

SCOOPY-DOO!

UNMASKED



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

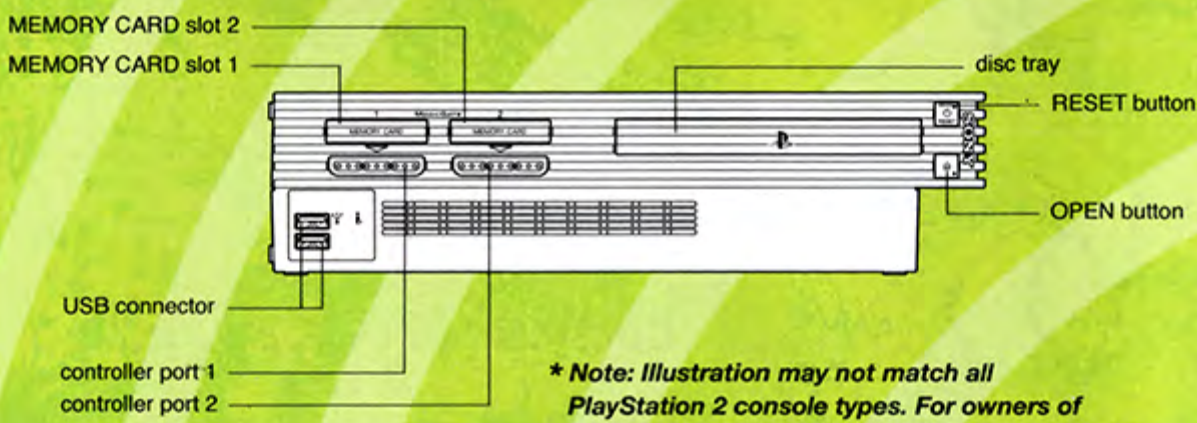


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GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Scooby-Doo!™ Unmasked disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of the PlayStation®2 game console before starting play. You can load your saved game from the same card, or from any memory card containing previously saved Scooby-Doo! Unmasked games. For information on saving and loading saved games, see page 5.

STARTING UP

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

Movement

- | | |
|---|-----------------------|
| Walk / Run | left analog stick |
| Jump | × button |
| Double Jump | × button + × button |
| Grab / Hang from Ledge, Bars or Cable ... | × button (hold) |
| Drop from Ledge / Monkey Bars | ■ button or ● button |
| Pull Up from Ledge | left analog stick (↑) |
| Move Around Monkey Bars / | |
| Swing on Hooks and Rings | left analog stick |



CONTROLS CONTINUED

Attacks

- Spin Attack  button
Slide Attack  button
Roll Attack  button +  button
Smash Attack  button +  button +  button

Costume Controls

Glide

- (Bat Costume)  button (hold) + left analog stick

Kung Fu Punch

- (Kung Fu Costume)  button

Jump Kick

- (Kung Fu Costume)  button +  button

Karate Chop

- (Kung Fu Costume)  button +  button

Mega Strike

- (Kung Fu Costume)  button (hold and release)

Thunder Punch

- (Ninja Costume)  button +  button

Shoot Toilet Plunger

- (Robin Hood Costume)  button

Other Controls

- Make Costume  button in front of Costume Machine

- Interact with NPC  button in front of NPC

- Move Camera right analog stick

- Reposition Camera R1 button

- Display HUD  button

- Pause Menu  button

- Select (in menus)  button

- Cancel (in menus)  button

INTRODUCTION



MONSTROUS FRIGHT & MAGIC

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...

Starting a New Game

Like, wow! To start a new game, simply select the New Game option from the Main Menu. You will be asked to select a Save Game slot where the game will record your progress. You can select a free slot or overwrite one already containing a saved game, in which case the saved game will be replaced by the new one.



Saving Your Game

You can save your game at any time by selecting the Save Game option in the in-game Pause Menu. You will then have to select the Save Game slot where you want to save your game, which can be the same one you originally picked for your new game, or a different one. Note that, even if you save your game in the middle of a game level, you will always restart at the beginning of that level.

There is also an Autosave function that will automatically record your progress to your memory card (8MB)(for PlayStation®2), if you have one inserted into MEMORY CARD slot 1 of your PlayStation®2 system. The Autosave function will be activated at precise moments in the game, during which the Autosave icon will appear in the lower right corner of the screen. Do not remove the memory card or turn off your system while the icon is on-screen. By default, the Autosave function will use the current Save Game slot to record your progress.

Loading a Saved Game

If one or more saved games already exist, you will automatically be offered to continue the latest one after the main titles have played. To load a specific saved game, just select the Load Game option from the Main or Pause Menu. You will be able to select the saved game of your choice from all available ones on the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.



ON-SCREEN DISPLAY



Scooby Medals

Zoinks! 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. You can increase the total number of medals by bringing ingredients to Shaggy's Porta-Kitchen.

Scooby Snacks™

This counter indicates how many Scooby Snacks you currently have. Get 100 and you'll win a medal back!

Mubber

This counter shows how much mubber you've found in the current level. 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. Just remember that Mubber is unstable and will disappear if you leave the level.

Clues

This counter shows how many clues you have found in the current episode.

Recipe Ingredients

This counter indicates how many ingredients you currently have. Collect as many recipe ingredients you can find and bring them to Shaggy's Porta-Kitchen for a mouthwatering smorgasbord of spook-tacular tasty treats.

Trap Pieces

This counter shows how many Trap Pieces you've found in the current episode.

No Camera

This icon appears when you're not allowed to rotate or move the camera.

Other On-Screen Icons

Other icons may appear on screen from time to time: a "Robot" icon indicates how many enemies you need to defeat in order to continue; a "Gong" icon shows how many gongs you've hit so far, etc.

OPTIONS

This screen will allow you to set up various game options, such as sound, volume and vibration.

Note: For all of these options, you need to select "Apply Changes" before exiting for them to take effect.



Music/Movie Volume

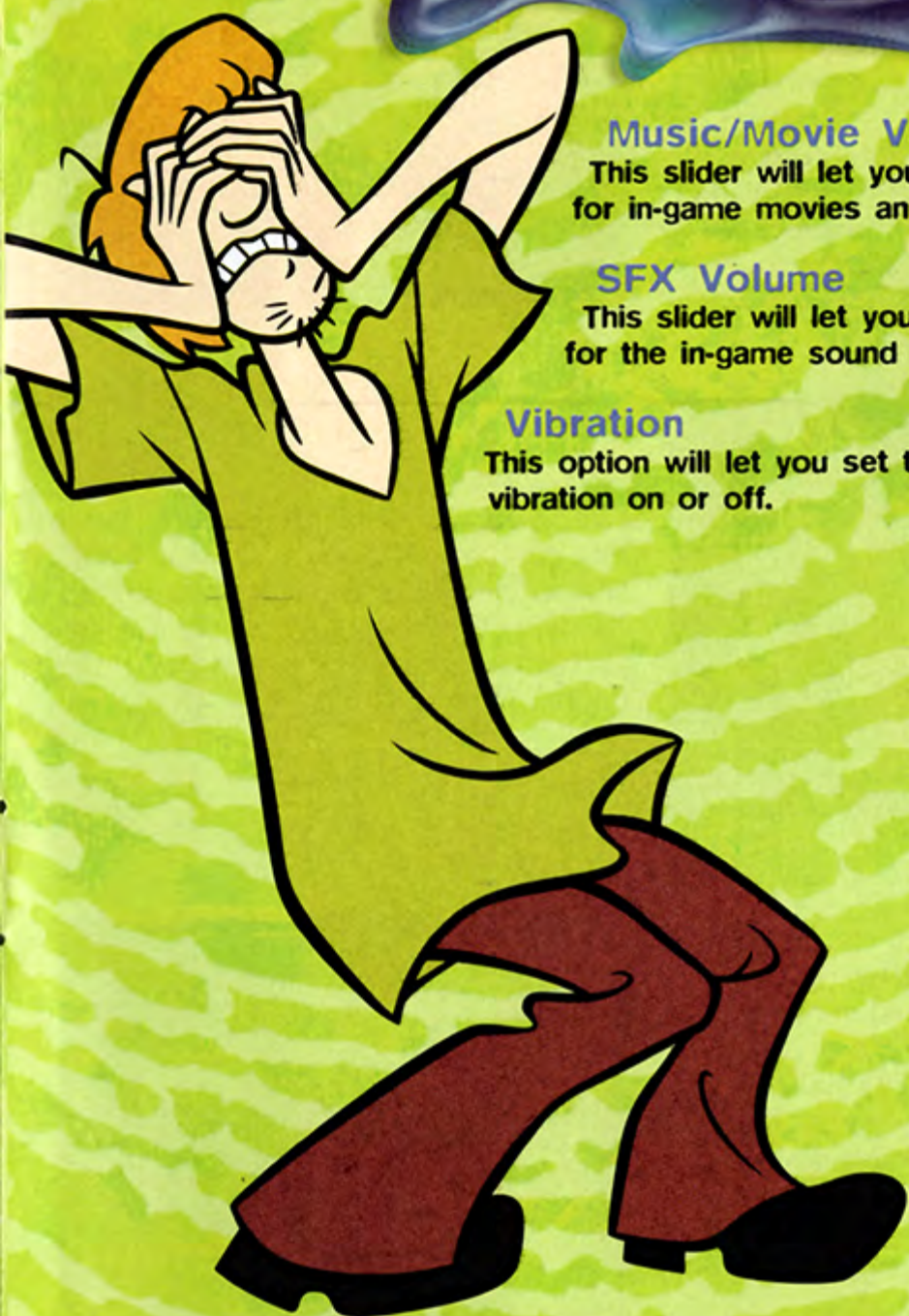
This slider will let you control the volume for in-game movies and music.

SFX Volume

This slider will let you control the volume for the in-game sound effects.

Vibration

This option will let you set the controller vibration on or off.





COSTUMES



Scooby-Dooby-Doo! Use these amazing Mubber-fueled costume-making machines to create a few groovy costumes of your own.

Kung Fu Costume

When wearing this costume, Scooby becomes a lean, mean martial arts fighting machine! His regular attacks (used with the  button) become quick Kung Fu moves that can be chained together, in addition to a powerful "mega-strike" move (using the  button). Go get 'em, Scoob!



Bat Costume

Like, ready for take off, Scoob! Using this costume, Scooby can glide over limited distances and ride air currents. To make Scooby glide, simply hold the  button down after a jump or double jump.

Robin Hood Costume

This swashbuckling costume gives Scooby the ability to shoot plungers at enemies (using the  button). To aim more precisely, move the left analog stick while holding down the  button.



ITEMS

Scooby Snacks

Scooby Snacks are found in all levels. They serve two purposes: first, they will usually show you where you need to go; second, they'll give you back one medal every time you find 100 of them.

Mubber

This special rubber-like substance developed by Winslow Stanton is used to power-up unlocked costume machines and build costumes. So like, for maximum Mubber-fication, collect as much of the stuff as you can carry by defeating as many Mubber-fied monsters as you can! Mubber can even be made into food ingredients using a different type of Mubber machine. The better the attack on an enemy, the more Mubber it will leave behind. The amount of Mubber left behind is shown in different colors: Red = 1, Blue = 3, Yellow = 5.

Clues

Jinkies! These valuable collectibles will help you advance through the game levels. Whenever you've found clues in a level, go see Velma when you return to the episode's hub. Examine each clue to unlock new levels and secret areas, then pick the right ones after completing the episode's last level to solve the mystery!

Costume Coins

These special collectibles will unlock costume machines of a given type. For example, the Silver Bat Coin will unlock all Bat Costume machines in the game once it's found. The gold version of the coin will unlock the upgraded super-deluxe second level of the costume, which has its own groovy abilities. There is only one gold and one silver coin for each costume type in the entire game, so keep your eyes peeled!

Recipe Ingredients

These are hidden in all of the game levels. Bring them back to Shaggy's Porta-Kitchen to cook up a host of lip-smackin' recipes. Each recipe will increase Scooby's medals by one - but the next recipe will require even more ingredients to complete!

Trap Pieces

Bring these to the Mystery Machine to unlock Monster Profiles. While not required to complete a level, they do provide important information about the game's monsters and bosses.





VELMA'S NOTEBOOK



When Scooby finds a clue, he must bring it to Velma so she can figure it out! Whenever you go to see Velma after finding at least one clue in the current episode, you will automatically access Velma's Notebook for further analysis. There, you can do two things: analyze the clues or, if Velma thinks you found enough clues, try to solve the current episode's mystery!

Examining Clues

To examine a clue, simply highlight it using the left analog stick or the directional buttons, then press the **X** button. Velma will then give you her analysis of the clue. If it's the first time you analyze the clue, you will then be shown a short sequence as a new level or secret area is unlocked.

Solving the Mystery

Once enough clues have been analyzed, Velma will ask you to help her solve the mystery. You will have to answer her questions by selecting the appropriate clues. If you successfully answer all three questions, you will then get access to the episode's Boss Fight, and a chance to unmask the villain. Zoinks!

SHAGGY'S PORTA-KITCHEN



Like, let's get cooking, Scoob! When you find food in the various game levels, make sure to bring it to Shaggy's Porta-Kitchen in the current episode's hub. He'll use it to make a delicious – and fortifying – recipe!

Adding Ingredients

Once you access Shaggy's Porta-Kitchen, you'll be able to select from all the ingredients currently in your possession. Up to four ingredients can be displayed at once. If you have more than that, just move left or right with the left analog stick to see them. Press the **X** button to add the selected ingredient, and watch Shaggy put the ingredient in the pot!

Extra Medals

Once you've given Shaggy the required number of ingredients, the recipe will be complete. Scooby will then gain an extra medal which will be added to his current total. If he has taken damage, all of Scooby's medals are re-filled when completing a recipe.

MONSTER PROFILES

Going to the Mystery Machine in the episode hubs will give you access to the Monster Profiles, where you can learn important information about the Monstrous Fright and Magic animatronics.

Monster Profiles

To unlock Monster Profiles, find the "Trap Piece" items hidden in the various game levels and bring them back to the Mystery Machine. Each Trap Piece item will unlock a single Monster Profile. To access an unlocked Monster Profile, highlight it with the left analog stick and press the **X** button.

Boss Profiles

Like, if you find all Trap Piece items within a single episode and bring them to the Mystery Machine, the Boss Profile for that episode will be automatically unlocked. Look for tips on how to defeat the Boss inside the profile!





BONUS ART

This section, found in the Extras menu, features loads of groovy storyboards, character models and other concept art pieces used in making the game. Flip through them by using the left analog stick and press the  button for a full-screen view!



 Normal View



AN ALL-NEW SCOOBY-DOO MOVIE EVEN A MUMMY WILL LOVE



COOL BONUSES BURIED WITHIN!

National Geographic Featurette on Egypt's Mummies,
Tomb Explorer Challenge and More!

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NOT RATED





CREDITS

CAST

Scooby-Doo, Shaggy Scott Innes

Fred, Prof. Stoker Frank Welker

Daphne, Marcy Grey Delisle

Velma Mindy Cohn

Winslow Stanton Adam West

Dame Nella Vivante Susanne Blakeslee

Nikki, Maggie Xi, Kung Fu Maiden,
Fire-Breathing Groupie Kim Mai Guest

Guitar Ghoul, Alvin Wiener, Jed,
Juggling Clown, Ninja, Pterodactyl,
10,000 Volt Ghost Chris Edgerly

Joe Grimm, Zen Tuo, Ho Fong,
Circus Strongman, Black Knight,
Caveman, Chinese Zombie Fred Tatasciore

Voice-Over Director Collette Sunderman

Casting Director
and VO Producer Douglas Carrigan
VoiceWorks Productions

Engineer Kevin Cleland

Recorded at Mai Tai Studios

Developed by Artificial Mind and Movement
Montreal, Canada

Lead Designer Élie Charest

Artistic Director Eric Warin

Game Directors Nathalie Jasmin
Nathalie Mathieu

Production Manager Noël Kechichian

Level Designers Sébastien Bouzac
Eric Chartrand
Jason Kim
Pierre-Richard Malvoy

Lead Programmers Shawn Segal
Jean-Sylvain Sormany

Technical

Lead Programmer Dominic Allaire

Programmers Colin Bruneau
Jonathan Cournoyer
David Fugère-Lamarre
Olivier Pomerleau
Jean-François Simoneau

Illustrators Nicolas L'Heureux
Marek Olejarz
Rob Risek

Story Flint Dille
John Zuur Platten

Storyboards & In Game
Cinematic Direction Johanne Matte

Lead Special Effects
and Texture Jérémie Chicoine

Senior Texture Artist Elise Rochefort

Texture Artists Bisser Maximov
James Miguel
Christian Robert de Massy

Lead 3D Artist Gregory Bourne

3D Artists Alexandre Bélanger
Nicolas Belley
Michael Steward

Lead Animators David Tardif
Lorne Nudel

Technical
Lead Animator Patrick Saucerotte

Animators Daniel Desbiens
Emilie Goulet

Sound Design Daran Nadra

Original Music Mark Mitchell

Cutscene Mixing
& Guitar Effects Jean-Frédéric Vachon

QA Lead Cédric Michea

Testers Bradley Bourne
Mathieu Lapeyre
Jean-Sébastien Marcoux

TECHNOLOGY

Game Engine
Team Leader Stephen Mulrooney

Game Engine Team Daniel Carrier
Bruno Champoux
Gabriel Côté
Donald Dansereau
Neil Devine
Dominic Filion
Jason Lacroix
Philippe Trottier
Michel Vachon

Tools Team Leader Martin Ruel

Tools Team Patrick Bureau
Sylvain Côté
Nicolas Fleury
Sébastien Genovèse
Valérie Méthot
Nancy Nadeau

Lead Programmer Martin Ross

Chief Technology Officer Martin Walker

MANAGEMENT

Executive Producer & CEO Rémi Racine

Head of Production Chafye Nemri

Game Executives Denis Lacasse
Christophe Gomez

Creative Directors David Osborne
Claude Pelletier

Technical Art Directors Basil Lanaris
David Lightbown

Engineering
Technical Director Hervé Lange

ADDITIONAL CREDITS

Additional
Programming Laurent Allen-Guérard
Jocelyn Perreault
David Vaillancourt

Additional Level Design Wesley Pincombe

Additional Testing Pastor Ovando

Special Thanks:
Friends and Family
Alexandre Parizeau
Eric Begin
Donald Caron
Stéphane Caron
Elise Delaney
Mylène Fréchette
Nathalie Humbert
Stéphanie Langlois
Sophie Lemieux
Jean-Martin Masse
Alain Moreau
Jean-Phillipe Morel
Chantal Poirier
Didier Poulain
Maria Radice
Benoit Rullier
Martin Saindon
Stéphanie Sauvé
Giovanni Spinelli
Martin Thibert



THQ

Project Manager Mark Morris

Creative Director Stephen Jarrett

Art Director Thom Ang

Technical Manager Peter Andrew

Director,
Project Management Duncan Kershaw

Vice President,
Product Development Philip Holt

Director,
Quality Assurance Monica Vallejo

QA Manager Mario Waibel

Test Supervisor David Sapienza

Test Lead Michael Alvarino
Mark Vance



Testers Cj Anastasio
 Natalie Brennan
 Issa Chan
 Brent Charlton
 Patrick Cox
 Jesyka D'Itri
 Jodie Geiselman
 Derek Gerry
 Carlo Gonzales
 Michele Hunt
 Anthony Ju
 Josh Kimmel
 Keith Kuramoto
 Michael Lee
 Jordan Long
 Anthony Ling
 Tyler Mares
 David Marino
 Andrew Neeme
 Eugene Park
 Michael Pelletier
 Wes Roelke
 Joseph Schopper
 Travis Sher
 Anthony Sipsas

First Party Supervisor Ian Sedensky

First Party Specialists Lori Arrowood
 Marc Durrant
 Arielle Jayme

QA Technicians James Krenz
 Richard Jones

Mastering Lab Technicians Charles Batarse
 Glen Peters
 Anthony Dunnet

Database Applications Engineer ...Jason Roberts

Game Evaluation Team Sean Heffron
 Scott Frazier
 Matt Elzie

**Senior Vice President,
 Worldwide Marketing** Peter Dille

**Director,
 Global Brand Management** John Ardell

Product Manager Kevin Hooper

Associate Product Manager Ali Bouda

**Director,
 Creative Services** Howard Liebeskind

**Associate Creative
 Services Manager** Melissa Roth

Instruction Manual John E. Deaver

Package Front Illustration Peter Tumminello

Package and Manual Design Bryan Frodente
 Beeline Group

Director, Media Relations Liz Pieri

Media Relations Manager Kathy Bricaud

Special Thanks:

Brian Farrell
 Jack Sorensen
 Tiffany Ternan
 Dan Kelly
 Germaine Gioia
 Jim Kennedy
 Leslie Brown
 Brandy Carrillo
 Jenni Carlson
 Amy Bernardino
 Jenae Pash
 Keith Kraegel
 Lisanne Falk
 Natasha Morris

WARNER BROS. INTERACTIVE ENTERTAINMENT

Producer Heidi Behrendt

Associate Producer Jeff Nachbaur

Director, Production Jonathan Eubanks

VP, Production Philippe Erwin

Manager, Rights & Clearances Karen Pierson

Marketing Manager Stephanie Johnson

Marketing Coordinator David S. Cohen

Public Relations Manager Remi Sklar

**Director of
 Sales & Business Development** Scott Johnson

Senior Vice President Jason Hall

Special Thanks:

Joseph Barbera
 Iwao Takamoto
 Collette Sunderman
 Amy Wagner
 Frank Keating
 Leah Tribble
 Debra Baker
 Albert Fernandez
 WBIE Production Team

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