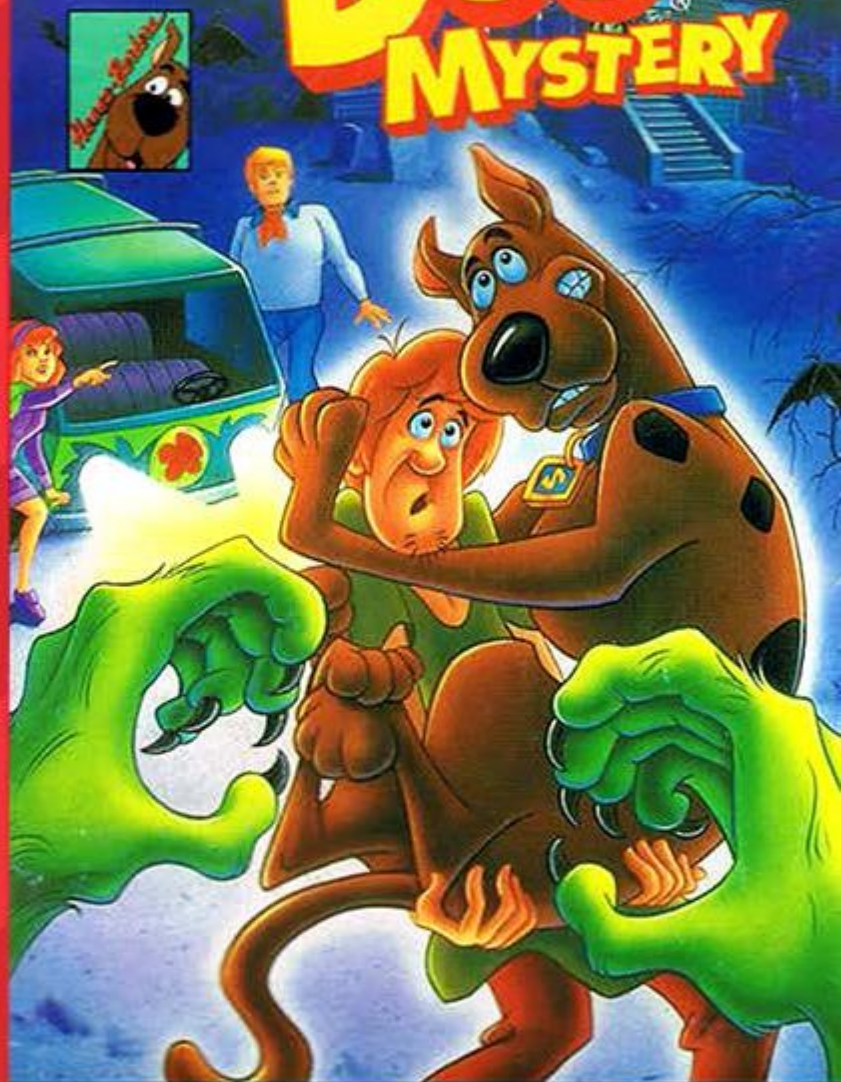


SEGA™

GENESIS™

SCOOBY-DOO MYSTERY



INSTRUCTION BOOKLET

SUNSOFT™

AKKlaim

entertainment, inc.

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

KIDS TO ADULTS



AGES 6+





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- 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 recess during extended play, to rest yourself and the Sega Cartridge.

WARNING

To owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME 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 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.

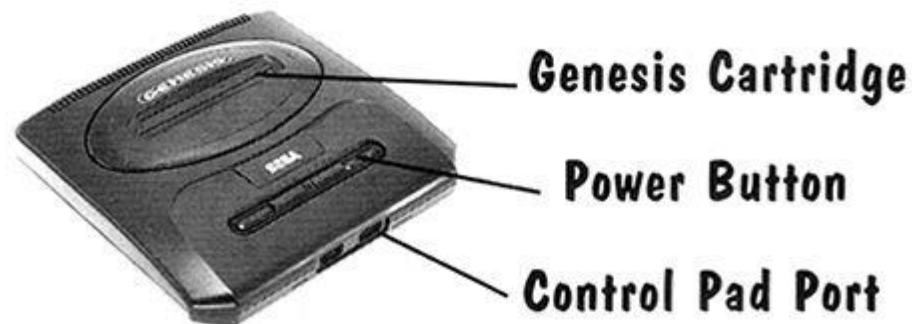
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GETTING STARTED

Insert the Scooby-Doo™ Mystery cartridge, then turn the system ON. At the title screen, select the mystery you would like to play and press the Start Button or select the Sound test to listen to sound effects. Once you've chosen a mystery, select Start to begin a new game, or Continue to return to a game you have saved or Cancel to go back to the main menu.



CONTROLS

Control Pad



Directional Pad - Move Shaggy™ or cursor in all directions

A Button - Cancel action and return to controlling Shaggy™

B Button - Activate Cursor, Command Window or Inventory Screen

C Button - Toggle between Command Window and Inventory Screen

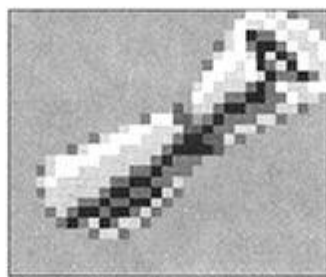
Start - Get password to save game



SCOOPY- DOO®

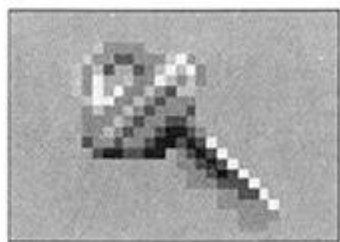
WHERE ARE YOU?

Rev up the Mystery Machine™ because Shaggy™, Scooby™ and the rest of the gang have some mysteries to solve. Put yourself in the shoes of Shaggy, as he and Scooby venture off in search of snacks while Freddy™, Daphne™ and Velma™ head in another direction. Unfortunately, Shaggy and Scooby find more than snacks – they also find trouble.



• At Blake's Hotel, find the clues that will trap the so-called ghost of an ancient chieftan that is scaring away all of the guests of Daphne's Uncle.

• A fun-filled day at the carnival turns into a mission to find a clown bent on revenge and rescue Fred, Daphne and Velma. These interactive mysteries let Shaggy pick-up and examine objects, and eventually use them to set a trap. Scooby will help out by pointing and sniffing around. Put all the clues together and you've solved the mystery!



MYSTERY- SOLVING 101

To go about solving a mystery, all you have to do is explore. There is no limit to the number of lives or energy Shaggy has. He and Scooby are free to take as much time as necessary to catch the villains, posing as an ancient chieftain in one mystery and a clown in the other. At the beginning of each mystery there will be dialogue that provides the background to the story. Search different rooms and areas by moving Shaggy with the Directional Pad. Press the B Button to activate the cursor, to interact with objects or people, move the cursor around the room to discover which objects can be used or investigated. Once you decide which object needs further inspection, press the B Button to activate the Command Window. Select a command that describes what you would like to do with the object. To get back to controlling Shaggy, press the B Button again.



You can also put objects into your inventory to use at a later time. To do this, get into the cursor mode (pressing the B Button) and place it on the object so that it is listed in the Sentence Line. Then press the B Button to get into the Command



Window and select the object. Take command by highlighting it and pressing the B Button again. Press the C Button to toggle between the Command Window and the Inventory Screen, to see what is in your inventory.

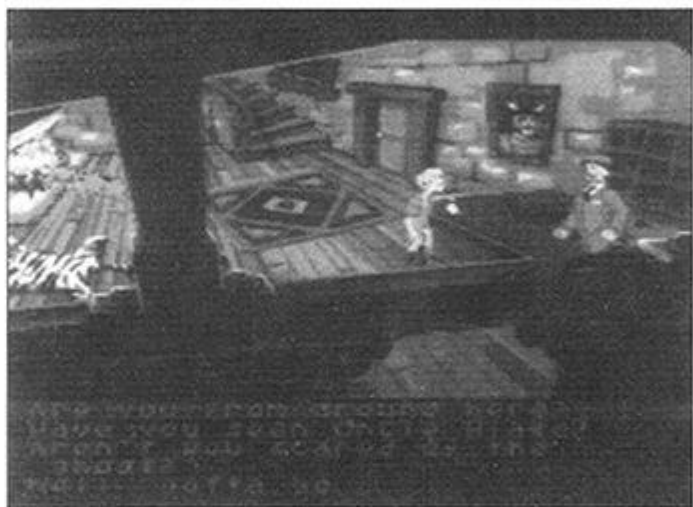
The secret to solving mysteries is to try everything. Also, pay close attention to Scooby. Not only does he sniff and point out food, but he also points out clues.



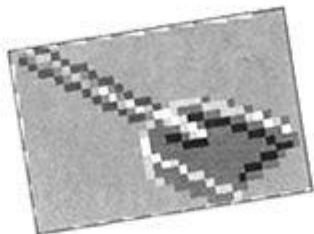
THE SENTENCE LINE

At the bottom of the screen is a horizontal bar where the Sentence Line is located. It will tell you

what room you are currently in and let you know which objects or people you can interact



with. As you move the cursor around the room, certain objects will be listed in the Sentence Line. If you keep the cursor on the object, you can go into the Command Window and choose what action you want to take.



TAKING ACTION WITH COMMANDS



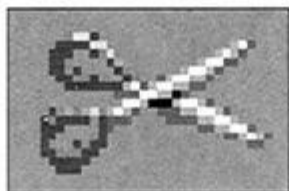
When objects are highlighted in the sentence window, something can be done with it.

Select a command to show what you would like to do with the object, but not all commands will work with every object. You can decide against choosing a command and go with the default command that will be highlighted when you stop on an object.

LOOK AT This gives a description of the chosen object. It can be used with an object in the Inventory Area or an object on the screen that can't be picked up but might contain a clue.

TAKE If the item can be picked up, it will be collected in the Inventory Area.





USE _____ WITH

This is almost always used with two nouns. It allows the player to direct the action of one object at another, such as "Use Quarter with Snack Machine."

OPEN

Use this to open windows, doors, etc.

SHUT

Use this to close things that are open.

PUSH

This can be used to move objects that are too heavy to pick up or for pressing buttons on electronic devices.

PULL

This is an alternative to pushing.



TALK TO

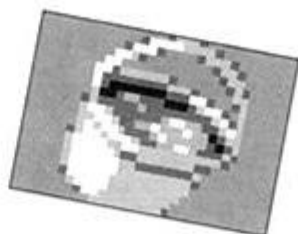
Shaggy can talk to certain people he meets by using this verb. Once a conversation is started, it will put the player into Conversation Mode.

GIVE _____ TO

This is similar to the "USE" function but allows Shaggy to give a specific object to a person or animal in the game.

EAT

This is Scooby and Shaggy's favorite verb! It allows them to check out clues that may go unnoticed or perhaps uneaten.

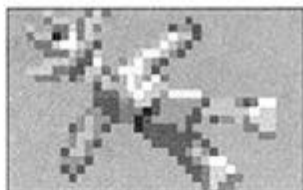


HAVING A CONVERSATION

When you successfully TALK TO someone, the game switches to

Conversation Mode. As the characters talk on screen, the text will appear. At some point,

Shaggy will be given several responses from which to choose, which will determine the path of the conversation. By talking to characters, Shaggy can obtain clues and sometimes fast-talk his way around obstacles.



GAME PLAY SCREEN

Sentence Line

Action
Screen

Cursor

Command
Window



To Inventory Window

SAVING THE GAME

If you need to take a break to ponder your clues, you can stop your game and return to your current position by saving it. To save a game, press the Start Button during game play. You will be given a 30-character password to write down. The next time you play, select the same mystery at the title screen. Then choose the Continue option and enter the password.

SHAGGY PROFILE

FILE OPENED: September 13, 1969

NAME: Norville Rogers

NICKNAME: Shaggy

ADDRESS: 224 Maple Street, Coolsville

PHONE: 1-800-LIKE-WOW

SEX: Male

AGE: 17

WEIGHT: 160 lbs.

HAIR: Brown

EYES: Black

FAVORITE PHRASES:

"Scooby-Doo, Where
are you?" "Here we go again!"

"Like Wow!" "Zoinks."

OCCUPATION: Teenager

BOSS: None

MARITAL STATUS: Single



CHILDREN: None

PETS: Scooby

FRIENDS: Scooby, Scrappy™, Freddy, Daphne, and Velma

LIKES: Food, Food, Food

DISLIKES: Ghosts and Monsters

VEHICLE DESCRIPTION: "Mystery Machine"

REMARKS: Shaggy could be called the human version of Scooby. This gangly teen quivers at the sound of his own squeaking sneakers. Perpetually hungry, Shaggy would rather dive into a smorgasbord than a new case. Still, when the gang is thrust into a mysterious situation, Shaggy musters up his courage and does his part.



SCOOBY PROFILE

FILE OPENED: September 13, 1969

NAME: Scooby-Doo

NICKNAME: Scoob

ADDRESS: Doghouse

PHONE: 1-800-SCOOBY-SNACK

SEX: Male

AGE: 7 (in human years)

HEIGHT: 12 Paws High

WEIGHT: 70 lbs.

HAIR: Brown/Black Spots

EYES: Black

FAVORITE PHRASES:

"Scooby-Dooby-Do!"™



OCCUPATION: Man's Best Friend

BOSS: None

FRIENDS: Shaggy, Scrappy, Freddy, Daphne, and Velma

LIKES: Scooby Snacks, Junk Food

DISLIKES: Anything that goes bump in the night.

VEHICLE DESCRIPTION: "Mystery Machine"

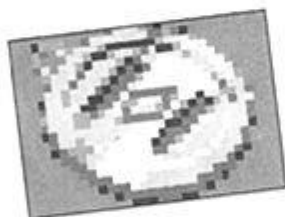
REMARKS: Scooby-Doo is a lovable but chicken-hearted Great Dane afraid of his own shadow. He's coaxed into scary situations with the promise of a Scooby Snack and pepperoni pizza a la mode with hot fudge, etc. Still, Scooby can overcome his fright and help his friends in their time of need.



TIPS

- When you first enter a room, move the cursor around and look to get clues on everything.
- Most items are only used once. (There are some exceptions)

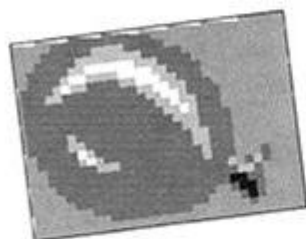
SOME OF THE ROOMS IN BLAKE'S HOTEL:



The Basement
The Dungeon
The Mine
The Maze
The Hallway
The Gardener's Room
The Kitchen
The Office
The Shaft
The Pond
The Tomb
Across the River

- Eat antacid in front of the cook
- Warm the beer
- Try to catch another fish
- Use note with rack
- Destroy the snowman (somehow)
- Get pot in kitchen

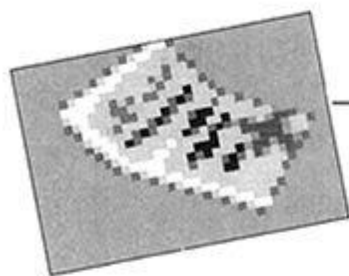
SOME OF THE ROOMS IN THE HA-HA CARNIVAL:



The Ferris Wheel
 The Bumper Cars
 The Roller Coaster
 The Pond
 The Front Office
 The Back Lot
 The Boathouse
 The Bungee Jump
 (By Bear)
 The Dressing Room
 The Diving Bell
 The Game Tent
 The Haunted House

- Pull Pole (hammer game)
- USE balloon with Scooby
- lucky in a bucket (of H2O)
- PULL Bandage (mummy)
- Post sign in applications room (after using it with the stamp)
- Push mirror
- USE Champion in post
- INKY="ink"
- Use lion cage as ghost trap

NOTES



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Acclaim Hotline/Consumer Service Department (516) 759-7800

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