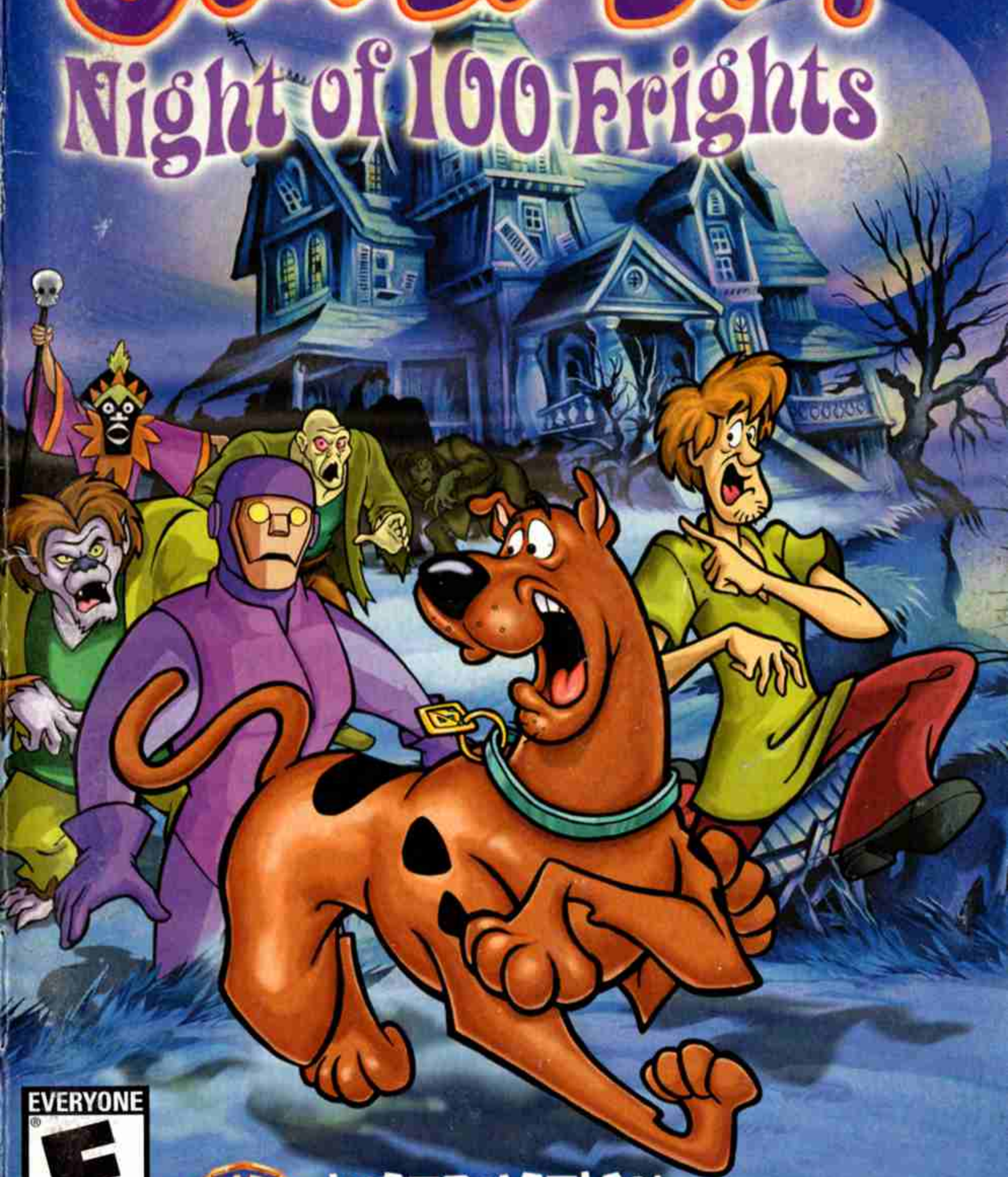


SCOOBY-DOO!

Night of 100 Frights



INSTRUCTION
MANUAL



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:

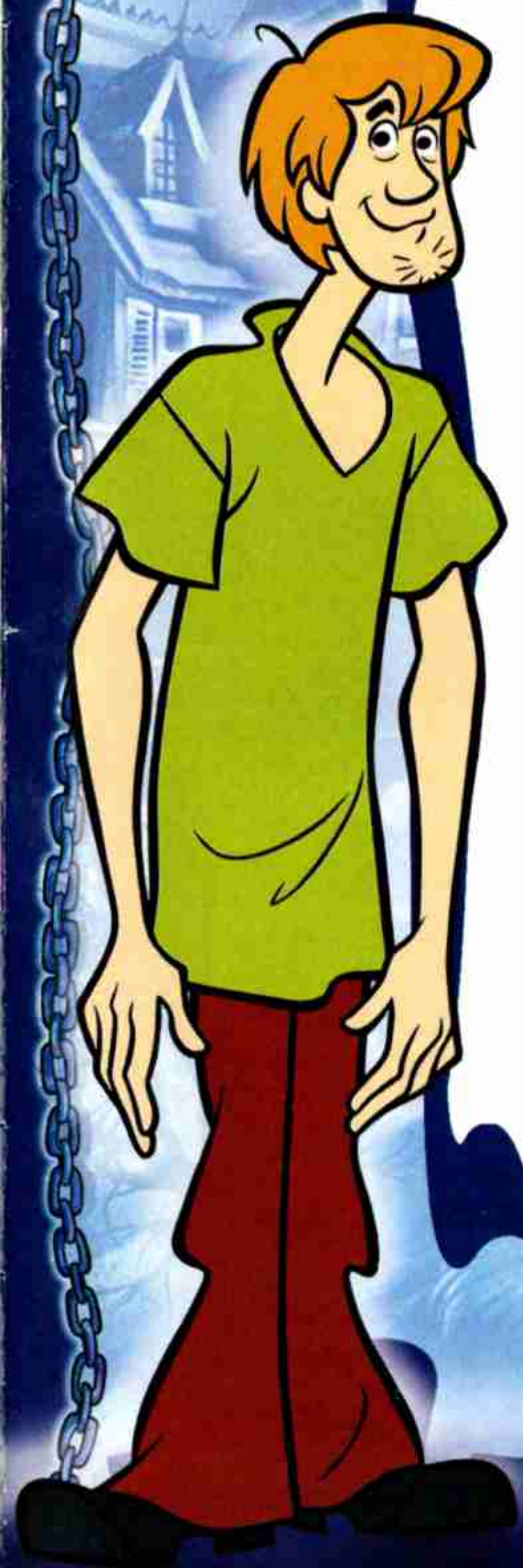
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

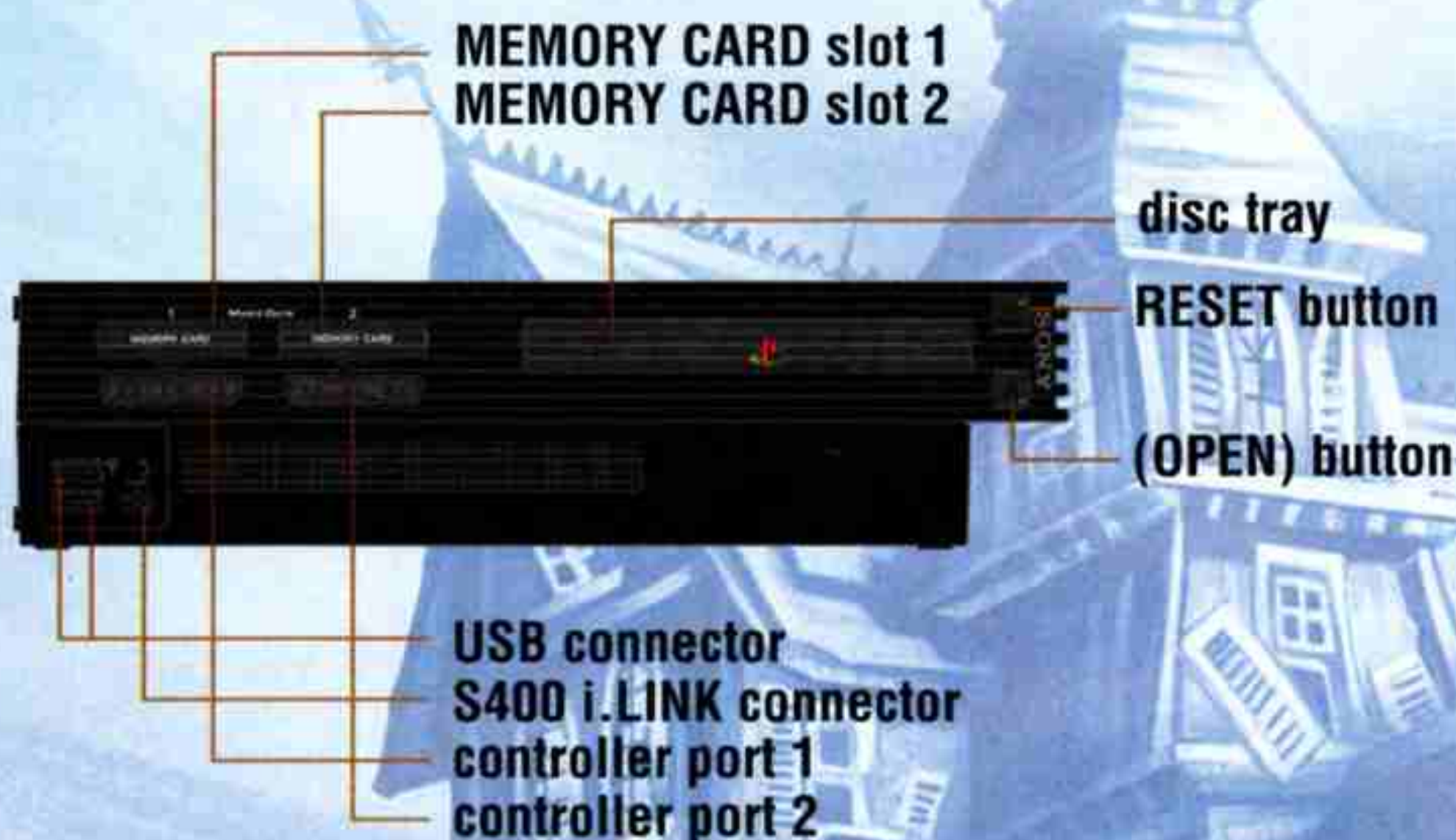
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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 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 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 PlayStation®2) 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

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATION

L2 button

L1 button

directional
button

left analog stick
(L3 button when pushed down)

SELECT button

ANALOG mode button

ANALOG mode light

START button

right analog stick
(R3 button when pushed down)

R2 button

R1 button

△ button

○ button

× button

□ button



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

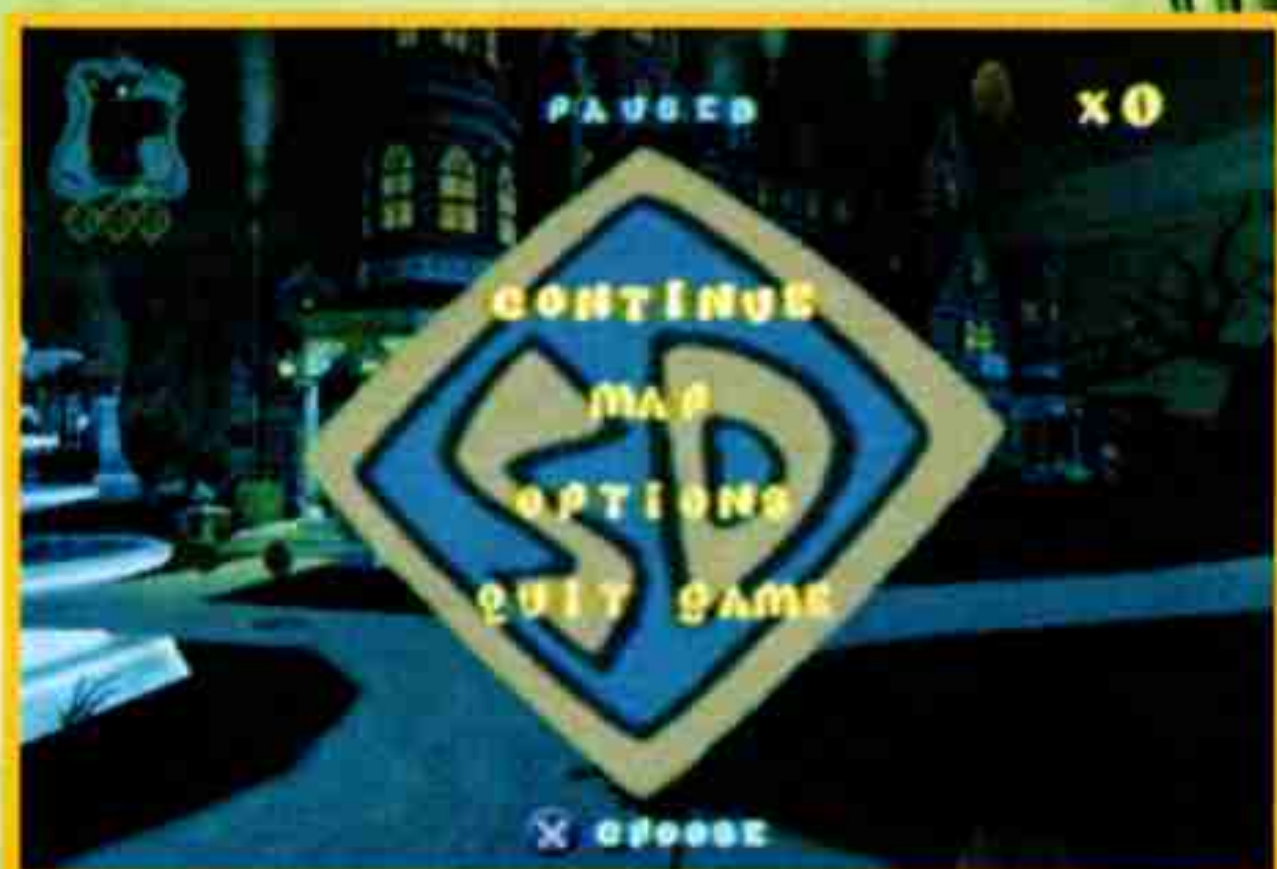
PROMO MATERIALS – Click here for some sneak peeks.





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



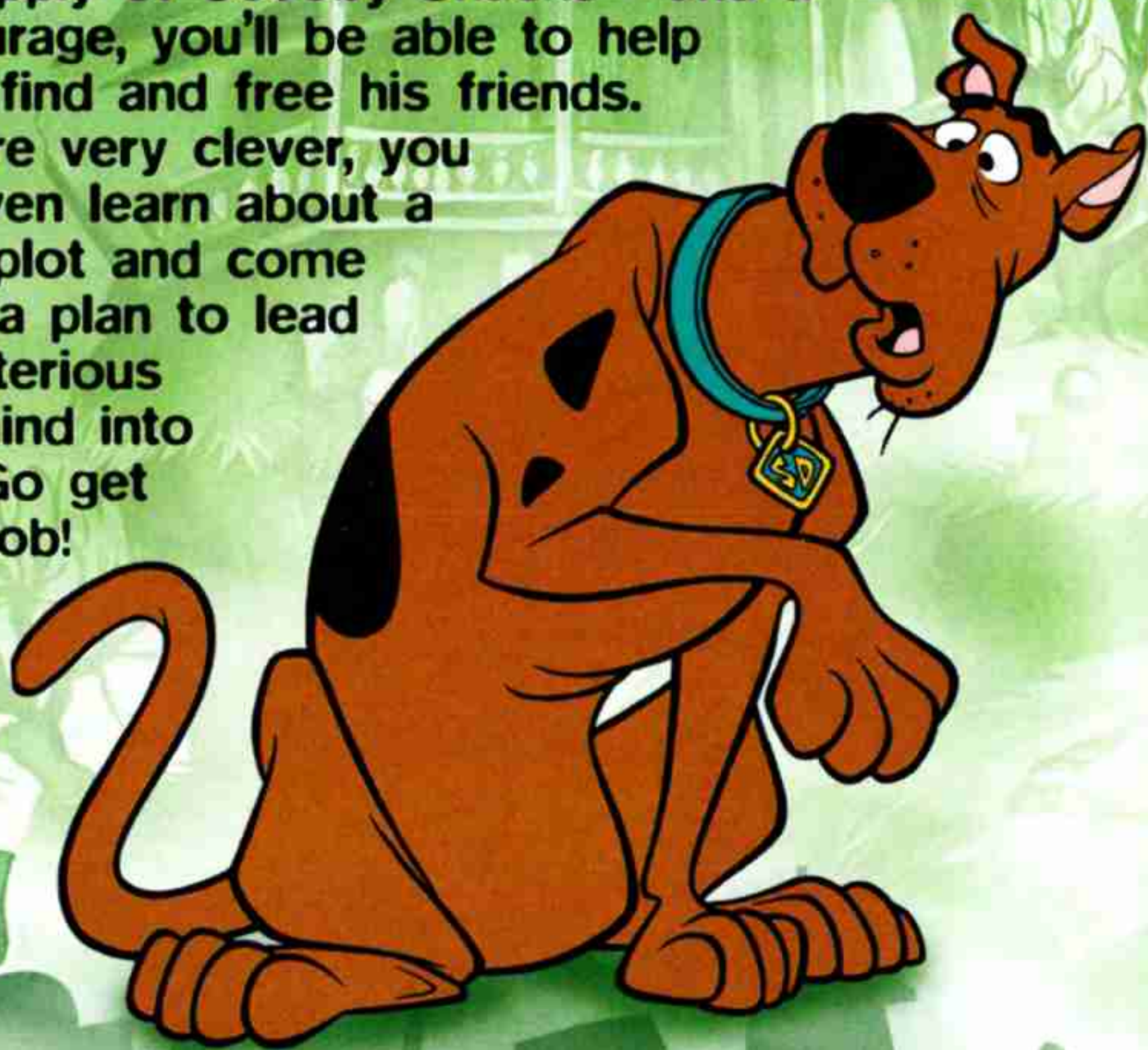
PLAYING THE GAME



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!





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.





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.

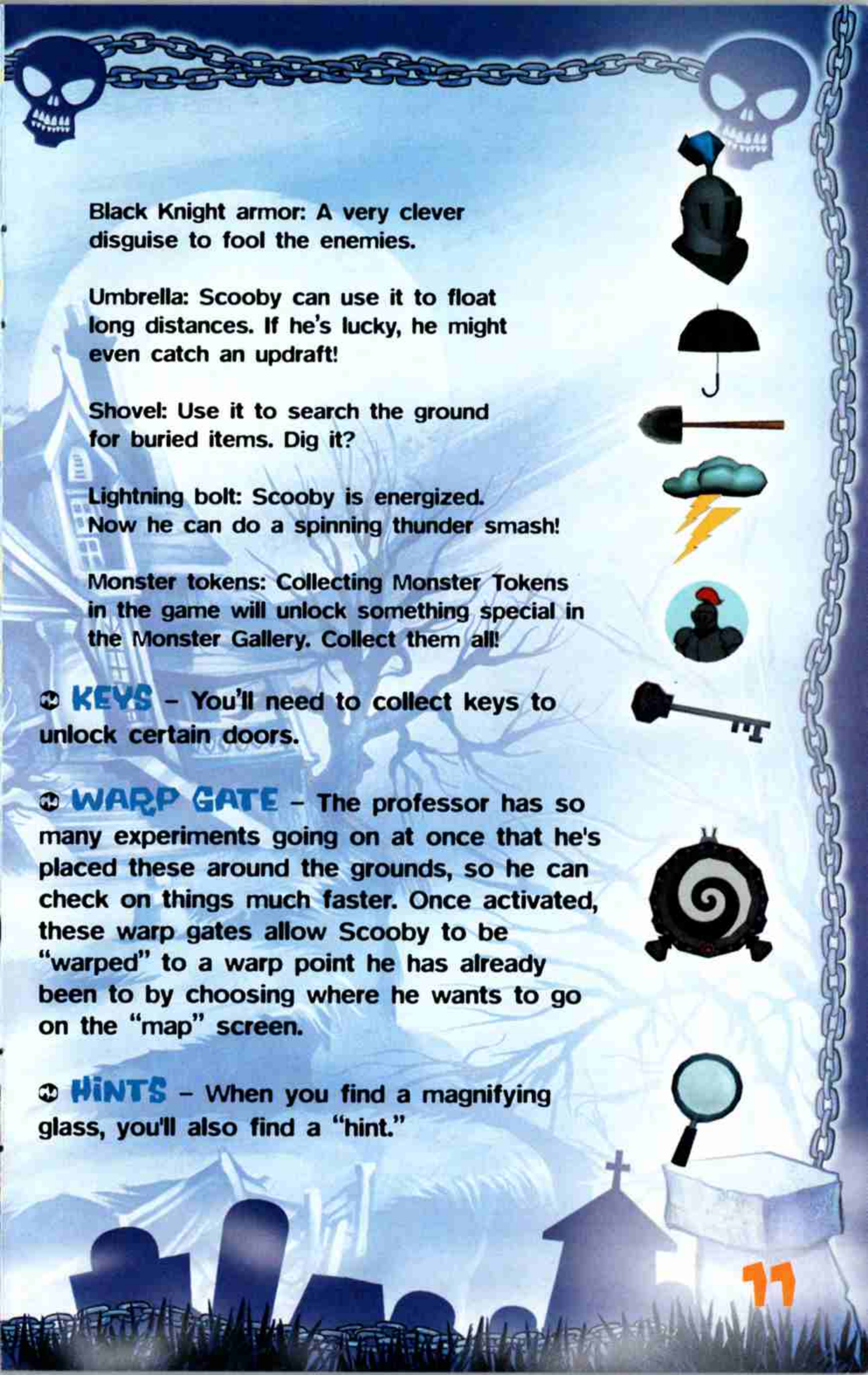


Plunger/Suction Cups: Slippery surfaces are no problem now!



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!



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.

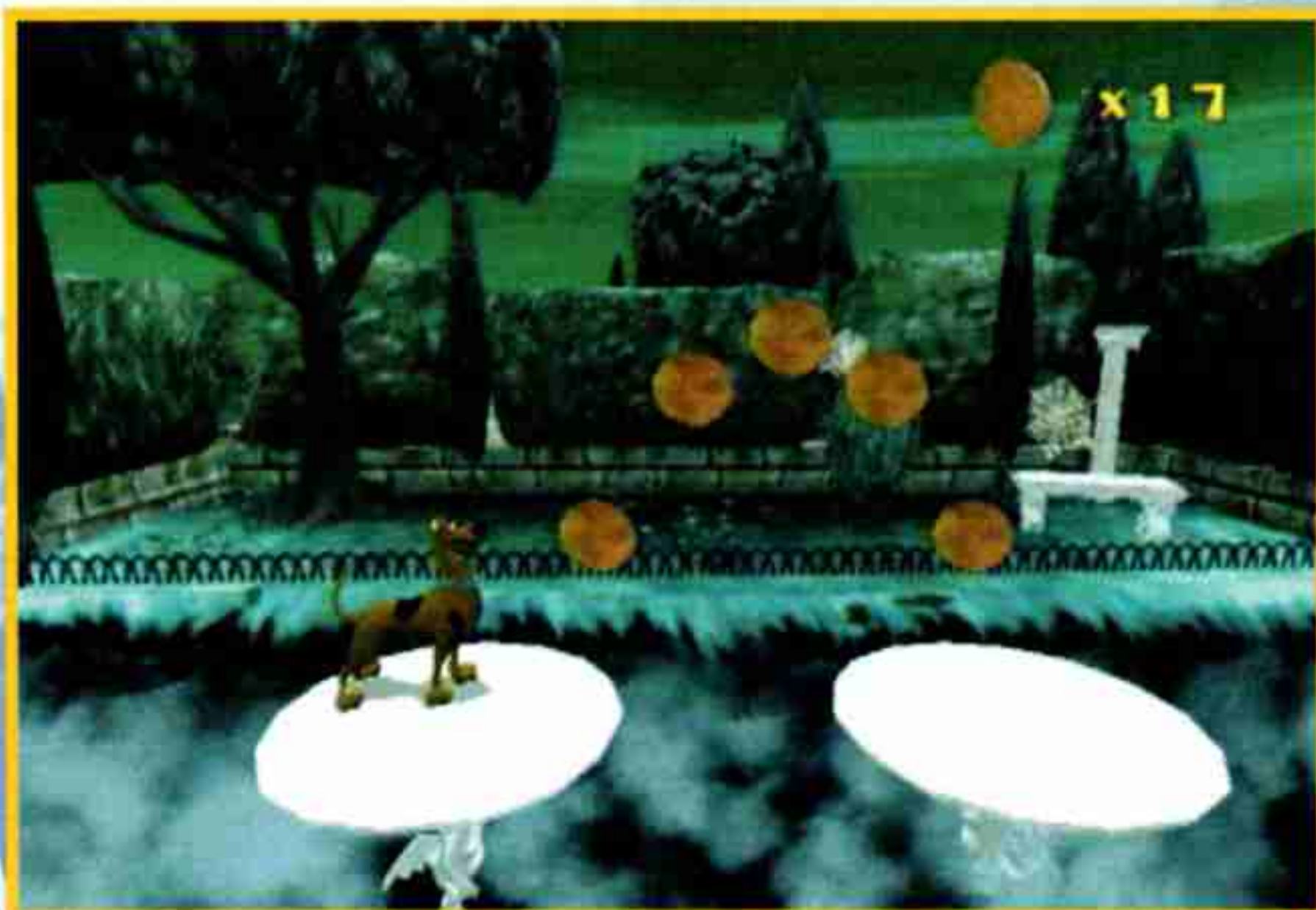


SMUGGLER'S COVE



Ever since the Mastermind showed up, there's not a villager in site. 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-Do!





**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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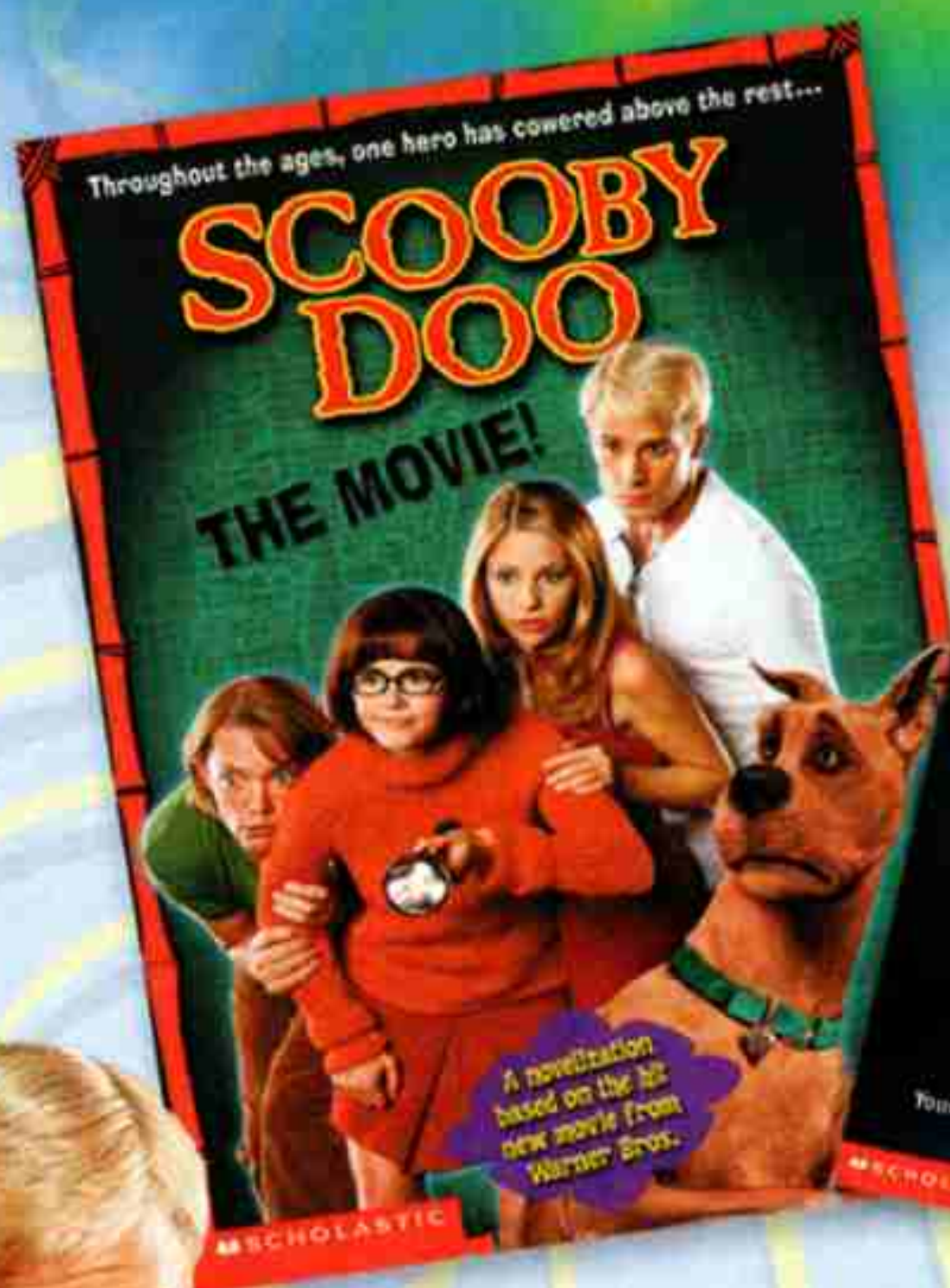
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**Two treats based on Scooby's
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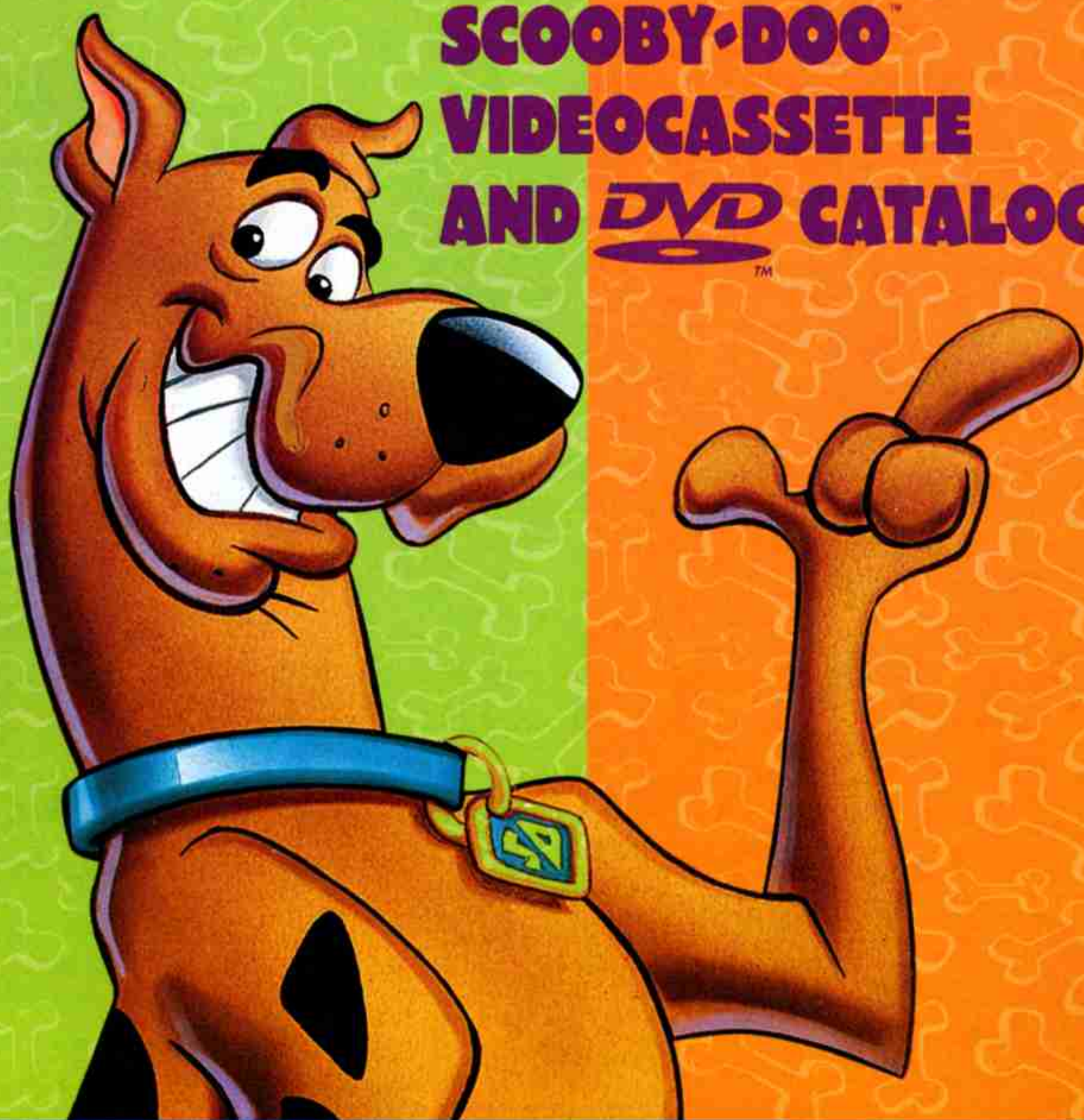


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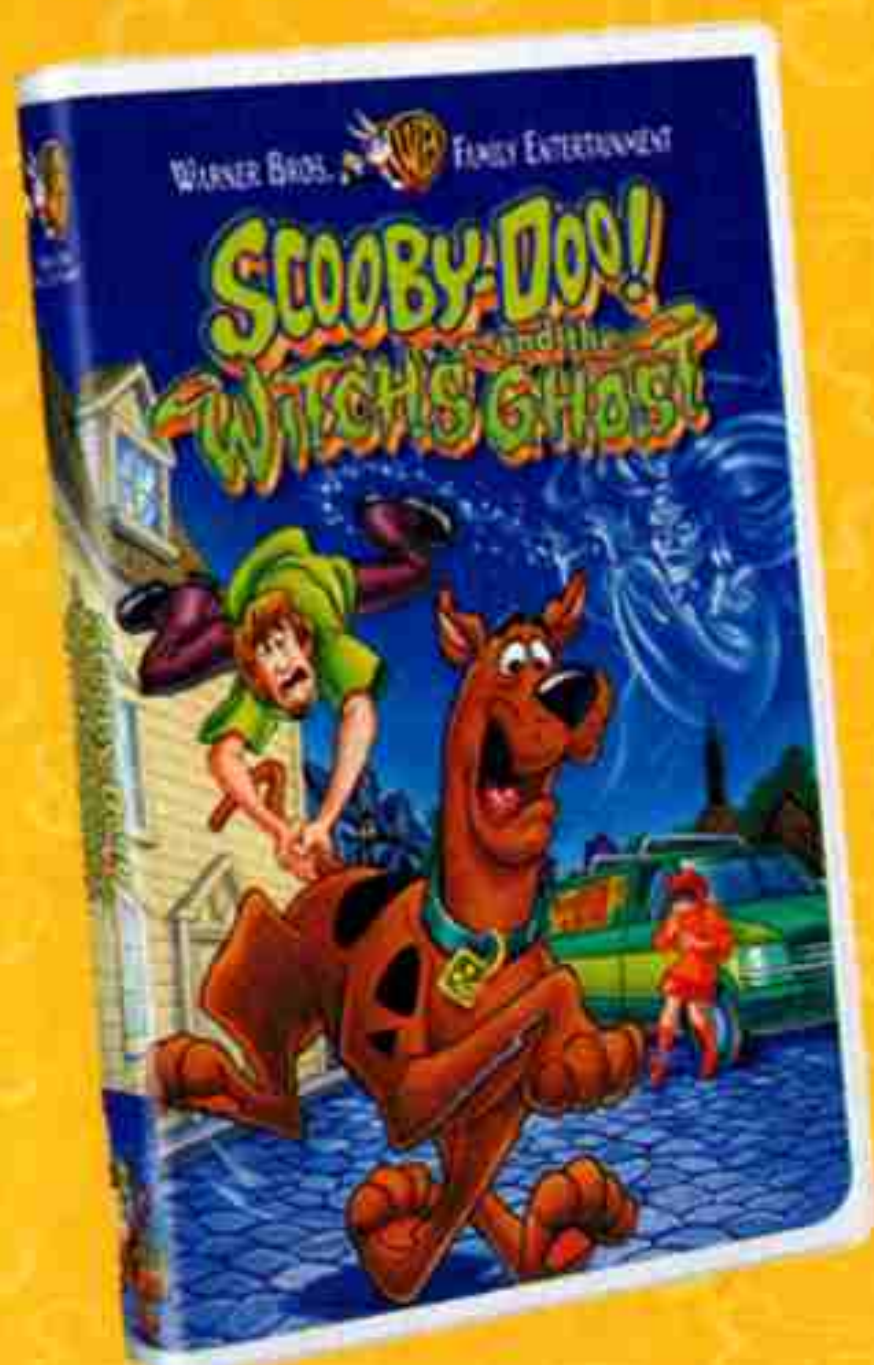
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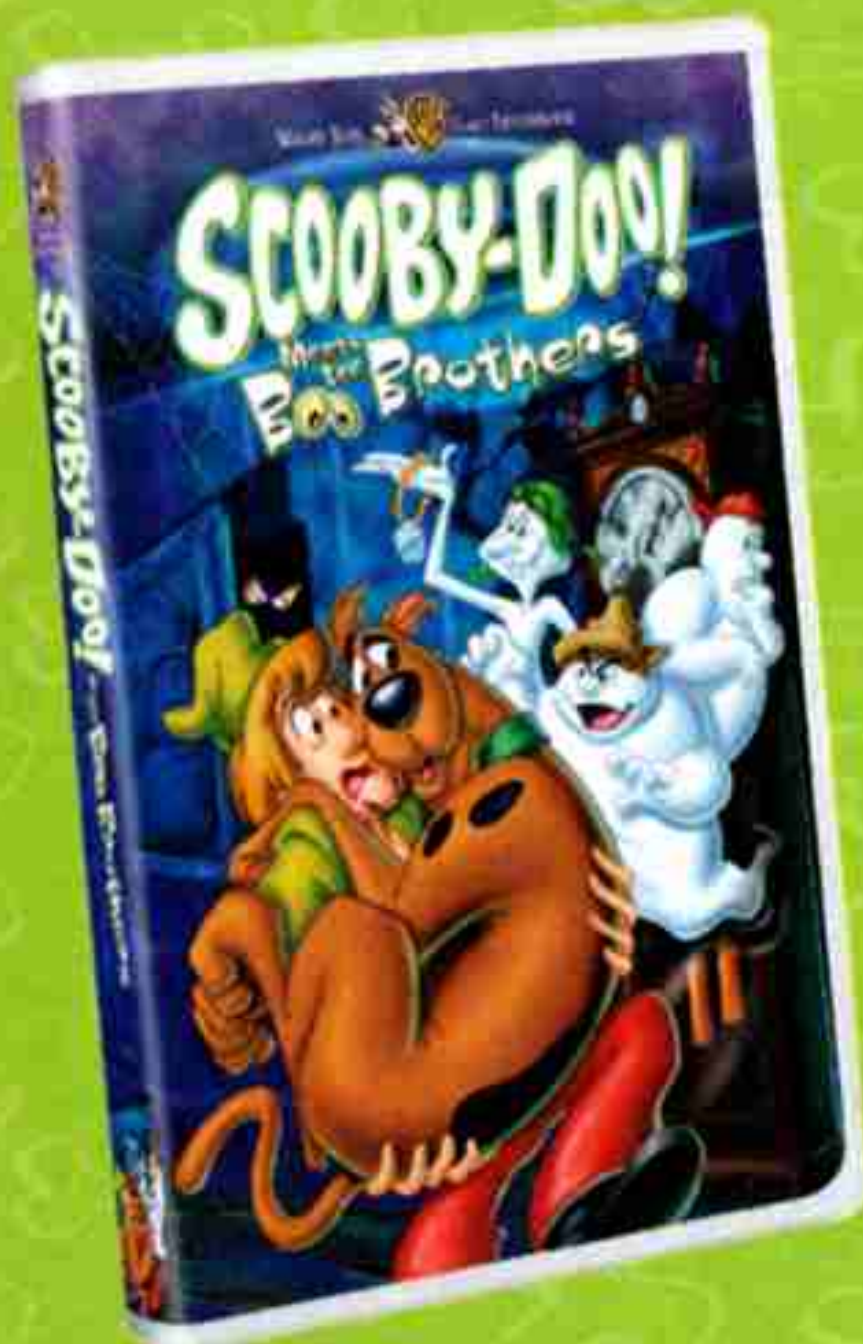
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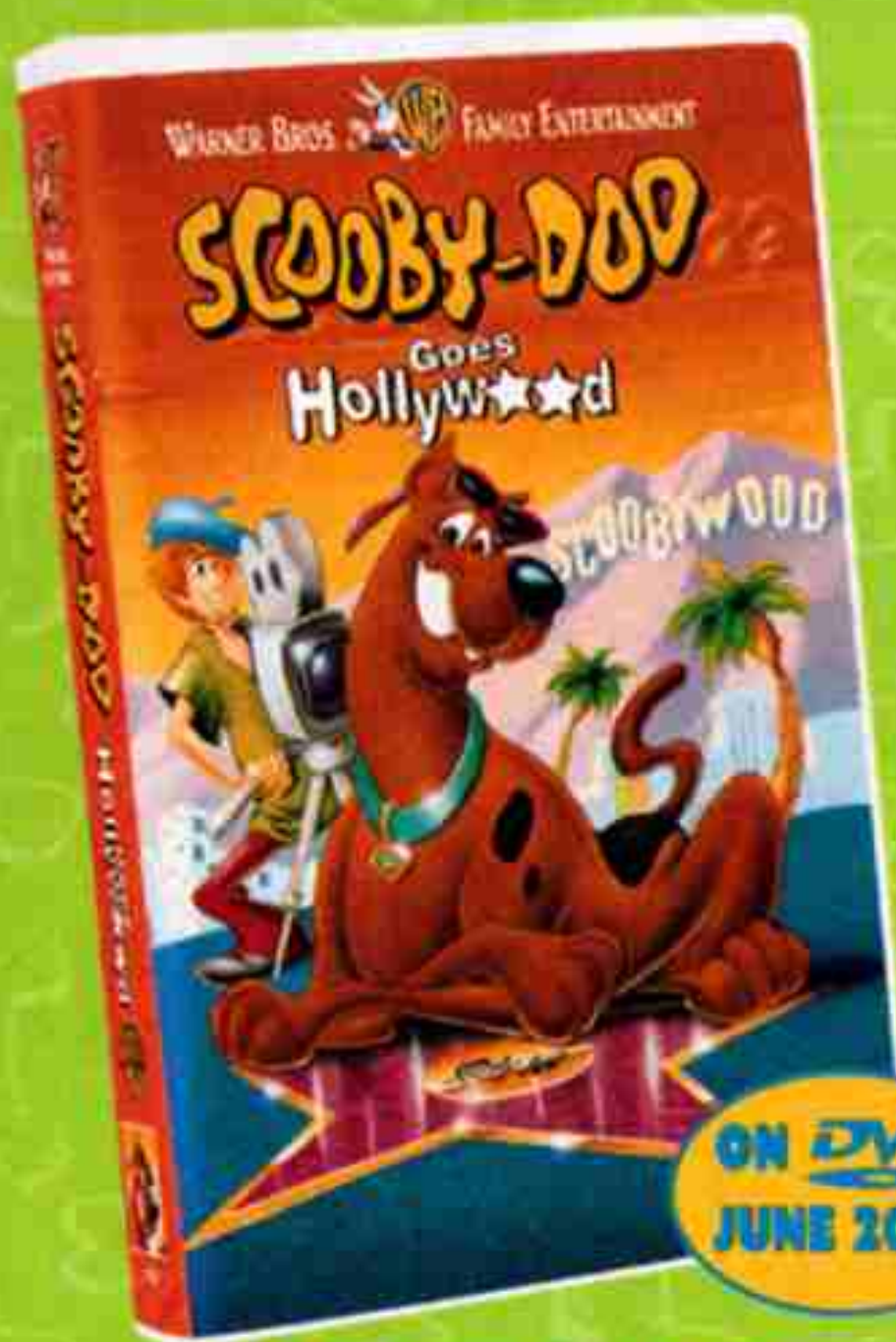


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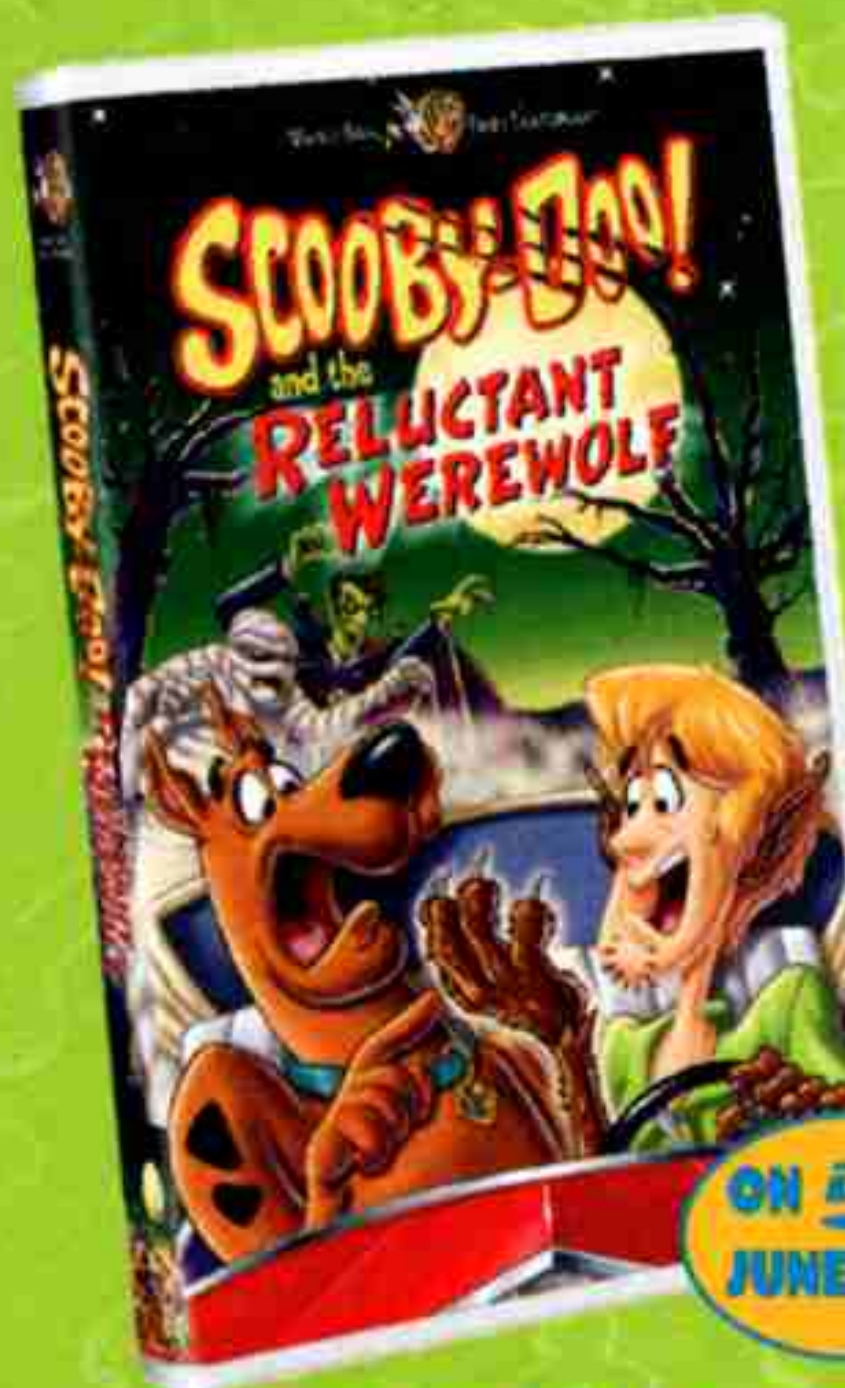
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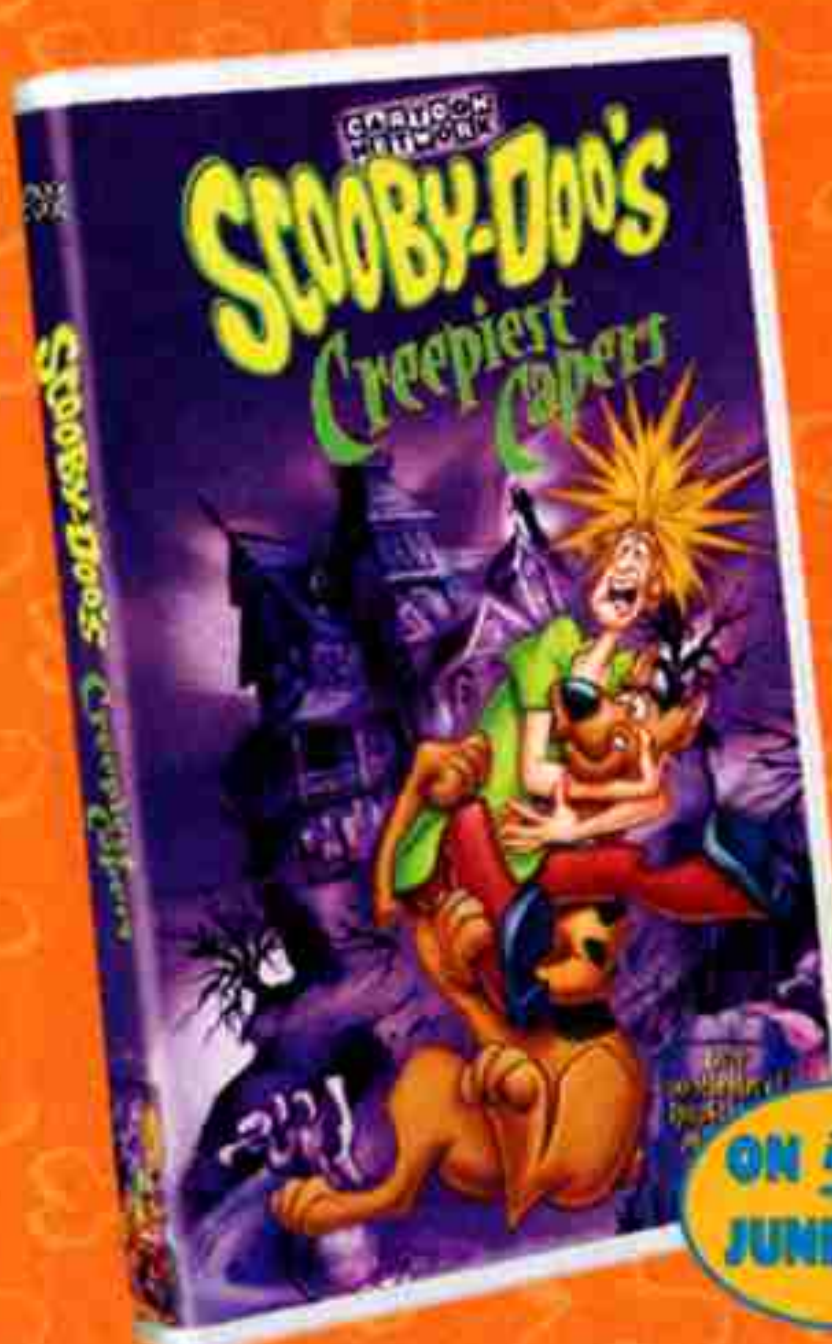
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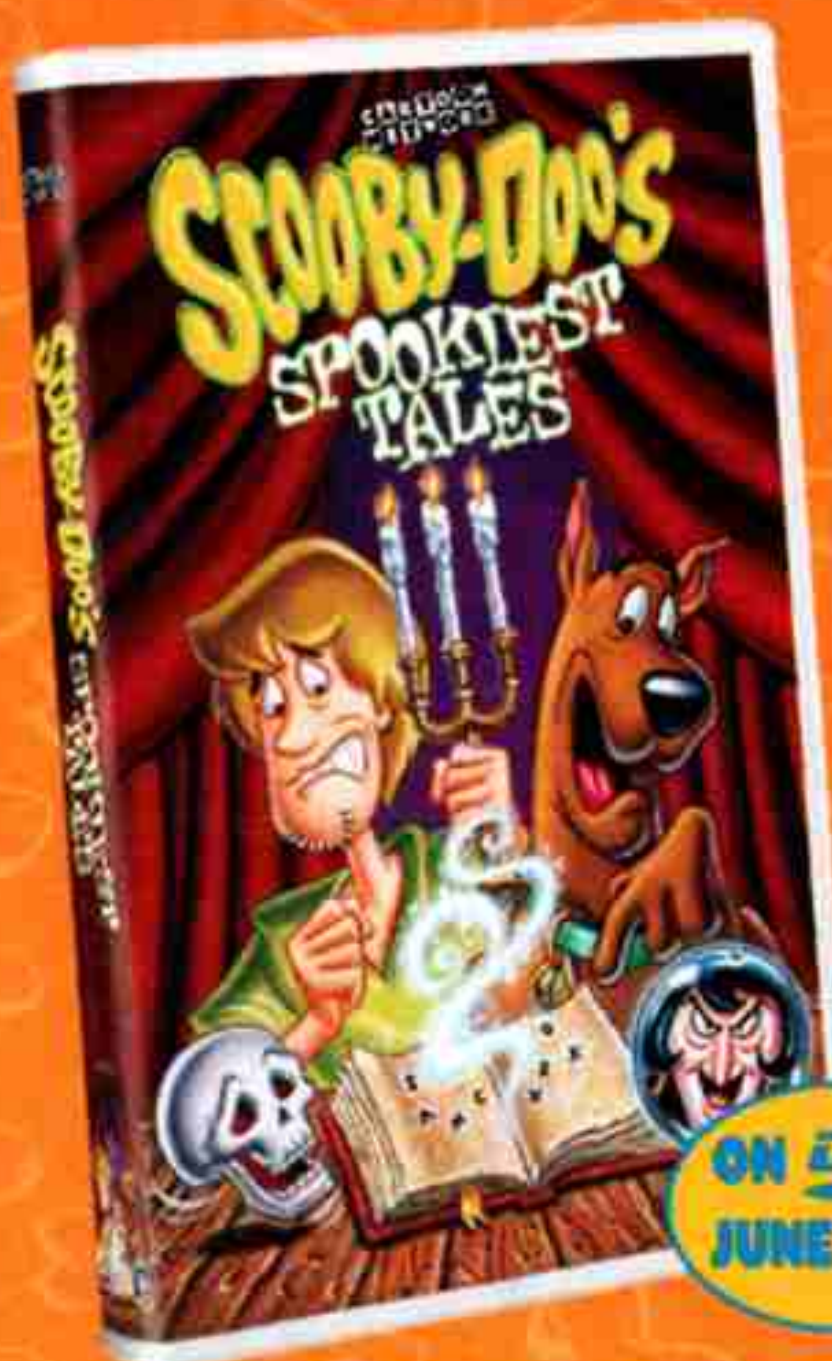


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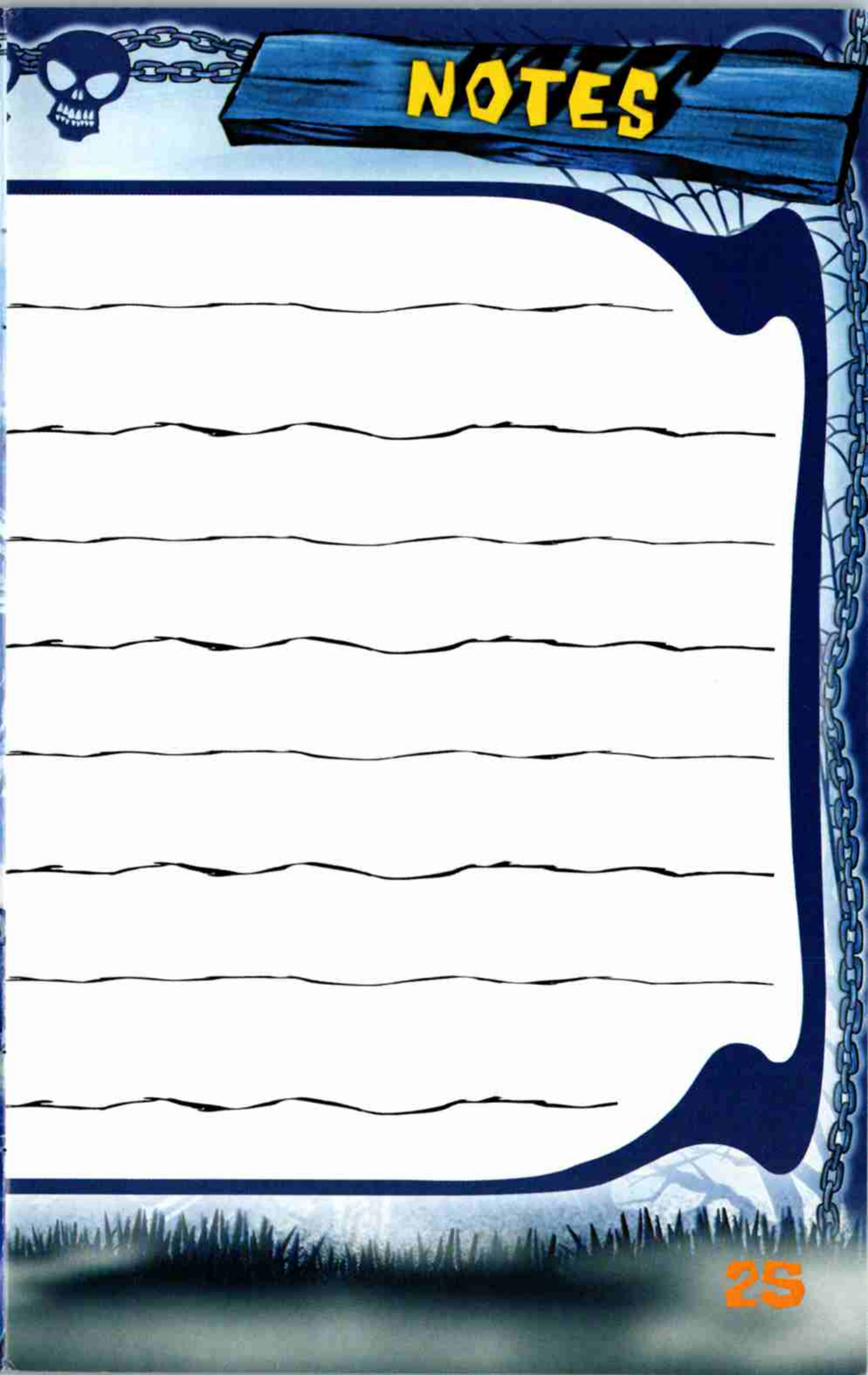


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NOTES





NOTES

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and everyone else who
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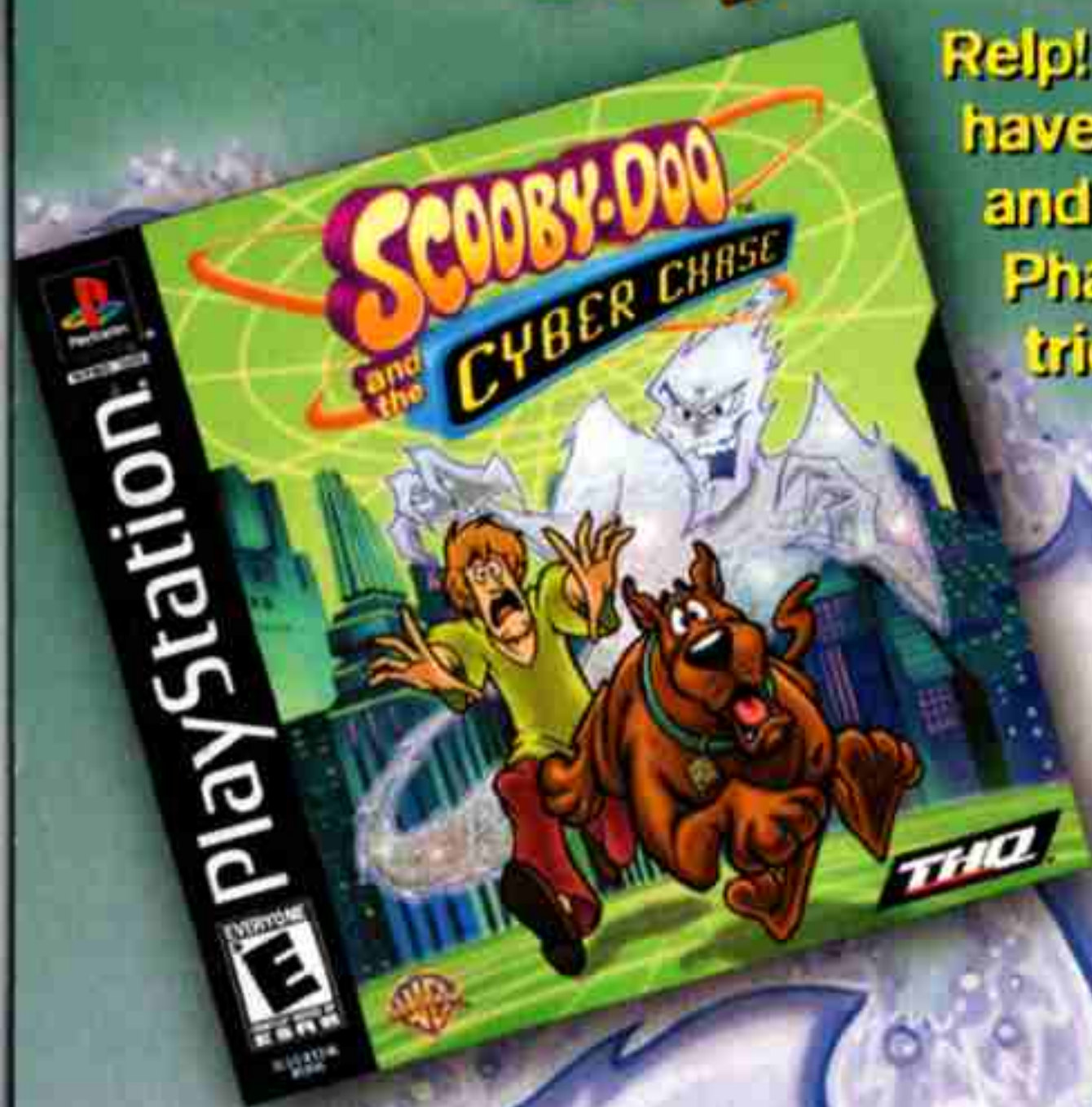
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Scooby-Doo!™

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!



Scooby-Doo! Where are you?



Help! This isn't an island!



Battle fierce bosses with pies!

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