clues) while others are there just to throw you off (those are called FALSE clues). Velma needs you to mark each clue you find TRUE or FALSE so she can get to the bottom of things as quickly as possible. Her investigative instincts will tell you if you're on the right track or if you're headed in the wrong direction, so listen carefully to her advice and play around with the clues one at a time to solve this mystery once and for all!

SHAGGY'S COOKING GAME

Like, let's get cooking, Scoob! The object of the game is to line up (horizontally, vertically, or diagonally) three identical ingredients. You can choose any ingredients you like, but only those Shaggy or Scooby are thinking about count toward the total you have to complete, so be sure to pay attention. The first time you complete the Cooking Game in an episode, you'll earn an extra Health Medal.

FRED'S ROLLER-COASTER & TRAP GAMES

Hold on tight, Scoob! Once per episode, you must successfully navigate Shaggy and Scooby through the twists and turns of a hair-raising roller-coaster ride to collect trap pieces. Keep your eyes peeled at all times and pay attention to the red arrows on the ground to spot and avoid upcoming obstacles! After each ride you must visit Fred and help him corner the game's villain. To do this, follow the cursor and hit the button it indicates. But be careful, every error will cost you one trap piece. The longer you last, the closer you get to revealing and trapping the villain. Once you've successfully completed this Trap Game, you're ready to confront the villain and discover his or her true identity. Reah!

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SCOOBY-DOO!™ UNMASKED

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CONTENT RATED BY ESRB

Cartoon Violence

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