

Scooby Doo

Commodore 64 version

Instruction Sheet

Loading Game:

Insert disk 1 (boot disk) into drive, and enter LOAD"*",8,1
The game will boot up to a title page within a few seconds.

Scenario Selection:

After the credit list, you will be asked to select a mystery to solve. There are 3 different mysteries included with your game. To select, use joystick. Press fire after selection has been made.

After a short intro (aborted by hitting RUN/STOP) you will be asked to enter the scenario disk.

You are now ready to solve a mystery!

Game Play:

You play the Scooby mystery solving gang. As you saw in the intro to the scenario, something strange is going on. Your job is to find out what, who, and why. To discover these answers, you must uncover a number of clues. Clues may be uncovered by CONVERSEing with the people you will meet (almost EVERYONE will tell you something you need to know, so make sure you CONVERSE with EVERYBODY!!), and by SEARCHing/LOOKing for things.

Arcade Sequences:

Each scenario is enhanced with 3 arcade sequences, which you will discover during the course of the mystery. Each arcade sequence will have to be mastered before you be able to solve the mystery. To help you along, here are some notes as to how to play the arcade sequences.

i) Chase Sequence. (ALL)

As every Scooby Doo fan knows, their cartoons always involve some kind of chase sequence in which you get chased by the ghost. Well, the same is true here! During a game, several chase sequences will startup. If you get caught by the ghost, you will end up captured (either LOCKED in a room, or placed in some strange area)

To avoid this, you must outrun the ghost!

During a chase sequence, you will be in control of 1 of the Scooby gang members (the leader at the time the chase seq started)

Using joystick, you can make your player RUN FASTER by moving the joystick LEFT <-> RIGHT quickly.

Beware of OBSTACLES! If you hit one, you will fall flat on your face!

Use FIRE BUTTON to JUMP

When you have gained enough distance between you and the ghost, the arcade seq will end, and you will be placed in some random location away from the rest of your party members.

ii) Cliff Diving (SEAGOD)

The object here is to enter the water head first.
Using FIRE BUTTON will instruct your actor to complete the next step of a dive. Each step can only be held by actor for 2 seconds, thus timing is critical.
If you get in final dive position too soon, you will end up entering water on your back (ouch)
If you don't enter head first, you will do a nasty belly flop.
In either case, you end up getting captured.

iii) Scuba Diving (SEAGOD)

This is a simple arcade sequence. Just beware of sharks!

iv) SKI SLOPE (SKI LODGE)

This sequence is pretty easy. Using joystick, move your player LEFT & RIGHT to avoid TREES and ROCKS.

v) Snow Cliff (SKI LODGE)

A real tough one.
Using JOYSTICK, CLIMB ROPES/LADDERS & JUMP from ledge to ledge. To enter caves, push DOWN on joystick when standing directly in front of one.
Beware falling snow balls, and flying ducks!
If you get hit by a snowball, you will fall down 1 level.
(move SHAGGY left or right while falling so you don't constantly get hit by the same snowball!)

If you fall to the bottom, you will end up in the FIRST AID station (which is fortunately very close SNOW CLIFF, so you can try again and again)

vi) Mine Car (DAYMEN MANSION)

This is dangerous!
Moving joystick UP/DOWN makes your car take UPPER/LOWER track paths.
Always take path which has a GREEN signal light on it!
All RED lights will lead mine car to a dead end!
(HINT: At very start, push DOWN on joystick! else you will crash very quickly!!)

If you CRASH, you will be CAPTURED, and locked in a cell!
(this is a painful way of ending up with all your gang members locked up!, so you should SAVE your game before you try it!)

vii) Bell Tower (DAYMEN MANSION)

This is similar to SNOW CLIFF (see above)
The bell tower consists of 3 levels, each with a BONUS level.
The BONUS levels must be completed within 40 seconds or else you FAIL, and must start over from scratch!
Again, beware of falling BELLS, BRICKS, and flying BATS!
During your climb, you will have to climb, jump, bounce (on trampolines), and slide down slides!

MENU COMMANDS:

(select by joystick by hitting fire, or by typeing first letter)

TAKE:

Makes leader TAKE a nearby object.

DROP:

Makes leader DROP an object he is carring.

PARTY:

Allows you to SPLITUP/JOIN groups.

LOOK:

Identifies objects which are obvious (visible on screen)

INVENTORY:

Displays leaders current inventory.

GIVE:

Allows leader to GIVE an object to someone.

CONVERSE:

Allows leader to CONVERSE with someone.

USE:

Allows leader to USE an object he is carring.

SEARCH:

Searches area around leader for any hidden objects.

Additional Commands.

H:
Displays current DAY/TIME.
Each scenario must be solved within 6 days!!

<SPACEBAR>

Allows you to switch to other members in your party.
(works during INVENTORY/USE/GIVE/DROP also)

F1:
Allows you to LOAD/SAVE a game on a fre-formatted 1541 disk.
(each disk can hold 8 games per scenario)
i.e. If you save GAME 1 in Ski Lodge, you can also save
GAME 1 in Daymen, or Seagod without destroying the
others.

F3:
Toggles MUSIC on/off.

^C:
Changes COLOR of text window.

^R:
Restarts current selected scenario.

^V:
Display current version number.

RUN/STOP

Pause. To unpause, hit any other key.
(hitting FIRE will also pause game, while you remain at MENU selection)

Misc Remarks:

CONVERSEing:

Some people you converse with will have alot to tell you, and a TOPIC SELECTION menu will pop up.

Use joytick to select the TOPIC you wish to ask about.

NOTE:

-Topics you have already discussed with that particular person will appear SHADED in topic menu.

-When you LEARN about something new, you will hear a BELL sound. (to let you know that you have something new to ask about)

If you converse too much with a person, he will become annoyed with you, and will stop talking with you for a while. Simply go away, and try again later.

SEARCHing:

Search range is not too great.

To uncover HIDDEN items, you can be about 1/4 of the screen away. To uncover HIDDEN doors, you must be VERY CLOSE to them!

Whenever you uncover something, you will hear a little melody alerting you.