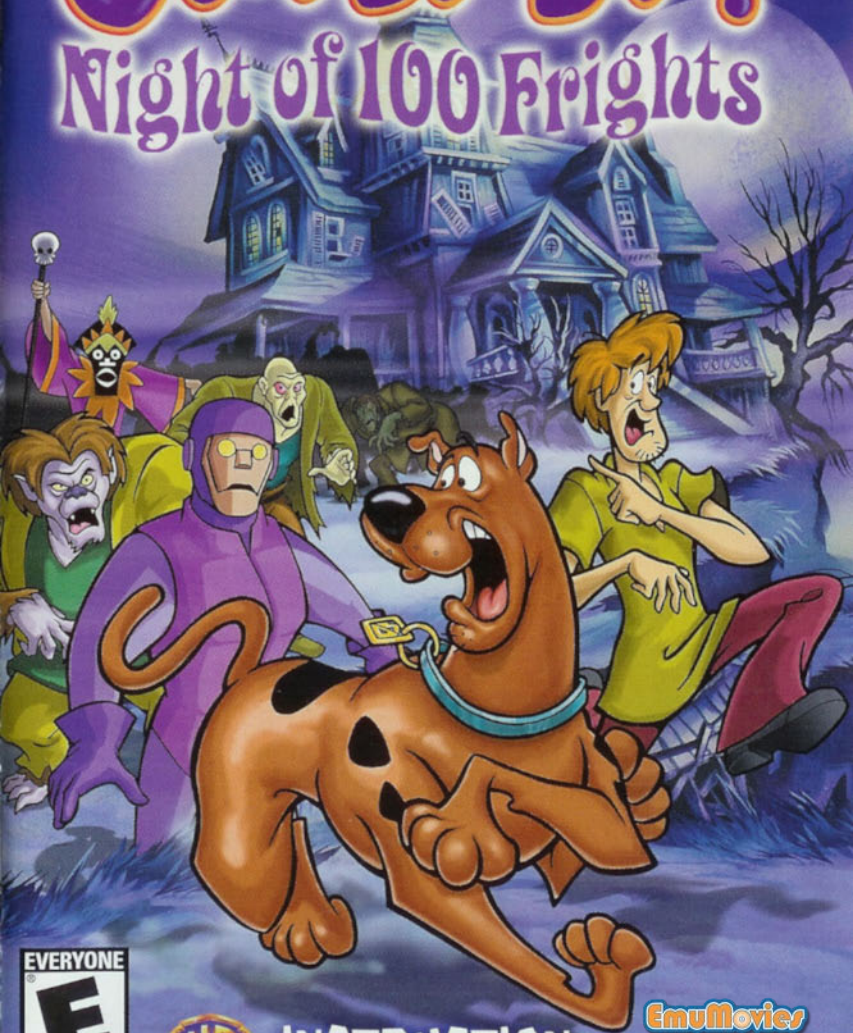


SCOOBY-DOO!

Night of 100 Frights



EVERYONE



CONTENT RATED BY
ESRB



INSTRUCTION
MANUAL

EmuMovies



**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.

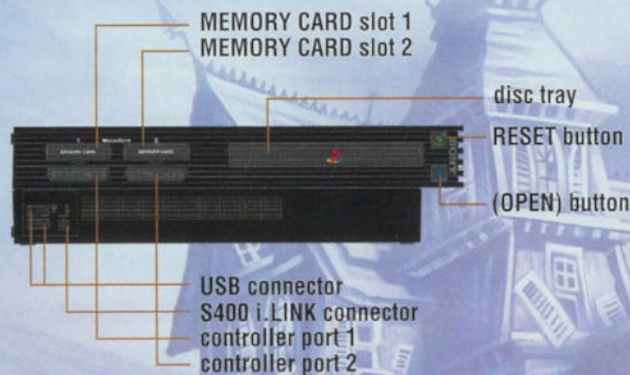
HANDLING YOUR PLAYSTATION 2 DISC:

- 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



Set up your PlayStation² 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 disc tray will open. Place the **Scooby-Doo™: Night of 100 Frights** 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 CARDS: To save game settings and progress, insert a MEMORY CARD (8MB) (for PlayStation²) into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved **Scooby-Doo: Night of 100 Frights** games. To read about how to save games, turn to page 12.

CONTROLS

DUALSHOCK² ANALOG CONTROLLER CONFIGURATION



GAME CONTROLS

- L2** button - Blow a soap bubble
- L1** button - Spit a wad of gum



- R2** button - Activates sneak mode
- R1** button - Run

- △** button - Calls up the on-screen display
- button - Talk/Enter/Dig

- button - Head-Smash
- ×** button - Jump
- ××** button - Double jump
- ××** button and hold - Activate umbrella
- ×□** buttons - Thunder Smash

- START** button - Pause game
 - Enter Options Menu
 - Access Map
 - Quit Game

Directional buttons/
Left analog stick -
Controls Scooby's
movements

STORY

Once again, Scooby-Doo and the rest of the Mystery Inc. gang have been called upon to solve a bizarre mystery in a spooky place. Daphne's long-time friend, Holly, desperately needs their help. Very strange things have been happening in and around her family home, Mystic Manor. Holly's uncle, the famous inventor Professor Alexander Graham, lives in the mansion, which overlooks a small fishing village. The people from the village have all packed up their belongings and left town, because the whole area has been completely taken over by...Yikes... monsters! Worst of all, Professor Graham has mysteriously disappeared without a trace! Like, wow! We're not afraid, right? Wrong!



MENU SCREENS

MAIN MENU

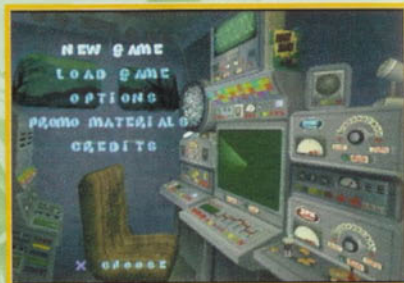
NEW GAME – Begin a new game of Scooby-Doo: Night of 100 Frights.

LOAD – Load a previously saved game.

OPTIONS – Customize the game with the following options:

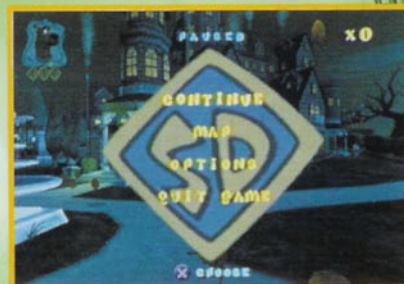
- ⌚ Vibration – ON or OFF
- ⌚ Sound – Stereo or Mono
- ⌚ Music – Adjust music volume
- ⌚ Sound Effects – Adjust SFX volume

PROMO MATERIALS – Click here for some sneak peeks.



PAUSE MENU

Press the START button to view the Pause Menu:



⌚ **CONTINUE** – Resume game

⌚ **MAP** – Check out a map of the areas to see where you've been and where you have left to go. You can also check out the number of Scooby-Snacks™ and Monster Tokens you have collected.



⌚ **OPTIONS** – Make changes to game

- ⌚ SFX volume
- ⌚ Music volume
- ⌚ Sound mode (Stereo or Mono)
- ⌚ Vibration ON/OFF

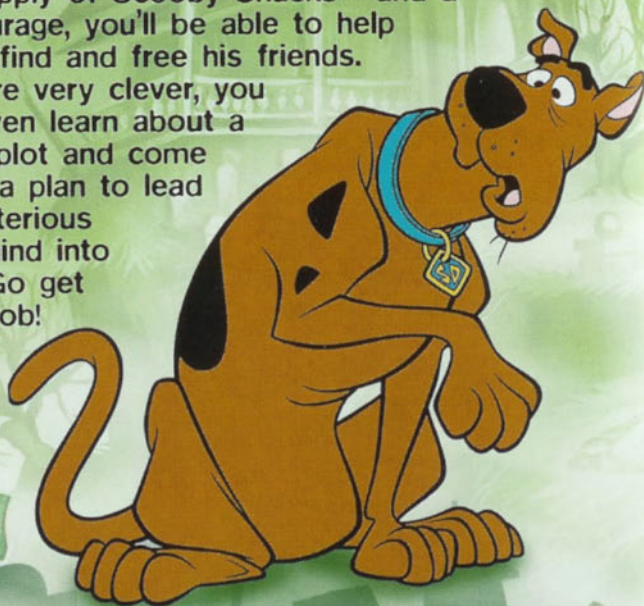
⌚ **QUIT GAME** – Exit your current game

PLAYING THE GAME

NIGHT OF 100 FRIGHTS!

Scooby had just arrived at Mystic Manor with Shaggy, Daphne, Velma and Fred when suddenly... uh, oh... where did everybody go? Could they have been kidnapped by the evil Mastermind? Now Scooby's got to find his missing friends and solve the mystery on his own. Zoinks! You've got to help Scooby search inside the Manor, outside in the Grounds and in the Fishing Village. Of course, you're bound to run into lots of obstacles and more than one scary monster along the way. Luckily, you'll also find items that can help you outsmart the villains. With a good supply of Scooby Snacks™ and a little courage, you'll be able to help Scooby find and free his friends.

If you are very clever, you might even learn about a sinister plot and come up with a plan to lead the mysterious Mastermind into a trap! Go get 'em Scoob!



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ON-SCREEN INFORMATION

🕒 **COURAGE** – The top left corner shows a picture of Scooby and his courage meter. It is important for Scooby to keep up his courage, so eat as many sandwiches as you can find.



🕒 **PACKS OF BUBBLE GUM** – The bottom left corner shows the number of Bubble Gum packs you've collected. Each pack of gum allows you to spit five gum wads.

🕒 **BOXES OF SOAP** – The bottom right corner shows the number of Soap Boxes you've collected. Each box of soap allows you to blow five soap bubbles.

🕒 **SCOOBY SNACKS** – The top right corner shows the number of Scooby Snacks you've collected.

PICK-UP ITEMS

Scooby Snacks: Collecting enough Scooby Snacks is important, especially when you run into a snack gate.

Box of Scooby Snacks: Each box has 5 Scooby Snacks inside.

🕒 **SNACK GATE** – Sometimes Scooby will need to have a certain number of snacks to move through a snack gate and onto the next area, so be sure to collect as many snacks as possible.



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COURAGE ITEMS

Yummy Food: You'll want to eat as much yummy food as possible to keep Scooby's courage up.



POWER-UPS

Double-Jump Springs: Reach higher places and make longer jumps. Boing!

Bunny Slippers & Lampshade: Hide in the "shade" or "slip" past enemies without being seen. Very sneaky!

Football Helmet: Scooby can use it to head-smash enemies or break through barriers to get to new areas.

Soap: Scooby can blow a soap bubble and catch an enemy inside - that is, until the bubble bursts! Bounce off bubbled enemies to reach higher areas.

Bubble-Gum: Spit a wad of bubble-gum at an enemy and he'll get caught in his tracks. That will make them easier to get by, or bounce off of.

Plunger/Suction Cups: Slippery surfaces are no problem now!

Galoshes: Help Scooby walk across sticky surfaces.




Black Knight armor: A very clever disguise to fool the enemies.


Umbrella: Scooby can use it to float long distances. If he's lucky, he might even catch an updraft!


Shovel: Use it to search the ground for buried items. Dig it!

Lightning bolt: Scooby is energized. Now he can do a spinning thunder smash!

Monster tokens: Collecting Monster Tokens in the game will unlock something special in the Monster Gallery. Collect them all!

**KEYS** - You'll need to collect keys to unlock certain doors.

**WARP GATE** - The professor has so many experiments going on at once that he's placed these around the grounds, so he can check on things much faster. Once activated, these warp gates allow Scooby to be "warped" to a warp point he has already been to by choosing where he wants to go on the "map" screen.

**HINTS** - When you find a magnifying glass, you'll also find a "hint."



SAVING THE GAME

When you want to save your game, just look for a Mystery Machine. That way, if you need to leave the game for a while, you can start right where you left off.



THE AREAS

Now it's time for you and Scooby to search the areas in and around Mystic Manor. The items you find can help Scooby save his friends, provide him with clever props and disguises or uncover clues to the mystery. Scooby can race around the deserted fishing village, make his way through a crazy hedge maze and explore hidden passages in Mystic Manor. But beware; there are obstacles and enemies around every corner. You should also know, you might not be able to do certain things until you've collected some special skill or item first. Check other areas to search for what you need -- you can always come back later. C'mon, Scoob! There's a lot of work to do, so grab a box of Scooby Snacks and get moving! The Mystery Inc. gang is counting on you!

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MYSTIC MANOR



Like wow! This place is falling apart. Professor Alexander Graham has been so preoccupied with his inventions he never has any time to do normal household repairs. There are holes in the floor, slippery kitchen floors, broken appliances and plenty of secrets to be found by a brave investigator willing to search.

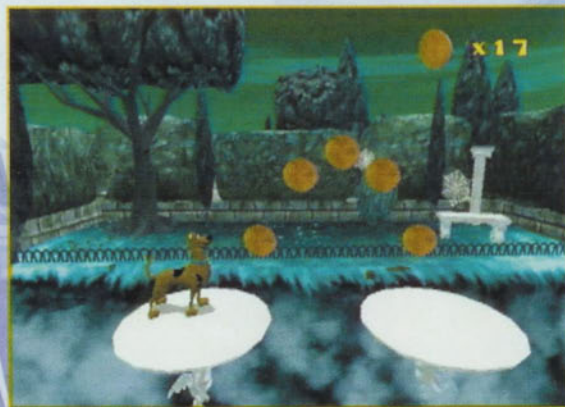
13

SMUGGLER'S COVE



Ever since the Mastermind showed up, there's not a villager in sight. Now, the fishing village is a mess, full of fishing nets, swinging hooks and an out of control cannery. Explore deeper, and you'll reach an abandoned lighthouse and a spooky shipwreck. Ahoy matey!

HAUNTED GROUNDS



Professor Graham is not only a famous inventor, but he's got quite the green thumb. Weave your way through the a haunted hedge maze, down through twisting and turning cliffs and caves, all the way down to the town cemetery. Haunted hedge mazes and creepy cemeteries? Zoinks, will this ever end?

WINNING THE GAME

Once Scooby has rescued all the members of the gang, he will be able to open up the last few rooms of the Super Secret Lab hidden beneath Mystic Manor and finally come face-to-face with the Mastermind. After he is defeated, the Mastermind will reveal his true identity and explain the reasons behind his evil scheme. At last, the mystery is solved, and Scooby is the hero! Scooby-Dooby-Doo!™



You've defeated the monsters.
Now what? Here's a clue.

CARTOON
NETWORK

SCOOBY-DOO!

No sound effects, no batteries...
just plenty of chills and thrills.



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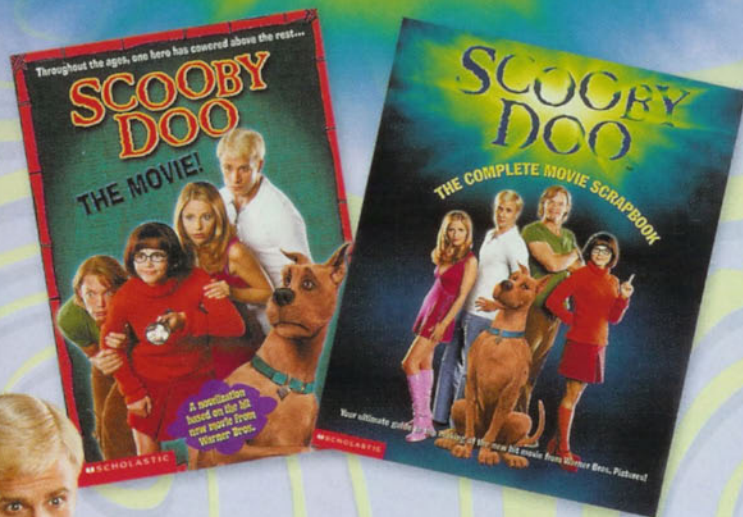
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The Mystery has Never Been More Real!

SCOOBY DOO

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Two treats based on Scooby's
major motion picture debut!

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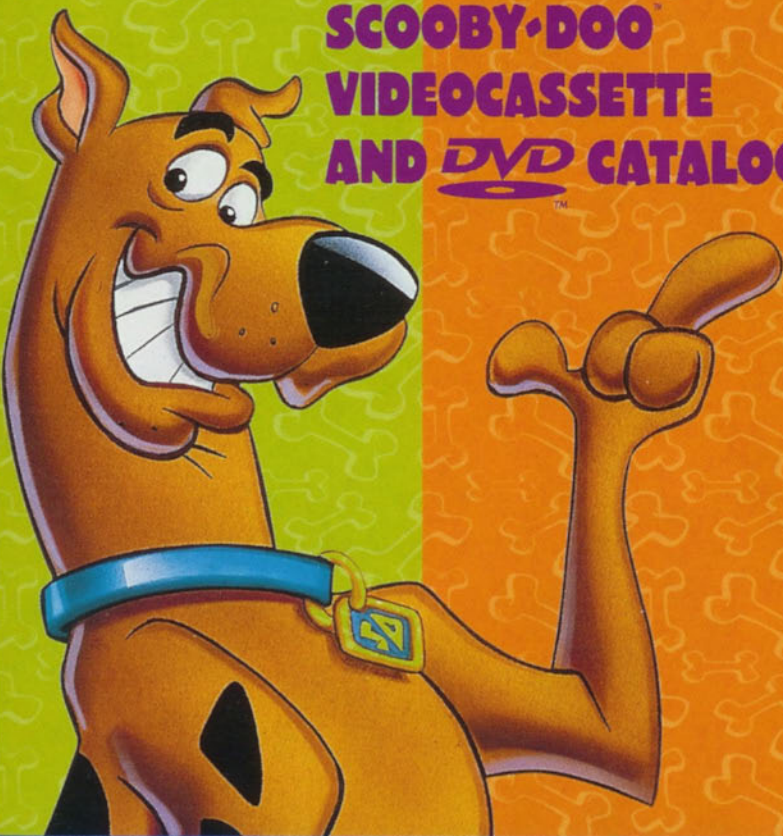


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HEEEERE'S SCOOBY

THE ULTIMATE
SCOOBY-DOO
VIDEOCASSETTE
AND  CATALOG!



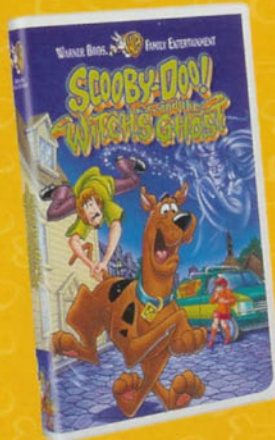
ALL-NEW SCOOBY-DOO™ MOVIES!



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SCOOBY-DOO™ AND
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SCOOBY-DOO™ AND
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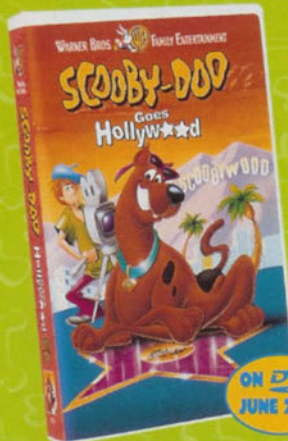


**SCOOPY-DOO™ MEETS
THE BOO BROTHERS**



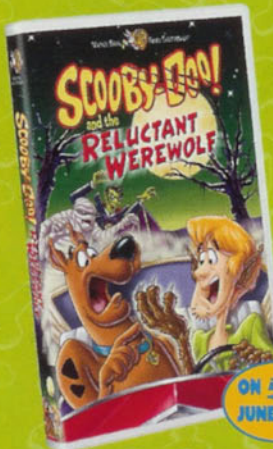
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**SCOOPY-DOO™ AND
THE GHOUL SCHOOL**



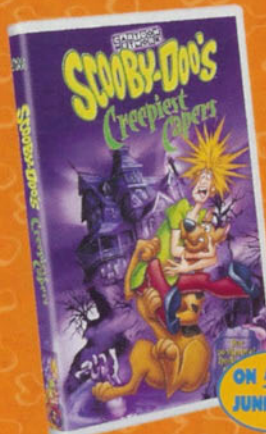
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GOES HOLLYWOOD**



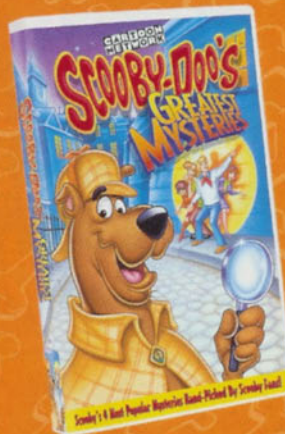
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RELUCTANT WEREWOLF**



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**SCOOPY-DOO'S™
ORIGINAL MYSTERIES**



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It's no mystery...

SCOOPY-DOO!

toys are a
World of Fun!



Rumblin'
Mystery Machine

Scooby-Doo
toys now available
at retail stores
near you.



Talking Hug Me
Scooby-Doo



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Group

NOTES



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CREDITS



CREDITS

Heavy Iron Studios®

Project Lead & Lead Programmer
Shiraz Akmal

Art Director
Jeff Berting

Animation Director
Gregory Ecklund

Programmers
Tim Doyle
Jason Hoerner
Neil Ka'apuni
Dan Kollmorgen
Ryan A. Mapes
Chris Marsteron

Artists
Thomas Breedon
Dorothy Chen
Scott Chiu
St. John Colon
Harbell Ilustre
Bob Rossoff
Richy Zagala

Animators
Vivien Chang
Kyle Kirby

Level Designers
Gary Sproul
Matt Coohill

Operations Manager
Colin Walter

Systems Administrator
Joachim "Yoke" Thuau

General Managers
Lyle Hall
Marcel Samek

Additional Design
Justin Norr
Ryan Kirk
John Whitmore
Kris Jackson

Concept Art
Thom Schillinger
Donald Yatomi

Additional Art
Moriba Duncan
Andrew Holdun

Music & Sound FX
Tommy Tallarico Studios Inc.

Sound Design
Joey Kuras

Composers
Todd Dennis
Tommy Tallarico
Howard Uvate (a.k.a. Bob K.)

Lead Vocals
Craig Zuchevich

Guitars
Gary "Butt Boy" Putman

Additional Characters
Mike Tallarico
Elaine Paiva
Kim Kuchenbecker

Director of Technology
Shiraz Akmal

THQ Technology Group
Marcel Samek
David Harr

Special Thanks
Brian Farrell
Dennis Harper
Mike Kulas
Jeffrey Lapin
Mark Morris
Michael Rubinelli
Jack Sorensen
Don Traeger
Sarah Smith
Joel Goodsell
Vivian Walker
Wives, husbands, girlfriends,
boyfriends, family
and everyone else who
supported us.

THQ

Producer
Anna Bunyik

Assistant Producer
Dana Dispanza

Executive Producer
Carolina Beroza

VP - Product Development
Michael Rubinelli

Lead Tester
AJ Hernandez

Senior Tester
Razmig "The Bug Killer"
Pulurian
Charles Mulgrave Sheffield

Testers
Marla Anyomi
Ray "Noodles" Suansing
Mark "Hollywood" Vande
Phil "Barney" Lawless
Jason "That Guy" Tari

QA Technician
Mario Waibel

QA Database Administrator
Jason Roberts

QA Manager
Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

Product Marketing Manager
Kevin Hooper

Associate Product Marketing Manager
Paul Naftalis

Group Product Manager
John Ardell

VP - Marketing
Peter Dille

Director, Creative Services
Howard Liebeskind

Senior Manager, Creative Services
Kathy Helgason

Associate Creative Services Manager
Melissa Roth

Packaging Design and Layout
Baseline Group

Manual Text
Claudia Plaseckyj

THQ Special Thanks:
Gregg Nakawatase, Scott Krager,
Shannon Gamboa, Brian Farrell, Jeff
Lapin, Alison Locke, Germaine Gioia,
THQ Kids Group

Script & Dialogue:
Dan Slott

Voice-Over recorded at:
Soundeluxe Studios
Amanda Wyatt
Becky Allen
R. Dutch Hill

Voice Over Director:
Collette Sunderman

Voice Cast:
Scooby-Doo & Shaggy - Scott Innes
Fred - Frank Welker
Daphne & Holly Graham - Grey Delisle
Velma - B.J. Ward
Mastermind - Tim Curry
Groundskeeper - Don Knotts
Professor Graham - Tim Conway

Warner Bros. Interactive Entertainment

Producer
Heidi Behrendt

Executive Producer
Brett Skogen

Art Director
Peter Tumminello

VP of Interactive Entertainment
Philippe Erwin

Director of Interactive Entertainment
Scott Johnson

Marketing Team
Jim Molinaro
Sue Montague

Special Thanks:
Sarah Rico
Ames Kirshen
Jason Ades
Ellie Winkleman

Special Thanks to Hanna-Barbera:
William Hanna
Joseph Barbera
Iwao Takamoto
Michael Diaz
Collette Sunderman

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Customer Service Department
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Scooby-Doo™

Help! Scooby-Doo™ and the gang have been beamed into cyberspace and they are not alone. The crafty Phantom Virus is up to his old tricks and has a variety of dastardly villains at his disposal. Help the Scooby gang search for clues, fend off spooky villains and maybe even unmask the Phantom Virus!

GREATEST HITS
AVAILABLE
NOW!



Scooby-Doo! Where are you?



Help! This isn't an island!



Battle fierce bosses with pies!

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