Nintendo

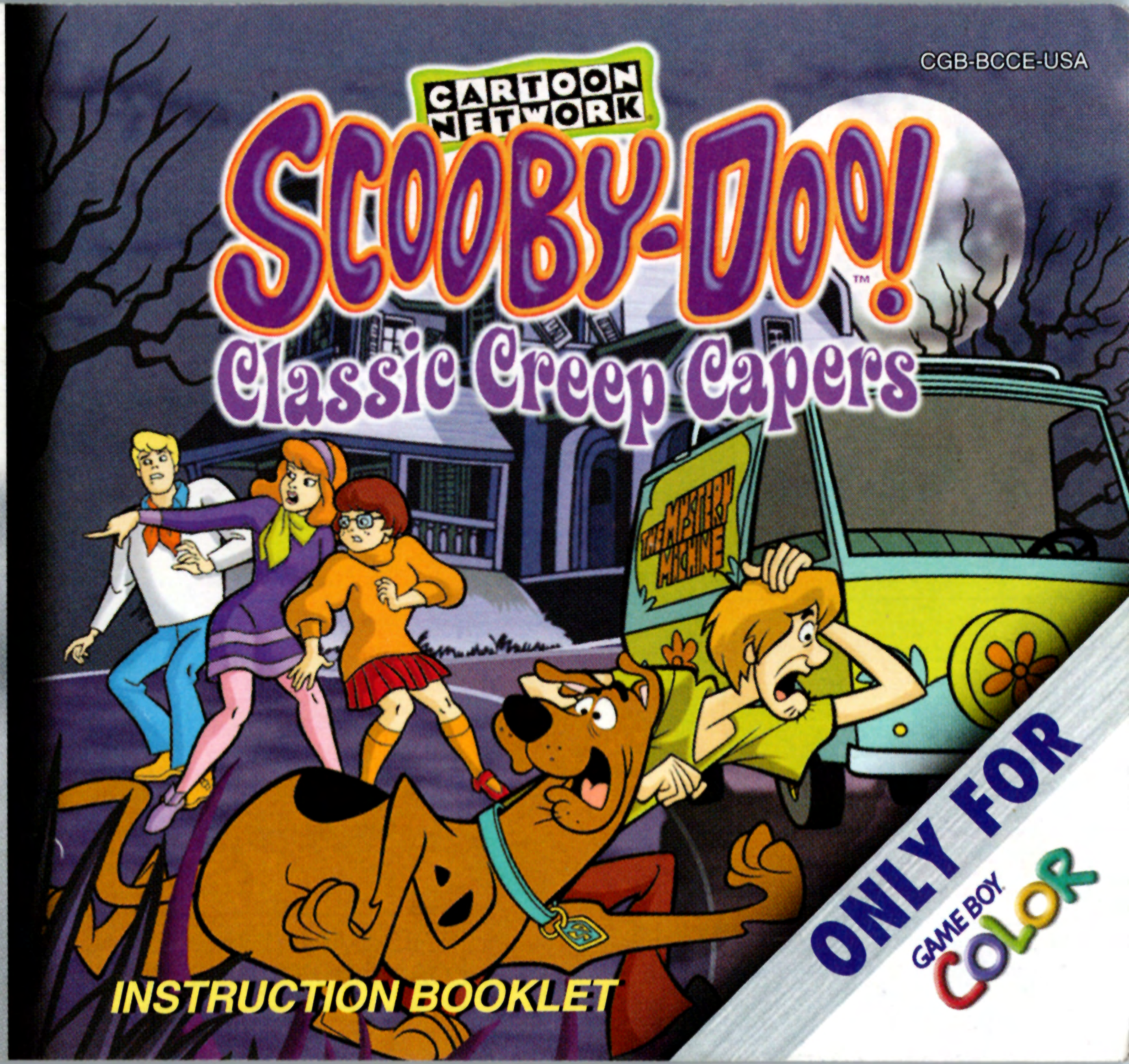
GAME BOY COLOR

CGB-BCCE-USA

CARTOON NETWORK

SCOOBY-DOO!™

Classic Creep Capers



INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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



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.



EVERYONE

Visit www.esrb.org or call **1-800-771-3772** for rating information.

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. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

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

CONTENTS

Nowhere to Hyde 2
Set Up 4
Controls 6
Main Menu 8
Options 9
Here's Our Plan 10
Game Screen 12
Inventory Screen 14
Pause 15
Character Select Screen . . 16
Game Chapters 17
Passwords 23
Limited Warranty 33

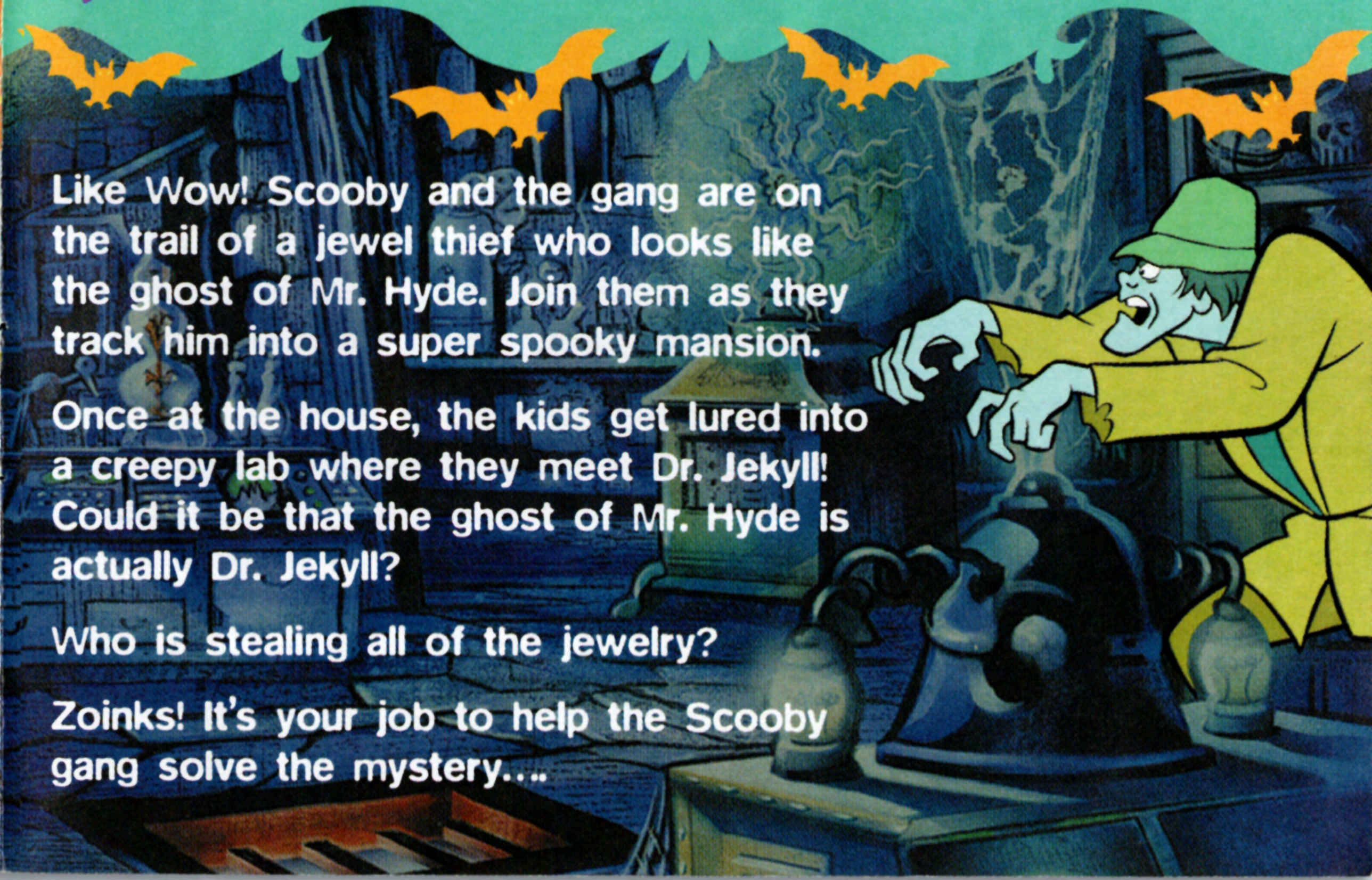
CARTOON NETWORK

SCOOBY-DOO!

Classic Creep Capers



NOWHERE TO HYDE



Like Wow! Scooby and the gang are on the trail of a jewel thief who looks like the ghost of Mr. Hyde. Join them as they track him into a super spooky mansion.

Once at the house, the kids get lured into a creepy lab where they meet Dr. Jekyll! Could it be that the ghost of Mr. Hyde is actually Dr. Jekyll?

Who is stealing all of the jewelry?

Zoinks! It's your job to help the Scooby gang solve the mystery....

SET UP

1. Turn the POWER switch OFF on your Nintendo Game Boy® Color. Never insert or remove a Game Pak when the power is on.
2. Insert the SCOOBY-DOO! CLASSIC CREEP CAPERS Game Pak into the slot on the Game Boy. Press firmly to lock the Game Pak in place.
3. Turn the POWER switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
4. When the Title screen appears, press START to proceed to the Main Menu.

PRECAUTIONS

- Always turn the POWER OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods of time.

CONTROLS



MENU CONTROLS

CONTROL PAD	Select option/item.
A BUTTON	Confirm selection.
B BUTTON	Cancel selection/Open Inventory screen (see page 14).
START	Confirm selection/Pause game (see page 15).
SELECT	Open Character Select screen (see page 16).

GAMEPLAY CONTROLS

↑/↓	Move character up/down.
←/→	Move character left/right.
A BUTTON	Use item. Hold down the A Button to select the item, and then press the Control Pad to use it, as follows:
	A + ↑ Examine item.
	A + ← Talk to someone/Eat item.
	A + → Take item/Use item.
START	Pause game (see page 15).

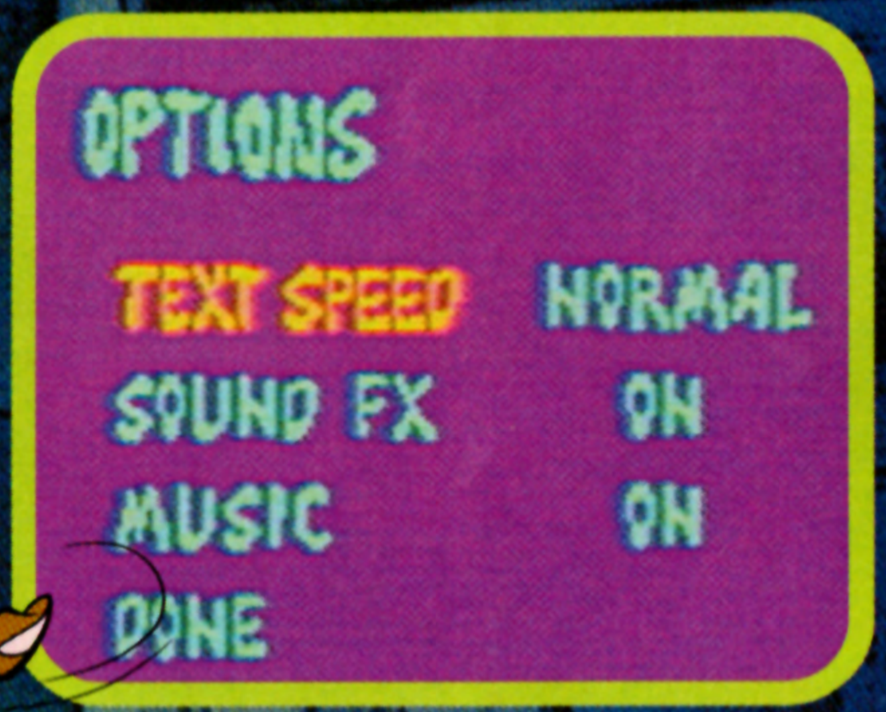
MAIN MENU

- START GAME – Start a new game from the beginning.
- CONTINUE – Using a password, access a previously completed level to continue where you left off. See page 23 for more information.
- OPTIONS – Customize the game before solving the mystery! See page 9.



OPTIONS

- TEXT SPEED- Speed up the on-screen text display, or slow it down.
- SOUND FX – Turn the game's sound effects ON or OFF.
- MUSIC – Turn the game's music ON or OFF.
- DONE – Return to the Main Menu.



HERE'S OUR PLAN ...

Your goal in SCOOBY-DOO! CLASSIC CREEP CAPERS is to solve the mystery of Mr. Hyde. To achieve this goal, you need to search for clues, collect items, talk to people, explore rooms and make traps!



Here are some tips to help you out:

- Be smart! Carefully read what each character has to say. Their dialog could give you a clue!
- Good luck, you're going to need it!

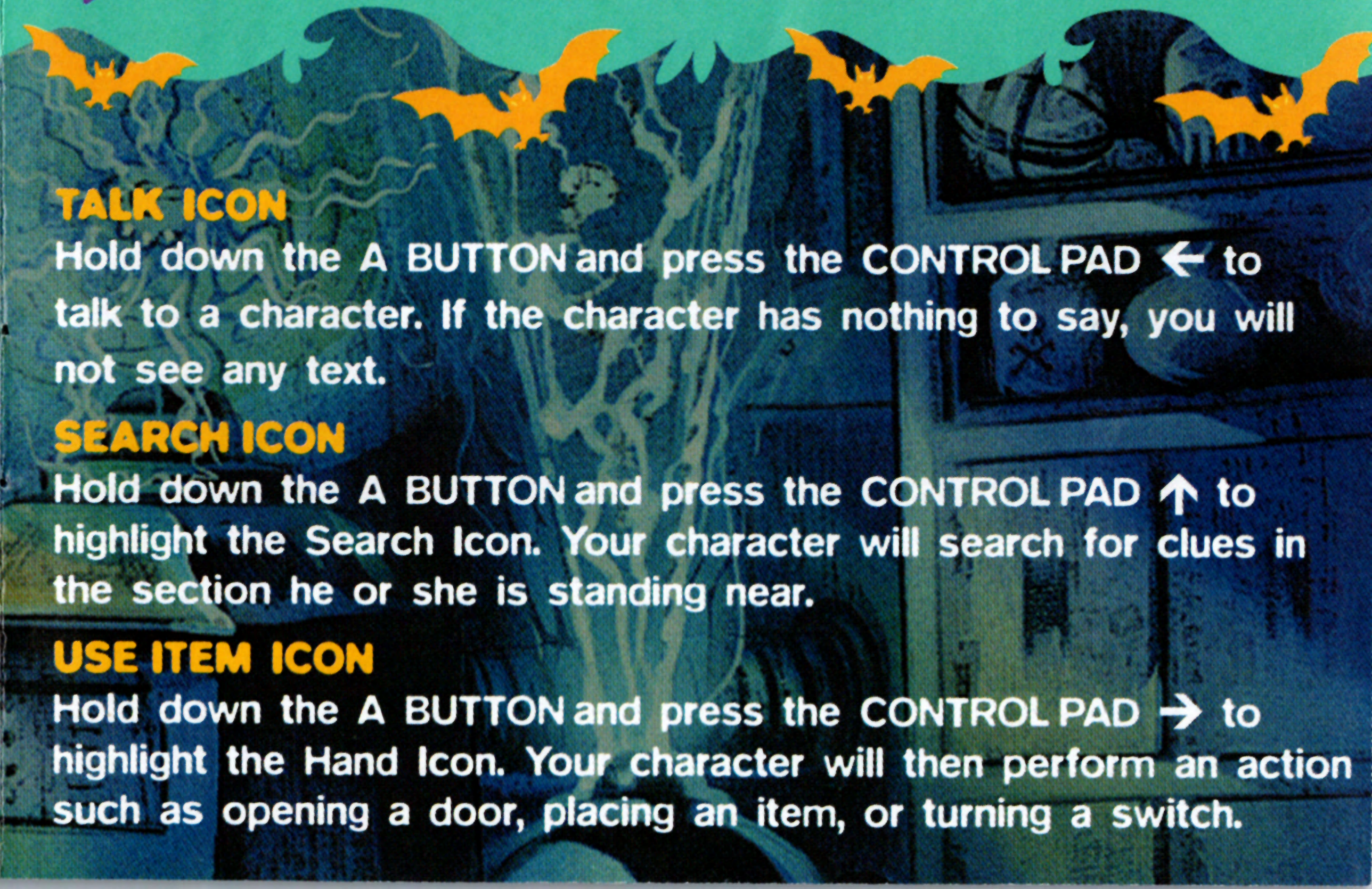


GAME SCREEN



Search Icon Talking Icon Use Item Icon

- The status bar at the bottom of the screen will let you now what actions are available.
- If the character you are talking to has nothing to say, no icon will appear.



TALK ICON

Hold down the A BUTTON and press the CONTROL PAD ← to talk to a character. If the character has nothing to say, you will not see any text.

SEARCH ICON

Hold down the A BUTTON and press the CONTROL PAD ↑ to highlight the Search Icon. Your character will search for clues in the section he or she is standing near.

USE ITEM ICON

Hold down the A BUTTON and press the CONTROL PAD → to highlight the Hand Icon. Your character will then perform an action such as opening a door, placing an item, or turning a switch.

INVENTORY SCREEN



- Press the B BUTTON to open up the Inventory screen.
- Use the CONTROL PAD to highlight an item.
- Press the A BUTTON to select a highlighted item. When you move your cursor, the character will automatically "examine" the object.
- Press the B BUTTON again to exit this screen.
- When you return to playing the game, hold down the A BUTTON and press the CONTROL PAD ↓ to use the Inventory item you selected.

PAUSE

Press START during play to pause the game. While paused, you can access the following options:

- START – Un-pause and return to the game.

Press SELECT during play to go to the Character Select screen, where you can change your character. See page 16 for details.



CHARACTER SELECT SCREEN

- During play or while on the Pause screen, press SELECT to open up the Character Select screen.
- Press the CONTROL PAD ←/→ to cycle through characters.
- Press the A BUTTON to select a character as your player and return to the game.
- Press the B BUTTON to cancel and exit the screen.



GAME CHAPTERS

CHAPTER 1: IT'S A MYSTERY

Help Scooby and the gang get into Jekyll Labs! Navigate Velma as she searches the mansion for a secret code that will open the lab door. You will also have to help Velma search for clues in another part of the mansion. Remember to explore every area in each of the rooms. Look at items such as books and pictures – They might hold clues. Watch out for lab worker robots and ghosts! Zoinks!



CHAPTER 2: BOO'S CLUES

"Like wow, Scoob, it looks like we need to cut the cheese." "Reah!" It looks like it's up to Scooby and Shaggy to solve this part of the mystery. Of course, they come to a dead end, but it's not just any dead end – it's a dead end made of cheese. Find a way to get past the cheese. Search for clues that will help you find something to...cut the cheese. Help Shaggy and Scooby get into the attic to search for a key. Don't forget to search for Fred.



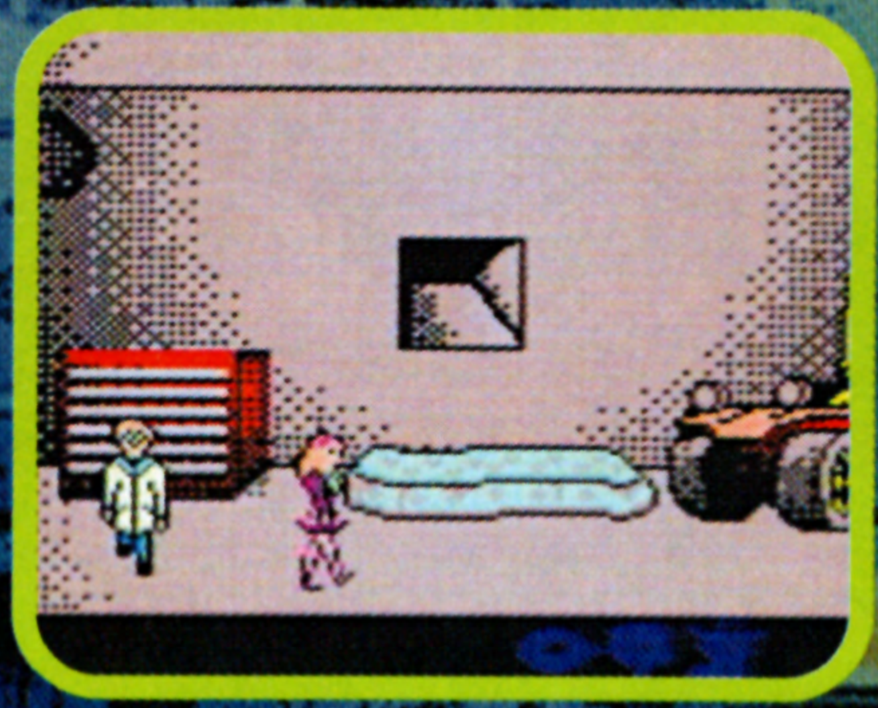
CHAPTER 3: CHEMO-SABOTAGE

Uh-oh, it looks like Scooby and Shaggy have to help out with an experiment being conducted on Daphne. Of course our heroes will have to find a way to rescue her. In this level, Scooby and Shaggy have to gather items the mad scientist asks for. Try to figure out a way to stop the mad scientist. Make sure you watch out for Lab Robots and try and turn off their power. Just like Fred always says, "Would you do it for a Scooby Snack?"



CHAPTER 4: JAIL BREAK?

Our heroes need to free Daphne and Fred from their captors who are holding them under lock and key. Don't forget to ask Scooby about the key. Next, help the gange discover the identity of the Ghost of Mr. Hyde. Who could it be?



CHAPTER 5: THE PLAN

Now it's up to the gang to capture their ghost. Of course, the gang will have to go in disguise so they don't get caught. Help Velma and Shaggy explore the mansion for items to make a good trap. Once you have enough items, you will be taken to the next level. Watch out for the Ghost of Mr. Hyde. He looks a little green!



CHAPTER 6: THE FINALE

Zoinks! It's time for a chase, Scooby style! Watch out! Fred has a plan so listen carefully if you want to trap that ghost.

Watch out! Ghosts tend to run after the gang. Make sure you don't let Scooby and Shaggy get caught. You never know what might happen.

"Relp!"



PASSWORDS

After successfully completing a level, you will be given a password. The password lets you resume your game at the end of your last completed chapter.



To enter your password, select CONTINUE from the Main Menu. Then use the Control Pad to highlight a symbol and press the A button to select it. Select the B button to delete a symbol. When your password is complete, press the Start button to proceed to the game. If you have entered the password correctly, you will be prompted with the Chapter introduction screen.

OWN IT ONLY ON VIDEO AND DVD™!





SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera.
© 2000 Warner Home Video. All rights reserved.



CARTOON NETWORK™

SCOOBY-DOO!™

JEEPERS!

IT'S AN EXPANDABLE CARD GAME

Whether you are new to the show or a long time fan, the Scooby-Doo ECG gives you the chance to use Scooby-Doo, Shaggy, Velma, Daphne and Fred in an exciting game that puts you into the middle of the action.

Available now in two-player starter decks with everything you need to get started and 12 Card Booster Packs, sold separately.



SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera © 2000. CARTOON NETWORK and logo are trademarks of Cartoon Network © 2000. The U.S. Playing Card Co., Cincinnati, Ohio 45212 Made in USA

LOOK FOR THESE MUSICAL ENCOUNTERS OF THE SCOOBY-DOO™ KIND!



Scooby-Doo's™ Snack Tracks (75504/05)



Scooby-Doo™ & The Alien Invaders (79869/70)



Scooby-Doo™ And The Witch's Ghost (75708/09)

Available on CD and Cassette wherever fun music is sold!

KID RHINO

Visit Kid Rhino on the Web at www.kidrhino.com

SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera © 2000. CARTOON NETWORK and logo are trademarks of Cartoon Network © 2000.

GREAT FOOD, COOL TOYS, KIDS ONLY!



Big Kids (like you) only deserve the best kind of fun, food and toys. We know what you guys want and it's exactly what you're going to get at BURGER KING®. We're awesome at whipping up great tasting food and dishing out cool toys so you can power up and play hard. So when you're ready to be a wild child, check us out, we've made everything special just for you!

BURGER KING™

BURGER KING BIG KIDS

™ AND © 2000 BURGER KING BRANDS, INC. (USA ONLY). ™ AND © 2000 BURGER KING CORPORATION (OUTSIDE USA). ALL RIGHTS RESERVED.



SCOOBY-DOO!™ WHERE ARE YOU?

...IN TWO NEW SNACKALICIOUS "SCOOBY-DOO™ AND THE ALIEN INVADERS" BOOKS FROM SCHOLASTIC!



SCOOBY-DOO™
AND THE ALIEN INVADERS
Price: $3.50



SCOOBY-DOO™ AND
ALIENS TOO!
Price: $3.50

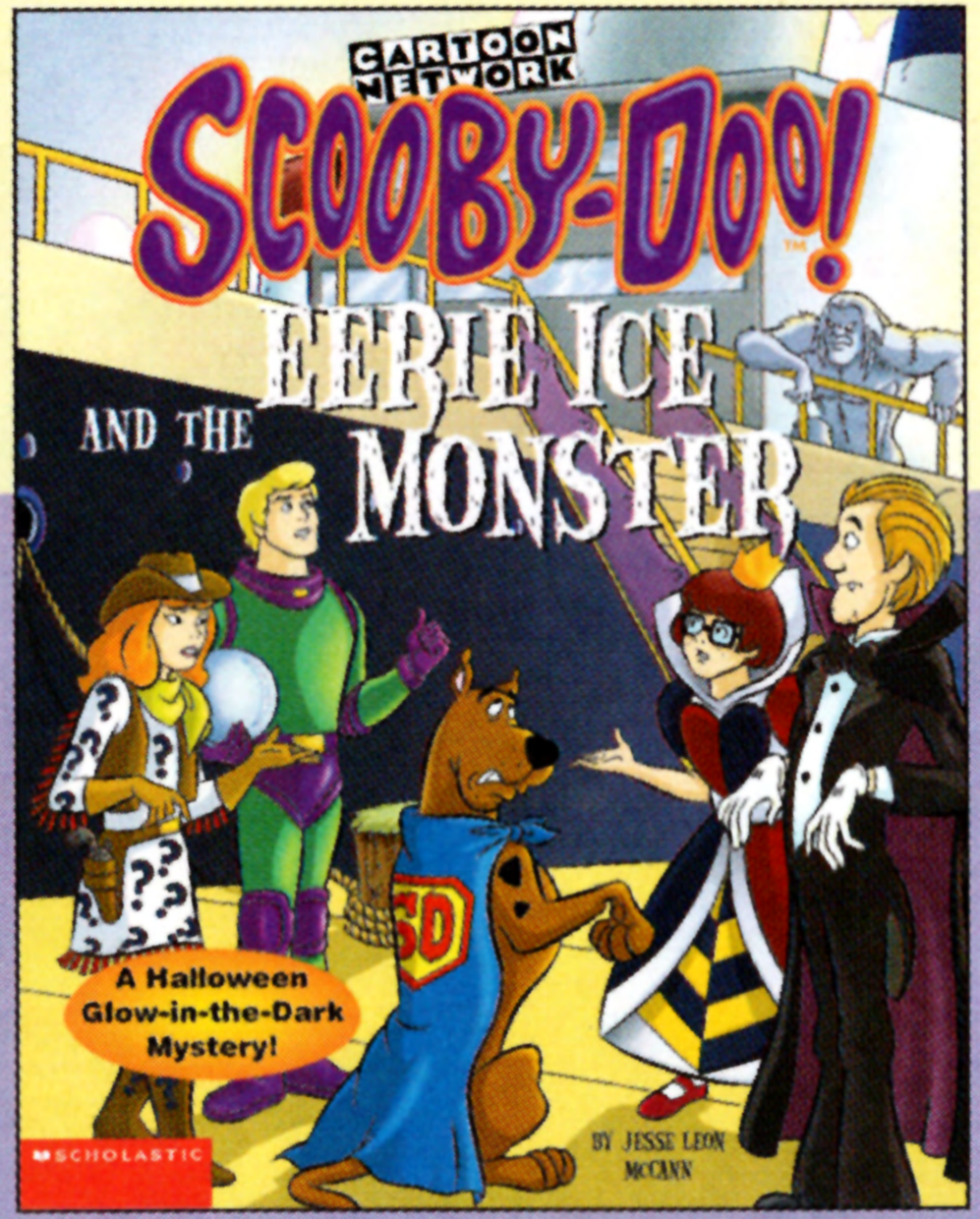
In these retellings of the new direct-to-video movie, we find the Mystery, Inc. gang on their way across the desert. Everything's hunky-dory until a UFO appears and aliens abduct Shaggy and Scooby-Doo!

AVAILABLE AT BOOKSTORES EVERYWHERE.
Visit us at www.scholastic.com

SCHOLASTIC

SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera © 2001.

WORLDWIDE PUBLISHING
TM



SCOOBY-DOO!™

WHERE ARE YOU?

IN AN ALL-NEW GLOW-IN-THE-DARK MYSTERY FROM SCHOLASTIC!

SCOOBY-DOO™
AND THE EERIE ICE MONSTER
PRICE: $5.99

Scooby-Doo and the gang take a Halloween Costume Ball cruise on Alaska's Glacier Bay. When a spooky ice monster shows up, can the team unmask the frozen fiend? Luckily, they'll have help from readers who can follow the glow-in-the-dark clues!

SCHOLASTIC

SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera © 2001

WORLDWIDE PUBLISHING TM

Golden Books®



Its Better than Good... ...its Golden!

LOOK FOR THESE AND MORE WHEREVER BOOKS ARE SOLD!

CARTOON NETWORK™

come play goldenbooks .com

© 2000 Golden Books Publishing Co., Inc.SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera ©2000. CARTOON NETWORK and logo are trademarks of Cartoon Network ©2000.



Get $3.00 Back

by Mail

When You Buy

Pogo-Jumping Scooby-Doo

see back for details

CARTOON NETWORK™

SCOOBY-DOO!™

SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera ' 2000.
CARTOON NETWORK and the logo are trademarks of Cartoon Network ' 2000.

Here's how you get your $3.00 Pogo-Jumping Scooby-Doo™ rebate

1.) Clearly type or hand print your name and address on this form.

2.) Send in a stamped envelope that includes the following terms: (a.) this form (b.) the complete UPC symbol from a Pogo-Jumping Scooby-Doo box and (c.) your original cash register receipt from the purchase of Pogo Jumping Scooby-Doo to:

Equity Marketing, Inc.
ATTENTION: POGO REBATE
6330 San Vicente Boulevard
Los Angeles, CA 90048

Requests must be postmarked by March 31, 2001. This form must accompanyyour request. Offer good only in the US it's territories and possessions in Canada. For U.S. residents, rebate will be paid US$3. For Canadian residents,rebate will be paid $3 Cdn. while product supplies last. Please allow 6 to 8 weeks for shipment. Reproduction, sale or trade of this form or UPC symbol must be obtained from a product purchased by you. No requests from groups, clubs or organizations will be honored. Equity Marketing Inc., is not responsible for and will not honor illegible, lost, late, undelivered or noncomplying request. Offer expires 03/15/01. Cash redemption value 1/100 of 1 cent.

Name _____

Address _____ Apt _____

City _____ St./Province _____ Zip/Postal _____

- Mail in offer only -
Not Payable at Retail Store
This is an Equity Marketing, Inc. offer

CARTOON NETWORK SCOOBY-DOO!

UPC# 7-97191-27382-4

7 97191 27382 4

SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera ' 2000.
CARTOON NETWORK and the logo are trademarks of Cartoon Network ' 2000

LIMITED WARRANTY

Warranty and Service Information – In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32058. Please use this code to identify your Product when contacting us.

Warranty – THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the recording medium on which it is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may,in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service – Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

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

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Productís serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty – After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations – THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ INC. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

Warning – Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

010118





Available Now

THQ

INTERACTIVE ENTERTAINMENT

THQ INC., 27001 AGOURA RD., SUITE 325, CALABASAS HILLS, CA 91301

SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera © 2000. CARTOON NETWORK and logo are trademarks of Cartoon Network © 2000. THQ and the THQ logo are trademarks of THQ INC. All rights reserved.

PRINTED IN JAPAN