

Scooby-Doo! Unmasked FAQ/Walkthrough

by VinnyVideo

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This walkthrough was originally written for Scooby-Doo! Unmasked on the GBA, but the walkthrough is still applicable to the Xbox version of the game.

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Table of Contents  
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- [INTRO] Introduction
- [MODES] Modes of Play
- [CONTR] Controls
- [WALKT] Walkthrough
- [QUEST] Frequently Asked Questions
- [VERSN] Version History
- [COPYR] Copyright
- [CONTC] Contact Information

Navigation tip: Press Ctrl and F to bring down a search bar. Then type in the name of the section you're looking for - like [CONTR] for the Controls.

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Introduction [INTRO]  
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Scooby-Doo, where are you? If you're reading this guide, the correct answer is "on the screen of your Game Boy Advance." While this game includes reliable Freddie, brainy Velma, pretty Daphne, and ravenous Shaggy, you control Scooby throughout the game. There are almost 20 levels, some of which are quite large in size. Unlike some Scooby games, this is essentially a Mario-style 2D platform game. You must collect a specified number of clues in order to advance to the next level. Perhaps the most memorable aspect of the game is Scooby's ability to wear three special costumes, each of which gets a lot of use. The graphics aren't revolutionary, but they're effective for a game of this type. The music is generally upbeat and perky, sometimes scary in a silly Scooby-style way. The levels aren't extremely difficult, but they can take a while to finish. I would've rather seen a larger number of shorter levels instead of a few very long levels. There are several fairly fun mini-games and some inventive bosses. Overall, this is a pretty fun game that probably takes about four hours to complete (less time if you know the right places to skip). On a less relevant note, this is my twentieth FAQ/Walkthrough, and it's 90 degrees outside as I write this (possibly in contrast to your current weather).

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Controls [CONTR]  
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The controls for this game are pretty simple.

Move: Left/right on control pad  
Jump: A  
Double jump: A while in the air  
Spin attack: B  
Look around: L  
Change costume: R  
Crawl under narrow passages: Down + B  
Pause game, skip cutscenes and conversations: START

The SELECT button doesn't do anything except in the first levels. Later in the game, you'll be able to use three special suits that give Scooby special abilities. These will be discussed at the appropriate time, so you won't be spoiled yet.

A quick word on the pause menu: When you pause the game, there are four Options available. Press Continue to return to the game. Password displays the most current password used to resume an existing game (select the Password option on the game's opening screen). This feature is necessary since the game doesn't have a save feature. The passwords displayed at the end of each level are more useful, though. Options lets you turn off music or sound effects, or change the language from English to French (not useful). You can also modify these options from the game's opening screen. Quit allows you to leave the current level and return to the main hub. Also, you can look to the right side of the screen to find out the number of clues and food items you've found in a level, if applicable.

Your energy is measured by the meter shown on the upper-left corner of the screen. If you fall into a pit or run out of energy, you'll start from the beginning of the current room. You have unlimited lives in this game, but you will lose the suit you're currently wearing. Your mubber gauge won't change, and your energy meter will be fully restored.

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Walkthrough

[WALKT]

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I'll start with a brief word on the storyline. I'm trying to keep spoilers to a minimum throughout this guide, but this is what you see in the opening sequence when you start a new game: The Mystery Inc. gang is riding in the Mystery Machine to a place called Monstrous Fright and Magic, where Freddie's cousin works. Everyone is excited - except Scooby and Shaggy, as this studio produces fake monsters for movies! Press START if you want to skip the opening sequence.

Scroll through the characters using the Control Pad and select Enter Workshop 1. This will be called Level 1. This level consists of training rooms designed to teach you the controls.

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Level 1: Monstrous Fright and Magic - Workshop #1

This is a simple training level where Shaggy guides you through all the basic moves used in the game. Note that the arrows on the floor hint at the direction you should go in; the arrows don't do anything directly.

Room 1: Shaggy will help guide you through the basic moves of this game. In order to clear the high ledge, you'll have to perform a double jump - press A to jump, and press A again at the apex of your jump. You'll use this a lot.

Room 2: Watch the demo of how to duck under narrow passages. Press B while holding Down to do so. Afterwards, use the double jump to reach some high platforms and the room's exit.

Room 3: Press B to perform spin attacks to break the crates. Inside them is mubber, a blue substance you want to accumulate. The quantity of mubber you currently have is shown on the gauge in the upper-right corner of the screen. Duck under a narrow tunnel, break a few more crates, and this room is over.

Room 4: Keep picking up small Scooby Snacks and mubber by smashing the crates. Most crates in this game yield mubber when broken. The small Scooby Snacks aren't too valuable, but if you collect 100 of them, one segment of your energy meter will be refilled.

Room 5: Practice looking around with L, but it's not too useful here. Instead, break the crates and jump up the platforms. At the top, scoot through the tunnel to receive a magnifying glass - a clue. Those are good! Perform a spin move while standing on the crates to break them. Then walk right to finish Level 1.

Now talk to a suspicious-looking figure named Stanton. After a short interrogation, scroll through and enter Workshop #2. This provides practice on more advanced tactics.

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## Level 2: Monstrous Fright and Magic - Workshop #2

Room 1: This room introduces enemies for the first time - in this case, spiders. Jump on them or spin attack them to defeat them and earn some mubber. If you touch an enemy, you may lose energy or mubber, although you won't usually get hurt if you have mubber in the tank. Ascend the platforms, touch the box for a one-segment energy refill (a Scooby Snack), and proceed right to the next room. In case you haven't figured this out, the room exit is always located on the right side of the room, so that's the direction you're usually heading. Also, the high road is generally the best way to go in this game.

Room 2: Break crates to get as much mubber as possible here. Stay high and perform a spin attack while jumping to break the crates on the edge of the platform. Beat the spider and smash the boxes for more mubber, then head left and down for a Scooby Snack. Break the crates on the left for mucho mubber, but make sure to destroy the upper two layers first. Don't let a crate fall on your head or you might get hurt. Go right, duck under the passage, and you'll reach the third room.

Room 3: Head right along ground level, break the crates, and you'll reach a Mubber Machine. It will give you a Kung Fu Suit in exchange for mubber (the other suits aren't available yet). You can't produce a suit if you don't have enough mubber, though. Make a second Kung Fu Suit at the Mubber Machine for reserve. As Kung Fu Scooby, you can't jump quite as high, but you can beat strong enemies and break or push heavy boxes. Press R and select the middle option if you want to change back to regular Scooby. Note that you must have at least a small amount of mubber to use or change costumes. Climb the platforms to the left, break the Yin/Yang boxes (which can only be destroyed in Kung Fu mode), and proceed to Room 4.

Room 4: Beware; this room is full of UV lamps that destroy your costume. Wait for the lamps to deactivate before you pass by. Also pick up the spare Kung Fu costume, even if you don't need it.

Room 5: There's a clue in this room, as you can tell from the bubble over

Scooby's head at the start. First jump to the high platform on the left if you need a Scooby Snack. The rest of the platforms just have mubber crates. So drop down and keep punching the Big Yin/Yang Block until you can't push it any farther. Then jump on the block and head up the platforms. Touch the magnifying glass, switch to regular Scooby, and quickly spin attack through the crates guarded by the UV lamp. It doesn't turn off, so hurry by (its ray reduces your mubber gauge). Head right past the spider and take the moving platform to the end of our second level.

Password: LJL7FW?R

Velma will now make you play a trivia game. Press A on each icon and decide whether the statement is true or false. Press B when you've gone through all of the clues (the first should be true, the second false). If you guess wrong, just talk to Velma again to try this game again. If you guess right, you'll be able to move on in the game.

Talk to a blonde girl named Marcy. This will send you to the next part of the game.

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---Shuddery Showdown in Chinatown---

Good thing we aren't in Asian China, or we'd get killed by the pollution or military police (That's my mandatory China reference; I'll mention a Zelda character or item later, and I won't even mention waterboarding and Hispanic sports figures). After talking to Maggie Xi, scroll through to speak with Ho Fong. Then select "Enter the Sewers."

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Level 3: Chinatown Sewers

This level is fairly simple, even though it's the longest level in the game. From now on, every level has four clues and four food items (more on that later), although the number of rooms in a level varies a bit. You must complete every room in this level; don't select "Exit" from the pause menu during this level.

Room 1: Keep heading right, breaking crates, spin attacking statues, and stomping spiders and rats for mubber. Jump across the platforms and head to Room 2.

Room 2: Head right a while, bopping a few boxes and rats. Eventually you'll reach a dead end. Jump up the platforms, but watch out; they crumble if you stand on them for a few seconds (although they return eventually). Jump left if you need a Scooby Snack, or head right to advance to the next room.

Room 3: There's a piece of shrimp in this room. Collect enough food items and something good is bound to happen. Break the crates and head through the tunnel to an elevator. Step on it and it'll fall. Head left or right to find alcoves with some boxes. Break them and the elevator will fall some more. Step on it again to make it drop. Repeat until you reach the bottom. Spin attack or stomp the purple-robed meanie three times to beat him. Grab the shrimp and advance to the next room.

Room 4: Keep going right, defeating the purple enemies. There's a Scooby Snack near the end of this straightforward room.

Room 5: There's a clue here. Keep stepping on the bicycle-like contraption to move it in a clockwise direction, lifting the gate. Afterwards you'll find the

clue in plain sight, along with another elevator. It works the same as the first one. Investigate each alcove for mubber and Scooby Snacks (big and small). Bop the meanies, grab the goodies, and you'll soon be in the next room.

Room 6: There's cheese in this room. Ride the floating crates over the sewer water. Don't fall in, or you'll have to restart the room. Once you reach terra firma (solid ground), bounce across the crumbly platforms, slide under the platform, beat the purple goon, go down the steps, and get the Kung Fu costume. Smash the Yin/Yang barricade with B, punch the big block into the water, and break the little block. Switch to regular Scooby, slide under the tunnel, and jump to the ledge with el queso (the cheese). Go right and up and make as many Kung Fu costumes as you'd like (you should have a lot of mubber, and you can hold up to four costumes). Then go left and take the lower fork. Stomp a few spiders, jump the gap, and prepare for the next room.

Room 7: Scooby thinks there's a clue in this room. It's not hard to find - walk past the UV lamp and jump the gap to get it. Smash all the crates found in front of the big crate, then push it to the opposite end. Then use it to reach some collapsing platforms and eventually a new Kung Fu Suit. If you don't need it, just keep heading right. Watch out for the scuba divers ahead. They'll try to spray you, but they can be beaten with three stomp attacks. A little after the purple-roped guy, stay low if you need a new suit, or go high and use the collapsing platforms to advance in the level.

Room 8: Use a jump kick to dispose of the crates blocking your way. Carefully use the moving crates on the slimy water to reach the next area. Again use a jump kick to break the crates. Watch out for the spiked ball guarding the Scooby Snack. Beware of the spiked balls, crates, and scuba guys who are just ahead.

Room 9: This room contains ham. Jump across the crates initially, dodging the spiked balls. Take the collapsing platforms upwards if you need a Kung Fu Suit. Otherwise, keep going right and get your Scooby Snack. After a few more platforms, get your ham, but watch out for the spiked ball. Carefully use the drifting crates to reach the next area.

Room 10: A clue can be found in this room. First traverse the slime pits and the familiar enemies. Take the collapsing platforms up and left if you want small Scooby Snacks and mubber statues. Otherwise, stay low and head right, punching the big Kung Fu block. Let the green slime geyser propel you upwards, then open the gate by rotating the pinwheel clockwise. Punch the purple-robed meanie, grab the magnifying glass, smash the crate, switch to normal Scooby, crawl under a couple of platforms, and beat a pair of meanies. Then advance to the next room.

Room 11: After beating the enemy, cross the geysers and let the last one take you high. At the fork, take the high route if you want a chance to get a new Kung Fu Suit. Otherwise, stay low. Break all the crates and push the big crate to the end to gain access to a high platform with a UV lamp. Push the crate and break the barrier to find a Kung Fu Suit and a Scooby Snack. Otherwise, stay low and jump the boxes and geysers. Use the last geyser to take you high. Then move on to the next room.

Room 12: This room starts with more geysers and scuba enemies. After the purple goon, avoid the spiked ball and take the Scooby Snack. After a few more geysers and weak enemies, spring high and right to exit the room. First, though, you may want to spin through the crates as regular Scooby to find a suit maker.

Room 13: Take the high platforms at first. At the end, jump down, avoiding the UV lamp. If you need a Kung Fu Suit, destroy the wooden crate and push the big

crate as far as possible. Jump up the platforms to find the suit. Then keep heading right past the geysers and floating crates. Spin the pinwheel clockwise to open the gate, then head right to the next area.

Room 14: There's finally a clue in this room. First beat the irritating spider. Then bop the purple goon, wait for the spiked ball to swing away, and push the crate down. When you reach the bottom of the steps, go left. When the scuba guy appears, wait for the UV lamp to stop before crossing. Keep going left. Get the Scooby Snack when the UV lamp stops, then go up and right to reach a purple goon and a clue. Retrace your steps and return to the place where you pushed down the big crate. Go up and right if you need a new suit. Otherwise, just head right. When you reach the UV lamp, kick down the big crate and push it as far as possible. Take it to some collapsing platforms. Cross them, head right past a few meanies, and enter the next room.

Room 15: A pretty basic room. After a few common meanies, wait for the spiked balls to rise up before passing under them. Pedal the wheel clockwise, keep going right, pass a few more enemies, grab the Scooby Snack, and enter Room #16.

Room 16: This room has a pickle. Head right past more common enemies, geysers, and floating crates. Let the last geyser in the sequence take you up and right to the pickle. Jump up the platforms near you. Spin the wheel clockwise to raise the platform as high as possible. Then make your way left and raise the other platform as high as possible. Head left, gobble the Scooby Snack, and make your way rightwards across the collapsing platforms. Jump across the platforms you just raised (the jumps are pretty long, so be careful) and head right to the final room.

Room 17: When you step on the platform, the elevator rises a bit - and the sewer water starts to rise. This is a little like Slime Climb or Toxic Tower from Donkey Kong Country 2. Make your way upwards as fast as possible. This really isn't too tough after all the practice you've had with Chinatown Sewers obstacles, but it still may take a couple of tries. The two Scooby Snacks in the alcoves near the two swinging spiked balls (one early, and one near the end) are best skipped. At the end, Scooby will perform a little dance. This level's over!

Password: L4SG89ZG

After a conversation with Zen Tuo, you can talk to Maggie Xi and Ho Fong again if you want to. However, I recommend talking to Shaggy. If you found four food items during the previous level, you'll get to play a mini-game. This game is very similar to Tetris and its relatives (Tetris Attack, Yoshi's Cookie, etc.). Simply line up sequences of three of the same kinds of foods. Stack like foods on top of each other (the gold foods work like more powerful versions of the regular kind). You can also line them up horizontally, but it's not usually recommended. Be careful not to place other foods over the foods Shaggy or Scooby is thinking about. If you clear a sequence of Shaggy or Scooby's food, you'll earn a point. Earn six points to complete the game and add a segment to your life meter. Woo-hoo! You can play again just for fun if you want to, but you won't win anything. You may still enjoy seeing how many points you can earn, though.

Password: K3VPZX8T

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Level 4: The Cookie Factory

The Cookie Factory is just a bit more complicated than the previous level.

Again, you must complete the final room, so don't leave even if you have five clues. I'm sorry, but they don't let you keep any suits you got during the previous level.

Room 1: Explore the early part of the level, bashing statues and beating enemies for mubber. After the crawlspac, go left and up to find a Mubber Machine. If you don't have enough mubber, just keep exploring. When you reach the big crate, bash the small crates around it. Then push it onto the big red button to reveal a platform. Stay high and keep going right, but watch out for the retracting platform and the conveyor belts.

Room 2: There's a clue in this room. Keep going right a bit, crushing any statues and enemies you see for mubber. At the fork, head left if you need some mubber refills and a new Kung Fu Suit. Otherwise, go right. When you reach the Kung Fu block, break the crates and gates nearby, then keep pushing the block right. From here, go right if you want more mubber (watch out for the falling bags on the conveyor belts), but it's best to go left. Wait for the button to turn green on the retracting platform, then jump across. When you reach the conveyor belt and a lift, walk right on the belt to raise the platform up a bit, then head up and right. Become regular Scooby and scoot under the crawlspac. Watch out for the spider, and switch to Kung Fu mode to dispose of the purple-robed guy. On the conveyors ahead, stand near the flour bags to make them fall (like a Mario Thwomp), then move forward. By the way, it can sometimes be advantageous to scroll manually (press L) to trigger the flour traps. Eventually you'll find the clue. Become regular Scooby, crawl under the passage, switch back to Kung Fu mode, and enter the next room.

Room 3: Scooby will sniff out a fish here if you didn't play Shaggy's food game after the last level. Head right a bit to the junction. If you need a new Kung Fu Suit, head down and left from here. Keep going right a while and you'll reach more conveyor belts with flour-bag traps, crates, and purple meanies. At the end, use the springboard to go up and left. You'll find more of the same. Duck under the crawlspac at the end as normal Scooby, then reapply your Kung Fu Suit. Watch out for the spider and punch the Kung Fu block down. The conveyor belt will take it to the right. Use it as a stepping stone to the high right ledge. Some UV lamps are ahead - crush the gate when the lamp isn't flashing. Push the Kung Fu block onto the red button to activate some platforms, remaining wary of the UV lamps. Standing on this platform, perform a double jump to make the flour fall, then land back on the original platform. From there, jump onto the conveyor belt. When the UV lamp turns off, land on the left edge of the conveyor belt to avoid the falling flour. Your fish is just ahead, if applicable. Crawl under the next tunnel as regular Scooby, become Kung Fu Scooby again, punch the statues for mubber, and head right into the next area.

Room 4: If you haven't been following my guide, there's broccoli in this room. At the start, there's a fork. Take the high road if you absolutely must have a new Kung Fu Suit, the broccoli, and a Scooby Snack. Otherwise, take the lower path. Ahead are many pistons, which will squash you if you don't watch their pattern. After a piston pound, cross a couple of pistons and wait for the next cycle. There are also many cookie dough makers; if you get trapped in the batter, press B very quickly to escape. Go right a while until you come to the springboard. Let it take you onto the right platform, then double jump to the left. Ahead are some devices that emit smoke; don't touch the smoke. When you reach the next springboard, head right past more familiar traps. Drop down to get the Kung Fu Suit. Then break the gate and switch to regular Scooby. Head right past many crawlspacs until you reach Room 5.

Room 5: Carefully spin attack the crates at the start, then switch to Kung Fu mode. Head right past the same industrial obstacles of Room 4. When you reach

the springboard, start going left. At the next springboard, go up and right. Head past the cookie makers, and drop down when you reach the small Scooby Snacks. Go right, then drop down the steps, breaking any crates for mubber. Head left, watching out for the purple guys and a UV lamp. Drop down and head right. Besides avoiding the pistons and other obstacles, don't fall into the pits, unless you want to start the room over. When you reach the springboard, go up and left, but watch out for the ninja enemy, who may be new to you. It will slide at you, but it's easy to beat with a good punch. Head left through more industrial obstacles, and spring to the left to find a Mubber Machine. Then head right past some more familiar obstacles and into the next room.

Room 6: Another goodie-less room. Head down and left at first, breaking crates for mubber and avoiding the UV lamps. Head right and push the Kung Fu block to the right. When the UV lamp goes out, head right, but watch out for the ninja. Go right, up, and left, avoiding the smoke generated by the machine. At the next springboard, go up and right past more machinery. A blue ninja is ahead; these are tougher, as they throw stars at you. Get on their heads with a double jump and stomp them thrice. Head left under the crawlspace if you need a Scooby Snack. Then go right into the next room.

Room 7: This room contains a clue. Head right, breaking ALL the crates. Then push the Kung Fu block all the way left (first go right if you need a new suit) and use it as a stepping stone to the retracting platform. Go right past the smoke makers, and wait for any platforms' lights to turn green before crossing. Be extra careful with the later ones, which protect you from falling into a giant vat of cookie dough! Eventually, push the Kung Fu block right to turn off the UV lamp. Crush the gate to the right for a clue, then head right into the next area.

Room 8: Head right, using the mixer to cross the gap. Again stomp the blue ninja thrice, and keep going right, using the mixers to cross the vats of cookie dough. You can use regular Scooby's spin attack to break some crates under a platform to reach a suit-making machine, but there are safer places to do so. After two fast mixers, watch out for the blue ninja, then head right into the next room.

Room 9: Scooby detects a clue in this room. Take the mixers across the gaps. When you reach the last one, it will take you to a higher level (double jump to the right for a Mubber Machine, and to the left to the path with the clue). However, if you have five or more clues, just keep going right to exit the room. Anyway, on the path to the clue: Go left, although you can take the high right route to reach some statues with mubber and a box containing a Scooby Snack. Keep going left to reach a blue ninja, who should be stomped. Keep bouncing across the springboards to reach a Scooby Snack. Jump kick the Kung Fu barrier to find the clue. Then make your way back to the mixers, and head right to exit the room.

Room 10: After the first mixer lift, walk right on the conveyor belt to raise the platform. Switch to regular Scooby and spin attack through the crates, then use Kung Fu mode to beat the purple guy. Spin through the crates below you if you need a suit from the machine, but it's best to use the springboard to go up to the upper-left platform. Wait for the retractable platform's light to turn green and for the UV lamp to turn off, then cross to the other side. Punch the Kung Fu block to the right, and at the end of the conveyor, use it to reach a new Kung Fu Suit, but first activate the falling flour bags. Then push the Kung Fu block further to the right until it presses down the red switch and deactivates the UV lamp. Jump kick the Kung Fu barrier ahead (ignore the crates and crawlspaces below you - they aren't useful unless you accidentally break a crate and have to return to the Mubber Machine area). Then head right, bouncing across the springboards to the entrance to the next room.



Room 11: There's a hot pepper in here if you didn't play Shaggy's food game earlier. At the start, take the upper path, although the lower path has large amounts of mubber and a suit-making machine. When the UV lamp stops, jump kick the Kung Fu block. Head right, stomp the blue ninja a few times, and break the barrier when the UV lamp stops. Then push the Kung Fu box until it lands on the red button to activate a platform. Watch out, as some spiked balls are ahead; cross to the next platform when the ball reaches a low point (just jump over the spiked ball). Afterwards, keep going right, grabbing the pepper (if necessary) and exiting the room.

Room 12: This room has an onion (or perhaps cabbage). Bop the spider and walk right on the elevator until the platforms reach the highest point possible. Head right through the crawlspace if you need a new suit. Otherwise, spring to the platform. When the spike ball swings away, jump onto the next platform and double jump over the spiked ball onto the next ledge. Keep going right, trigger the flour trap, and stomp the blue ninja thrice. When the UV lamp stops, jump kick the Kung Fu block and keep pushing it as far as possible. Jump up to get the onion, but avoid the falling flour. Stay low if you need mubber or a suit from the machine; otherwise, bounce across the springboards and jump kick the Kung Fu gate. Then go right and exit this room.

Room 13: This room holds the final clue. Take the upper path at the early fork. Head right and use the conveyor belts (the top one first, then the lower one) to raise the two platforms, but watch out for the spiked ball. Jump down and head left, bashing all crates you see along the way. After avoiding the UV lamp, you'll find the clue. Then head back up and left to the start of the level. Again follow the upper route and head right. Jump across the platforms you lifted earlier when the spiked balls are at low points. Stomp the nearby blue ninja and become regular Scooby to spin through the crates. Head through the crawlspace and keep spinning. Raise the platform with the conveyor belt and use it to reach the ledge to the left. When the retracting platform's light is green, jump on it and go right (or left for the Mubber Machine). Carefully take the next retracting platform at the green position and use Kung Fu Scooby to push the block past the smoke generator onto the red button. Spin through the crates as normal Scooby, switch to Kung Fu Scooby, and push the next Kung Fu block to the left, avoiding the UV lamp. After it falls, push the block rightwards. Use it to reach the Scooby Snack and the room exit.

Room 14: This is the final room of the level - where Daphne is imprisoned. Use the springboard to jump kick the Kung Fu barrier. Then move right on the conveyor belt to move Daphne's cage closer to you. Drop down to the lower level, head right, and smash open Daphne's cage with a Kung Fu punch. That ends the ballgame!

Password: P7!K69C1

If you haven't played Shaggy's mini-game, talk to him and do so now.

Now talk to Velma and figure out the clues. Select "True" on these items: Fortune Cookie, Dragon Scale, Stone Pakua, and Packing Slip. Others are "False." Not all of these will appear if you missed a clue in a previous level. Afterwards, select "Enter the Ride."

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Level 5: The Zoinky Roller Coaster

Here, you're on a rickety roller coaster, collecting "Trap" pieces and avoiding obstacles. When "A" appears near the bottom of the screen, get ready to jump to avoid the orange cones. If you hit them, you'll lose health. Your timing has to

be pretty good, though. Press Left or Right on the Control Pad when prompted to lean your roller coaster and avoid obstacles. When A appears with a directional button, get ready to press them in combination to avoid falling off the track! There are a few Scooby Snacks along the way to replenish some of your energy. This game really isn't too tough, though.

Password: S4S425JG

Afterwards, talk to Fred (or Freddie in earlier times) to play the next game.

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#### Level 6: The Wheel of Torture

You have to play this mini-game to discover the true identity of the dragon man. This version is not overly difficult. A pointer is spinning around the wheel, and you should press the indicated button when the pointer reaches it. If you miss eight times, you'll have to start over. The A and B buttons are the only buttons used for most of the mini-game, although you'll have to use Left and Right on the Control Pad near the very end.

Password: NS4!V?BK

Now talk to Zen Tuo to gain access to the boss.

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#### Level 7: Boss #1 - Zen Tuo

This is a bad excuse for a boss - even the first one in the game. This makes Boom-Boom look tough! Zen Tuo is flying around the room on his dragon. First jump into the Kung Fu Suit. When Zen Tuo comes into sight, deliver a jump attack to Zen Tuo to inflict some damage, indicated by the meter on the bottom. It's easiest when he's flying low. Then you can jump kick Zen Tuo or stomp the dragon itself. The dragon often shoots a fireball or two when it comes into sight, so be careful. If you want this battle to be really short, administer a few punches to the dragon's head when it's at low altitude. As an added bonus, your health meter will be increased when you win - just like getting a new Heart Container in a Zelda game. Speaking of Zelda games, are you impressed that I was able to avoid giving him one of those subtitles they give bosses in newer Zelda console games?

Password: HGHW?VTM

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#### ---Rockin Roller Coaster of Terror---

Never mind the missing apostrophe in "Rockin." After discovering the truth about Zen Tuo (I won't spoil the details), the gang decides their next stop should be a theme park run by a popular musician, the Guitar Ghoul (Shaggy and Scooby aren't thrilled by this). Talk to Alvin and Nikki, and Daphne will disappear again. Now select "Enter the Haunted House."

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#### Level 8: The Haunted House

I like the goofy music here. You'll find this level to be a slight step up in difficulty, but it's still not too tough. A new suit will be introduced here. Again, since Daphne is missing, you MUST complete every room.

Room 1: Scooby sniffs out a piece of shrimp here. At first, smash the bookcases, crates, and rats to load up on mubber. If a cardboard clown guy pops

up, just spin attack it to destroy it; it's basically harmless. Take the lower level to a suit generator, where the Kung Fu Suit is still the only choice available. Climb back up and push the Kung Fu block to the right. Use the block to jump onto the floating table, then double jump to the left. Keep going left, defeating any blue-haired enemies you find along the way. Smash some crates, avoid the UV lamp, and you'll eventually reach the clue. Head back to the floating table and take it to the right. When the UV lamp stops, make sure to jump past instead of walking; there's a hand (almost identical to Ocarina of Time's Dead Hand) that will grab you if you stay along the ground. If it snatches you, press B quickly to wiggle free. There are some dinosaur-like roller coasters ahead. Don't touch their spined backsides. Use one as a stepping stone over the pit. Ahead are a few enemies from earlier, none of which are too dangerous. Soon you'll be out of this room.

Room 2: After a few blue-haired goons, you'll come to a UV lamp/hand trap combination. When you reach the dinosaur trains, use one to reach a stationary floating table. Ignore the roller coasters and jump onto the moving table. Take it to a rickety platform. Quickly jump to the left table if you want a chance to use the Mubber Machine. Otherwise, head right, hurrying past the crumbling platform. Watch out for the spider/hand trap combination, and that's about all for this room.

Room 3: Break the crates, stomp the spider, and jump onto the moving table, ignoring the lower path (unless you really need more mubber). Keep heading right, jumping across the moving tables and unstable platforms. After the blue-haired goon and the spider, take the vertically-moving table down to some Kung Fu crates containing a Scooby Snack. Keep heading right if you need to make a new suit; otherwise, take the table back up. Hurry across the crumbly platforms and stand on the left edge of the first stable ledge to avoid the UV lamp/hand trap. Push the Kung Fu crate to the right, jump kicking the obstacles. Watch out for the hard-to-spot UV lamp. Then enter Room 4.

Room 4: Finally! A room with a clue. At first, keep jumping across the dinosaur-like roller coasters. Watch out for the purple ones, where spikes may pop up on top (watch when the eyes flash)! When you reach solid ground, jump to the left, switch to regular Scooby, duck under the passage when the UV lamp stops, return to Kung Fu mode, and start pushing the Kung Fu block to the left. You'll get caught by the hand trap, but that's OK as long as the UV lamp isn't running. Punch the blue-haired goon and grab your clue. Return to the right. Take the upper fork if you need a new suit, or else follow the lower path, which has more of those roller coaster things. At the end, grab your Scooby Snack, punch the blue-haired goon, and enter the fifth room.

Room 5: Ride one of the cars to the right and jump onto the floating table at the end of the line. Take the tables to another train section. Wait for a car to go by, then run past the narrow passages. When you reach the table, make a LONG jump to the room exit.

Room 6: This room has ham. At the start is a new suit - the Bat Suit. Hold A in mid-air to float, sort of like a Super Mario Bros. 3 Tanooki Suit. You can go down and left to get a new Kung Fu or Bat Suit, but I'd just float across the gap as indicated by the silhouette Scooby. Keep going right, floating across the long gaps. When you see the steam vent, hold A to float into the ham. Watch out for the old UV lamp/hand trap mix, then jump by and into the next area.

Room 7: Ride the roller coaster rightwards and float onto the rickety platform at the end of the road. Jump left if you need an additional Bat Suit, but it's not an easy jump. Float right past the unstable ledges. Watch out for the blue-haired person, rats, and hand traps. From here, go down and then left to find a Mubber Machine (there are easier ones to reach, though). I'd just float across

the LONG gap and enter the next room.

Room 8: At the start, head right on the upper path to reach a Mubber Machine. Take the steam vents up to reach a Scooby Snack. The lower path takes you further into the level. Jump over the rapid succession of purple roller coasters, avoiding the spikes that pop up when their eyes flash. At the end, jump on a car and land on the ledge with the steam vent. Take the vents upwards. Go left at the top if you need a Scooby Snack and much mubber. Otherwise, float to the right. Switch to Kung Fu Scooby (I hope you still have that suit) and punch the Kung Fu block off the ledge. Keep punching it right to hold down the red button and stop the UV lamp. Back as Bat Scooby, float up using the vents and spin through the crates. Bop out the enemy and go right into the next room.

Room 9: Scooby says there's broccoli in here. Keep jumping across the green (non-spiked on top) roller coasters until you reach solid ground. Take the steam vent up and go left across the floating tables. Jump kick the cardboard dummy to reach a Scooby Snack. Keep going left if you need a new suit. Otherwise, float to the right to reach more floating tables. When you reach the second table, scroll right with the L button to see when the UV lamp stops. Then make your long jump. Watch out for the hand trap and other meanies. Take the steam vent up and left to find the healthy veggie you seek. Then go back left and drop off the platforms. Head right across more green roller coasters and into the next room.

Room 10: This room has a clue. Take the second floating table up to find a Mubber Machine. If you don't need it, keep following the tables to the right, earning a Scooby Snack along the way. Watch out for the UV lamp/hand trap mix, then switch to Kung Fu Scooby to break the crates in front of the Kung Fu block. Punch the block right, avoiding the UV rays. Jump kick the Kung Fu barrier and you'll see where the clue is. As Bat Scooby, jump across the tables to the next platform. If you jump from the apex of the second table, you'll get a new Bat Suit. Switch to Kung Fu mode and punch the blue-haired enemy and the crate. After that, become regular Scooby and duck under the crawlspace. Wait for the UV lamp to stop, then collect the clue. Make your way left to the end of the platform. As Bat Scooby, head right and down from here. After a few crates, a hand trap, and a blue-haired meanie, you'll be in the next room.

Room 11: Another clue is located in this room. Avoid the early UV lamp, then jump onto the high ledge when its lamp stops. Switch to Kung Fu mode and jump kick the barrier. You'll fall down. Make your way back onto the ledge as Bat Scooby, avoiding the hand trap. Then jump to where the barrier was (again, avoid the UV lamp). Return to Kung Fu mode and push the block all the way to the right. You may be able to use a jump kick to completely avoid the hand trap. As Bat Scooby, jump onto the high ledge to see the clue. Make a long jump onto the ledge to the right and float into the clue. Try to land near the cardboard guy. From here, ride a train car to the right. At the end, use a spin attack in midair to break the crates. Jump over or defeat the enemy, then proceed into Room 12.

Room 12: Mucho queso! There's cheese in this room. Take the vent up, spin attack the spider, and keep floating right. Use the next vent to continue this pattern and you'll be near a UV lamp. Wait for it to stop, become Kung Fu Scooby, break the barrier, and grab the cheese wedge. Use the Bat Suit and steam vents to float across a very large expanse. Avoid the UV lamp/hand trap at the end, float across one more gap, and enter the next room.

Room 13: 13 is lucky here, as this room has another clue. Break the crates and jump across the high platforms. It's best to float over the unstable ones. Crawl under the passage at the end as regular Scooby, then return to bat mode.

Use the steam vents to float up and then left. Switch to Kung Fu mode, wait for the UV lamp to stop, jump the hand trap, break the crates, and re-equip the Bat Suit. Take the steam vents up and right, then float right across the tables to find the clue. After a few more tables, you'll reach a few platforms blocked by crates. Use spin attacks in the air to break them. You can drop down here to find a Scooby Snack if you're desperately low on energy, but this is the next-to-last room in the level, and getting the Scooby Snack requires some additional tricky jumping. Anyway, head across the crate-blocked platforms, dispose of the purple-haired enemy, crawl under the passage as regular Scooby, and go right into the final room.

Room 14: Daphne is imprisoned in this room. As Bat Scooby, take the steam vent up to a Kung Fu block. Equip the Kung Fu Suit and punch the block down. Keep pushing it right until it lands on a switch, deactivating the UV lamp. Then punch open the door of Daphne's cage and do your little dance!

Password: V4T18HFV

Talk to the Guitar Ghoul. Then talk to Shaggy if you found all four food items in the last level. You'll get to play the same Tetris-like food-matching game as in the last world. It's marginally tougher than last time, but it's still easy. Just keep matching trios of ingredients until the game ends. The prize is the same - a new Scooby Health Medal!

Password: KT6DNX2K

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#### Level 9: The House of Mirrors

Select "Enter the Circus Tent" to enter this level. This level is pretty tough. There aren't a lot of puzzles, but the enemies are aggressive and difficult to beat. Fortunately, you can safely exit as soon as you collect six clues.

Room 1: At first, break the crates found next to the tiger cage and collect the mubber. Don't stand near the cage for long or the tiger will slash you with its tail! Then crawl under the cage. Next up is a juggler enemy. Try giving him three stomps to get rid of him. Keep your distance, since his throws have good range. Jump on the tiger cage and quickly jump onto the spring. Stomp the juggler again, getting the Scooby Snack above him. Break all the crates for more mubber, then defeat the next juggler. There are some bombs floating from balloons just ahead. Carefully double jump over them when they're at a low point. Duck under the tiger cage ahead, although you can smash the crates if you need more mubber. Use the suit machine to create one or two Kung Fu Suits. Jump onto the tiger cage and quickly hop onto the upper platform. Break the Kung Fu crates, clobber the blue-haired individual, break the crates for mubber, and head right into Room 2.

Room 2: Scooby detects a clue here. Stomp or punch the juggler, then jump up two platforms to the Kung Fu springboard. As Kung Fu Scooby, punch it down and then right. Use it to jump onto the tiger cage, but don't spend much time up there! Break the crate in front of the next Kung Fu springboard, then push it to the right. Spring your way to the platform with a blue-haired goon. Drop off the right edge of the platform and make a Bat Suit, then spring onto the balloon platform. These platforms sink when you stand on them, so be quick. Float to the trampoline and use it to land on the tiger cage. Then quickly head across the balloon platforms to the steam vent. Float up, and when the UV lamp stops, soar right and collect the clue. Return to the steam vent, drop down, and go right into the next area.

Room 3: This room contains a clue. Head through the crawlspace under the tiger

cage as regular Scooby. Stomp the juggler and return to bat mode. Float up the steam vent and head through the target, landing on the platform. You'll see where the clue is located. Bop out the juggler and soar through a couple more targets. Use Kung Fu Scooby to break the crate blocking the crawlspace, then crawl through as non-suited Scooby. Put your Bat Suit back on and float to the top of the steam vent. Wait for the bomb balloons to finish rising, then soar through the target into the clue. At the end, follow the small Scooby Snacks down. Refill your mubber with the crates, then head right into the next room.

VERY IMPORTANT INFORMATION: If you followed my guide, you now have six clues and have finished Shaggy's mini-game. If that's the case, you can pause your game, select "Quit," and select "Yes" to return to the level hub. You're done with the level! If you need more clues or foods, or you just want to scour every square inch of the game, keep following the House of Mirrors guide.

Room 4: If you didn't play Shaggy's mini-game, this room will have a pickle. Use Kung Fu Scooby to push the trampoline to the right. Use Bat Scooby to float across the balloon platforms onto the bouncy clown head, earning a Scooby Snack. Make your way left across more balloon platforms if you absolutely must have a new Bat Suit. I'd keep going right. Pedal the bicycle-like contraption clockwise to travel to the right. From here, just keep bouncing and floating to the right to get your pickle (if applicable) and enter the next room.

Room 5: Head down the steps at first. Enter the crawlspace to the left if you need a new suit (a good place to get one). Crawl under the tiger cage and stomp the juggler. Switch to Kung Fu Scooby and push the trampoline to the left. Jump onto the cage and quickly onto the clown face. Head past the clowns and balloon platforms until you reach solid ground. Jump onto the unicycle and don't push any buttons until it's time to change unicycles. Then jump onto the wooden platform at the end of the second cycle. Head down two more sets of unicycles, spin through the crates as regular or Bat Scooby, and head right into Room 6.

Room 6: Another empty room. Pedal the cycle clockwise to move to the top. Jump onto the clown face and then use the unicycle. At the end, jump down and left if you need to generate a new suit. Otherwise, jump onto the balloon platform and quickly over the tiger cages. There's a Scooby Snack (best ignored) between the two cages. Use Bat Scooby to jump from the second cage to the higher third cage. Punch down the trampoline after switching to Kung Fu mode. Push it into the spikes and use the trampolines and balloon lifts to go right. Pedal the cycle clockwise to go upwards, then use the trampoline to go up and right into the next area.

Room 7: This room may contain a fish. A Mubber Machine is directly below the room entrance. Head right a bit, avoid the bombs, and pedal the squeaky pedals clockwise. Use Bat Scooby to take the steam vents up, wait for the bomb balloons to pass, and land on the blue platform. Soar through the targets. When you reach the spiked balls (don't touch them!), drop down a bit and get the fish. Fly through the target next to the fish and land on the wooden plank. Bounce up the clown faces, wait for the bombs balloons to float up, and land on the left end of the ledge. Wait for the UV lamp and go right. The lower path gives you a chance to make a new suit; the upper takes you to the next room.

Room 8: The eighth room of this level has a clue. It's pretty easy - wait for the bombs, jump onto the balloon platform, and soar through the targets into the clue. Jump across the balloon lifts and take the unicycles. Beat the juggler, spin through the crates, beat another juggler, spin through more crates, and beat one more juggler. Spin the cycle clockwise to the right, and bounce up to the entrance to the next room.

Room 9: This room contains a hot pepper. Go right at first if you need a new

suit. If not, spin through the crates and walk through the targets. Go right across the balloon lifts and clown faces. Take the steam vent up as Bat Scooby, waiting patiently for the bomb balloons to pass. Repeat after flying through the target. Fly through one more target, grab the hot pepper (if applicable), and land on the balloon platform. Quickly jump onto the platform, then ride the unicycles. Wait for the bomb balloons to pass before changing cycles. Finally, head right into the next room.

Room 10: This room has an onion - if you didn't play the Shaggy mini-game (and you're still playing this level). Take the cycle to the right (although you can jump up and left to get a new suit). Wait for the bombs to float up, then bounce on the clown face. Head left for an easier route to the Mubber Machine; otherwise, float right through the target and land on the next clown face. Wait for the UV lamp to stop, then float through that target. Jump across the balloon platforms to the next ledge. Wait for the bomb balloons, then soar through two targets, onto the steam vent, into the onion (if applicable), and through the target. Wait for the UV lamp to stop, spin through the crates, wait for the bomb balloons, and head right into Room 11.

Room 11: Pedal the cycle clockwise (to the right). Note that if you fall, you can head right to generate a new suit. Afterwards, wait for the UV rays near the bouncy clown head. Dispose of the blue-haired weirdo, use the steam vent to float through the target, and take the unicycle. At the end, jump through the first target, bounce on the clown face, and fly through the second target. Watch out for the bomb balloons ahead, then enter the next room.

Room 12: First bop out the juggler. Ride the unicycle down and beat the next juggler. Take the next unicycle down and you'll win a free Bat Suit. Float onto the tiger cage and quickly jump onto the balloon platform and then the clown face. Soar through the target, let the steam carry you up, float through the next target, and land on the clown face. Goodie! A Scooby Snack. Bounce through the next target and land on the balloon lift. Float through the target and land when you come near the spikes. Then go right into the final room of this level.

Room 13: This room has a clue. Use the trampoline in the spikes to bounce onto the balloon lift. Get a new suit from the machine if necessary. Fly right onto the steam vent, float up, and fly through two targets, landing on a balloon platform. Quickly float through the next target, onto the balloon platform, and then onto solid ground. Float right, just missing the clue. Land on the rightmost trampoline and bounce next to the tiger's cage. Quickly double jump onto the cage before getting hit and float left into the clue. Make your way back onto the cage. Float onto the balloon lift and jump onto the ledge. As Kung Fu Scooby, break the crates and grab the Scooby Snack. Avoid the bombs and float right to the level exit. Scooby does a little dance, as this level's over!

Password: 8GF4HN8N

Anyway, once you collect six clues or finish the level, talk to Velma and you'll again play the clue mini-game. Answer "True" for the Haunted House Ticket, Surveillance Tape, Def Potato Album, and Music Sheets. You may not have all these clues, but these are the only ones that should have "true" answers. This will solve the mystery. Afterwards, select "Enter the Ride."

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Level 10: Roller Coaster #2

This mini-game works the same as last time. Press A to jump over obstacles, and Left or Right on the Control Pad to lean the roller coaster. Press A in conjunction with Left or Right to change tracks. Again, when a button appears

on the bottom of the screen, get ready to press that button very soon with proper timing. However, these prompts don't appear later in the ride. If you hear a bell-like sound, get ready to change tracks. Use the red arrows as your cue to lean or jump. It's really not much different from last time, although I think you'll find it to be tougher because of the increased number of obstacles and fewer button prompts.

Password: 25Q5!1GC

When you complete it, talk to Fred to begin the spinning wheel game.

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Level 11: The Spinning Wheel #2

Okay, it's back. You know what to do. Press the proper button when the pointer circles around to it. This mini-game is a little harder than last time, because you'll have to use more buttons more quickly. You can only miss six times.

Password: 6HB1Z5LR

Talk to the Guitar Ghoul to gain access to the boss level. Then select "Fight the Guitar Ghoul."

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Level 12: Boss #2 - Guitar Ghoul

Guitar Ghoul is a pretty interesting boss. First jump into the Bat Suit. You're on a giant record in this fight. Press Left and Right on the Control Pad to move. When you see a blue spider start to drop down, stand directly under it and perform a spin attack just as it's about to hit you. If done properly, you'll fling the spider at the Guitar Ghoul, hitting him or shattering one of the glass panels that protects him. If you stand slightly to the left of the spider, you'll shoot it to the right; the opposite if you stand a bit to the right. After you hit the Guitar Ghoul once, he'll start firing lightning bolts at you. Keep moving to avoid them. The glass panels will regenerate if the fight takes too long, but they can easily be destroyed again. After a few hits to the boss itself, you'll win the bout and receive another Health Medal.

Password: RVK GKQ94

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---Harum Scarum at the Museum---

After discovering the true identity of the Guitar Ghoul, the gang learned some interesting information. Our mystery now takes us to a museum where mysterious occurrences have been going on. Talk to Dame Vivante, Professor Stoker, Joe Grimm, and then Fred. Then enter the Medieval Exhibit.

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Level 13: Medieval Exhibit

This is a pretty tough level. The enemies are difficult to defeat, and you'll have some trouble finding the clues and goodies. This is my favorite level, though, as it's lots of fun and introduces another suit! Its music is pretty good, too. You MUST complete every room of this level. Don't waste your mubber here; enemies take a lot of it, and you may need to make frequent visits to the Mubber Machines. A guide (like VinnyVideo's!) is very helpful in this intricate level.

Room 1: First spin attack the crates and knight statues for some mubber. After the gray rat, take the lower path and generate a Bat or Kung Fu Suit (either



works, but Bat is best). Now take the upper path. There's a knight enemy (I can hardly resist calling them Iron Knuckles like in Zelda games) patrolling here. You can't beat them from their shield side, so it's best to double jump over these slow enemies and punch them in the back. Keep bashing the crates for more mubber. Jump onto the high platform and knock the Kung Fu block down. Push it to the right so you can reach the high ledge. If you got the Bat Suit, just fly to the ledge. Use the springy tent to jump over the Mace Knight. These can be defeated from either side, but they're also armed. The high Bat Suit can only be reached if you got a Bat Suit from the machine (I would backtrack to the Mubber Machine if you chose the Kung Fu Suit). Head right, defeating or jumping the Shield Knight. Then enter the next room.

Room 2: This room has a clue. You need the Bat Suit here, so if you don't have one, get one from the Mubber Machine in the first room. At first, stay high, jumping across the platforms and tents and spinning through any annoying crates. Bop the magenta-colored spider (which takes two hits, not one) and float across to the next platform. This has a mummy enemy (not a Zelda Gibdo, fortunately), which is a standard three-stomp baddie. It'll try to wrap you up in its bandages, so use caution. If you get caught, press B quickly to escape. Keep bouncing across the tents and you'll see where the clue is. Jump the Shield Knight and you'll see a UV lamp. If you have a Kung Fu Suit, jump over the rays. Otherwise, drop straight down and head left to the Mubber Machine. You'll need that Kung Fu Suit. Head up and then left through the crawlspace. Return to Bat Mode. Bounce back up the tents and return to the UV lamp. Jump over it and switch to the Kung Fu Suit. Pummel the Mace Knight and the Kung Fu crates. Then spin through the wooden crates as Bat Scooby. Dispose of the mummy and head left and grab your key. Head left through the crawlspace. From here, drop down and head right. Avoid the UV lamp and enter Room 3.

Room 3: Scooby detects cheese in here. At first, head up and left, refilling your mubber at the knight statues. Wait for the spiked ball to swing away, then float across the gap. In Kung Fu mode, push the Kung Fu block to the right. Head right, bashing a few purple spiders and Shield Knights along the way. Wait for the spiked ball to rise, then pass by. Double jump over the gap guarded by a UV lamp, then crush the Mace Knight. Break the barrier and avoid the swinging spiked ball. Grab the Scooby Snack and avoid another spiked ball and UV lamp. There's your cheese! Wait for the lamp to stop, then drop down and jump kick the barrier. Head right into the next room, although you can head left for many good sources of mubber (like the Shield Knights).

Room 4: You have a choice of paths to follow here. The upper leads to a Scooby Snack, while the lower has a lot of mubber-making opportunities (like enemy knights). Either is OK, and neither is very complicated. The paths join up at a set of six crates. Here, use the waterspouts (like Ocarina of Time's Water Temple) and floating crates to cross the moat. You may prefer to use the Bat Suit. Head right to the suit-making machine. Switch to the Bat Suit, then go back to the last waterspout, which will fling you high into the air if you wait a bit. Land on the tent and spin attack the crates blocking the ledge. Defeat the mummy and you'll see a spiked ball. When it rises, you can spin through the crates and get a Kung Fu Suit and a Scooby Snack (inside the Kung Fu crates). However, this takes you out of your way a bit. Anyway, at the spiked ball, wait for it to drop, then jump past and enter the next room.

Room 5: This room contains a piece of shrimp. At first, use your Bat Suit to take the geysers across the moat, avoiding the spiked ball. Get some mubber from the knights and boxes, then cross a moat very similar to the previous one. Use the last waterspout to spring onto the tent. Keep floating from tent to tent, starting from the right edge of each canopy (some of the jumps are pretty long). While in the air, spin attack the crates blocking a ledge. Then wait for the swinging spiked ball to swing away and grab the shrimp. Drop down and pedal

the wheel clockwise to open the gate. Spin attack the knights for mubber, then enter the next room.

Room 6: This room has a clue. Head down and left at the start to find the suit machine near a mummy. If you don't want a new suit, go right. The upper path leads to a couple of Scooby Snacks (one requires you to fly to the left at the end of the retracting platforms), but I recommend the easier lower path. Head through the crawlspace as normal Scooby, beat the mummy, and make your way across the retracting platforms. Use the Bat Suit so you don't have to land on more platforms than you have to. Beat another mummy, pedal clockwise to open the gate, and you'll find the Archer Suit - the last new one in the game. This makes Scooby look like Robin Hood (or maybe Link's Kokiri Tunic/Hero's Tunic/Green Mail) and allows him to launch plunger-like arrows (like a V.I.L.E. henchman in Carmen Sandiego games) that stick to platforms and beat enemies. Use the B button to shoot an arrow. You can only have three arrows active at one time; if there are four arrows on screen, the oldest will disappear. Remember that you can still double jump, even when bouncing on arrows. By the way, this is where the two paths join up. Use the silhouette as a guide to building arrow platforms. Then grab your clue. Build arrow platforms to the left if you need a Scooby Snack. Head right past the Shield Knight and into the next room.

Room 7: You're in a pickle - this room holds a pickle. Shoot arrows near the sparkling spots on the wall to bounce up to the ledge. Climb up the left wall if you need another Archer Suit. Otherwise, keep going right. There's also a Mubber Machine under this ledge (go right and then down and left). Jump onto the tent and bounce onto the stack of crates (remember that the arrows can destroy crates and defeat Mace Knights, mummies, etc.). After a mummy, destroy the crates and shoot the target to deactivate the UV lamp. Switch to Kung Fu mode, smash the crate, and break the barrier. You can use arrows to climb the left wall for a Scooby Snack; the right wall doesn't have anything. Crawl under the tunnel without a suit and switch to the Bat Suit. Jump onto the geyser and let it send you into the air. Land on the tent and bounce across some more tents. At the end, switch to the Archer Suit. Keep shooting arrows (approximately 10) at the target to open the gate. Enter with the Bat Suit to find Shaggy's beloved vinegary cucumber, although it's guarded by a UV lamp. Drop down and head right into the next area.

Room 8: No goodies in here. Defeat the mummy and use your Bat Suit to bypass most of the floating crates in the moat. Avoid the mummy and swinging spiked ball, then begin crossing the next moat. These waterspouts keep rising and falling, so watch each one to detect its pattern. Avoid the swinging spiked ball. The low floating crate leads to a Mubber Machine, but there are easier ones available. Instead, take the geyser up and right. Use Kung Fu mode to smash the barricade. Jump over the swinging spiked ball when it comes near and drop down. Wait for the UV lamp to stop, then jump across the waterspouts (preferably with the Bat Suit). Watch out for the pendulum-like spiked ball near the exit.

Room 9: The lower path has a Mubber Machine (make sure you have one of each kind of suit, and one spare). Take the upper route to proceed in the level. There are a few ordinary enemies up there. Switch to your Archer Suit and shoot arrows at the sparkly spots on the wall. Switch to Kung Fu mode and knock the Kung Fu block down into a pit. Yes, you can bounce on your arrows while wearing another suit. Next use the Bat Suit to float to the next turret and bounce across some canopies. Switch to the Kung Fu Suit and punch the Kung Fu block one notch. Build some arrows leading up to the lower of the towers. Then, in bat mode, fly to the next tower. Avoid or defeat the Shield Knight. Drop down and head left through the crawlspace if you need a new suit. Otherwise, fly to the right and enter Room 10.

Room 10: Scooby thinks there's a clue in this room. Build arrows up the right wall and punch down the Kung Fu block. Push it right onto the red button, stopping the UV lamp. Punch through the Kung Fu barrier and beat up the Shield Knight. Dispose of the mummy and switch to the Archer Suit. This can be annoying. Jump onto the retracting platform and fire two or three arrows at the target. After the platform retracts, jump back on and repeat. Eventually you'll get the gate open. Beat the mummy and use arrows and the retracting platform if you need to use the Mubber Machine, located to the left and up. Otherwise, build arrow platforms up the right-hand wall. At the top, switch to the Kung Fu Suit and defeat the Mace Knight at the top. Jump across the gap and punch the Kung Fu block left and into the chute. Then push it right onto the switch, stopping the UV lamp. These retracting platforms are tough, and it's a long way down from here! Use the Bat Suit for safety. At the end of these platforms, you'll see the clue. Wait for the UV lamp, float across the gap, switch to the Kung Fu Suit, break the crates blocking your way, wait for the UV lamp, and grab the clue. Drop off the ledge and head right, punching the Mace Knight as soon as you see it. Shoot arrows up the right wall and head right into the next room.

Room 11: Scooby sniffs out a piece of broccoli here. Stomp the gray rat twice and build arrows up to the high ledge. Switch to the Bat Suit and float across the gap. Return to the Archer Suit and affix some arrows to the right wall. Climb the turret, become Bat Scooby again, and float onto the next ledge. Avoid the UV lamp and float onto the next tower. Beat or avoid the Shield Knight and switch to archer mode. Use arrows to ascend the right wall and crunch the crates for some small Scooby Snacks. Drop down and head left if you need to generate a new suit; otherwise, keep floating across the towers until you reach the broccoli (make sure to spin attack the crates blocking your way near the end). Then drop down to ground level and exit stage right.

Room 12: A clue is located in this room. Spin the knights for some mubber, then defeat the Shield Knight. Avoid the UV lamp and use Archer Scooby's arrows to bounce up the right wall. Dodge the UV lamp and head down if you need a new suit; if not, use an arrow to break the high crate. Then jump to that ledge. Avoid the UV lamp and the vile rodent, then jump across the ledges while avoiding the swinging spiked ball. You can drop down and head right to find a Scooby Snack, but this really takes you out of your way. Instead, keep heading right, avoiding the various spiked ball products. When the cutscene showing the clue is shown, stand on the platform and shoot the target about ten times to raise it. Then use arrows to climb the right wall, using the sparkly places as guides. Defeat the rat and mummy and take the clue. Then drop all the way down and head right. Beat/avoid the Shield Knight and enter the door leading to the final room.

Room 13: Head all the way right past Daphne's cage. Use arrows to climb up the wall. Bounce on the tent and keep shooting the target to move Daphne's jail to the left. Thirteen hits does the trick (you'll hear a click). Switch to the Kung Fu Suit and jump kick the door on Daphne's cage to free her and end the level. Woo-hoo!

Password: 8QPVLGH0

If you've been following my guide to the letter, you should now have four clues and four food items. If you don't, you may want to go back and find some of the clues you missed (you have to find seven out of eight in the Museum). First talk to Velma. Then, before entering the next level, talk to Shaggy to play the food mini-game for an energy extension (assuming you found all four food items, of course). It may take a couple of tries this time, but it's still fairly easy.

Password: ZWJ9HQLV

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#### Level 14: Ice Age Exhibit

I find this level to be annoying. Fortunately, you can quit as soon as you find seven clues. The ultra-slippery sections can cause you to skid into an enemy or off a pit, but you can usually stop your slide by simply jumping straight up. Remember that manually scrolling (hold L) can be useful for triggering the icicles.

Room 1: First smash the crates and defeat the mummies to accumulate mubber. When you see the unstable-looking platform, take it up and right (while the lower path leads to a Mubber Machine, there are easier ways to acquire suits, as you'll see). From here, jump left across the platforms to find a Kung Fu Suit. Be careful not to slide into the falling icicle. Smash the crates for much mubber, then head back right across the platforms. Watch out for the UV lamp and the icicle that comes immediately afterwards. Double jump across the gap when the UV lamp stops. Don't break the crates; if you do, you'll have to get an Archer Suit from the machine. Instead, use the crates to reach a ledge by employing the Bat Suit. Be careful not to slide off the ultra-slippery platform. Jump across a few more ledges, avoiding the UV lamp. Break the high Kung Fu barrier to find many crates. Bash them to refill about 50% of your mubber gauge. Then head low through the crawlspace as regular Scooby, which takes you to the next room. Watch out for the icicle at the end, though.

Room 2: Scooby's super sniffer sniffs out a clue in this frigid room. Jump across the spikes (which, needless to say, should not be touched) and squash the spider. Use a double jump + spin attack to dispose of the crates blocking your way. Jump onto the slippery high ledge for a free Archer Suit. How nice! Below you is a Red 10,000-Volt Monster, who can only be defeated using arrows. Don't touch him. Use arrows to ascend the right wall (although the high left path will let you collect a lot of mubber if you need it). You'll see where the clue is located. Ahead is a Purple 10,000-Volt Monster, who is the same as the Red Monster, but requires five arrows to defeat instead of three. Also, the purple variety shoots an electrical wave at you if you stand too close to it for too long. Switch to Kung Fu mode and push the block rightward onto the switch, stopping the UV rays. Smash the barricade and collect the clue. As regular Scooby, head through the crawlspace to the right. Jump onto the frozen geyser and break the crates on the edge of the platform (double jump + spin attack, as usual). From here, switch to the Bat Suit and follow the high route, beating the enemies you see along the way (although the lower path leads to a Mubber Machine). At the end, build arrows to climb the wall and enter the next room.

Room 3: If you didn't play Shaggy's mini-game, this room will contain some ham. There's a surprise ahead - a giant dinosaur! Just like Dorie from Super Mario 64's Hazy Maze Cave, you should ride its head to the next platform. This purple head moves vertically, but there are also orange ones that travel horizontally, other purple dinosaurs that move diagonally, and green dinos that work as springboards. You can ride any of them as far down as you like without getting bopped. Note that the upper-left corner (reachable by arrows) just has some crates. Stand near the icicles and wait for each one to fall. Take the orange dinosaur across the gap. Wait for the icicles to fall, then wait for the diagonally-moving dinosaur to appear. Allow it take you across the gap. Be careful on the slippery ledge, then bounce on the springy green dinosaur to the high ledge (the lower ledge just has mubber). Shoot the Purple Monster and build arrows up the wall. Switch to the Bat Suit, jump on the unstable ledge, and float (try not to hit your head on the ceiling and lose altitude) to the

ham power-up (if applicable). Then jump across the gap to the room exit. Don't drop down to visit the suit generator; there's an easier one at the start of the next room.

Room 4: This room has a clue for you. Moo! Not much sense. Defeat the rat on the slippery platform, then jump onto the high platform. Use the crates or arrows to jump onto the next level. Jump left if you want to visit the suit generator (you should have one of each suit, plus a spare of the suit of your choice). Otherwise, head right, but be careful, since there's ice and falling icicles ahead. Wait for them to fall, jump to the slippery ledge, and switch to the Kung Fu Suit. Wait for the UV lamp to stop, then jump over and smash the barrier. You'll see where the clue is. Stand near the crates, let the icicles fall, and shoot the Red Monster in archer mode. Switch to the Bat Suit, wait for the UV lamp, and stand on the crate and grab your clue. If you break the crate by mistake, just build arrows up the right wall and jump to the clue with your Bat Suit. Defeat the mummy and use regular Scooby to scurry through the crawlspace. Head right and low and defeat the Purple Monster with five arrows. Switch to the Kung Fu Suit and destroy the mummy. Then punch the fire hydrant marked with the Yin/Yang symbol to create a new frozen platform. Head right using the dinosaur if you need an Archer Suit; if not, go left to the start of the series of the frozen geysers. Jump across them while wearing the Bat Suit (one jump is very long). On the last platform, switch to the Archer Suit and jump onto the unstable platform. Quickly shoot an arrow at the wall (by the way, it can't be reached from the lower level near the dinosaur) and jump onto it. Finally, go right into Room 5.

Room 5: Build some arrows up the right wall, as indicated by the sparkly spots. Keep shooting the target to raise the gate, allowing you to pass through. Head right and jump on the purple dinosaur (not Barney). Take the orange dinosaur left if you need to make a new suit; otherwise, keep going right. When you reach the bouncy green dinosaur, take the lower path and defeat the Purple Monster. Switch to the Kung Fu Suit and bash the fire hydrant to create a platform. Then return to the green dinosaur, land on the unstable platform, and jump across the platforms onto the orange dinosaur (use the Bat Suit if possible). Then cross two dinosaurs, take the purple dinosaur up, and double jump (or use arrows) to cross the spikes and reach the high ledge. Dispose of the Purple Monster with arrows and head right into the next area.

Room 6: There may be a hot pepper in this room. Keep shooting the Purple Monster and jump from ledge to ledge. Don't fall, or you'll get spiked. It's safest to take the high unstable ledge over the ice and Purple Monster, but the lower road also works. Defeat the mummy and jump with the green dinosaur. Use the Kung Fu Suit to smash the fire hydrant and create a platform. Use the bouncy dinosaur and the Bat Suit to get up there. Jump across the frozen geysers to reach the pepper (if applicable), but beware the ice at the end. Beat the rat and you'll be in Room 7.

Room 7: As Kung Fu Scooby, perform a jump kick while bouncing on the dinosaur to break the Kung Fu barrier. Jump left from the broken barricade if you need a Scooby Snack. Then spin through the crates as regular or Bat Scooby. Make your way past the dinosaurs and use arrows to eliminate the Purple Monster. Optional: Equip the Kung Fu Suit and smash both of the fire hydrants. Equip the Bat Suit, head left, jump on the bouncy dinosaur, and jump across the newly-formed platforms. On the last platform, scroll right to make the icicles fall. Then head up and right to find an Archer Suit, but avoid the UV rays. Now drop back down. End of optional section. Slowly head right and wait for the icicles to fall. Use the horizontally-moving dinosaurs to cross the gap, preferably with the Bat Suit equipped. Quickly jump up the unstable platforms. Head left if you need a new suit; otherwise, go right. Beat the Purple Monster with arrows, cross the dinosaur area, and use the bouncy dinosaur to shoot the high

target and open the gate. Again, 10 hits are necessary. Shoot just as you start to fall. Use the Bat Suit to float through the newly-opened gate. Avoid the UV lamp and enter Room 8.

Room 8: There could be an onion nearby. Defeat the mummy and shoot the target to deactivate the UV lamp. Build arrows up the wall and switch to the Kung Fu Suit. Climb the arrows and jump kick through the barricade. Shoot the Red Monster (remember him?), but be careful; this area is very slippery. Use arrows to climb up the right wall (you can also use the frozen geysers with the Bat Suit). Defeat the mummies and the Red Monster ahead. Keep going right. Shoot an arrow at the shimmering spot on the wall and switch to the Kung Fu Suit. Smash the three nearby fire hydrants to form new platforms. If you don't want the veggie, keep going right and into the next room (beware the icicle at the end). Otherwise, jump onto one of the platforms you just produced and shoot the target once to extinguish the UV generator. Then use the Bat Suit to float right and into the onion.

Room 9: This room has a clue. At the start, take the lower path if you don't have an Archer Suit. Otherwise, use arrows to climb up the wall. Wait for the icicles at the top, then shoot the Red Monster. Duck under the crawlspace and break the crates if you need mubber. If not, use the Bat Suit to float across to the high ledge. The next platforms are guarded by icicles and UV lamps, which are doubly dangerous because of the slippery surface. Head down the steps and use arrows to climb the high wall (it's best to shoot arrows from some of the higher steps). Don't destroy the crate; instead, stand on it and use the Bat Suit to float to the next ledge (although you can still use arrows to reach it). Smash the Kung Fu crates, duck under the crawlspace, and build arrows up the left wall. Shoot the high target to eliminate the UV lamps. Use the Bat Suit to cross the gap (I wouldn't bother dropping down and visiting the suit generator). Beat the mummy and hurry past the icicles. Build arrows up the wall and wait for the icicle at the top. Duck under the crawlspace to find the clue. Drop back down and head right. Switch to the Kung Fu Suit. Wait for the UV lamp, then break the barricade and enter the next room.

NOTE: If you have at least seven clues and have found four foods, you can select "Exit" from the pause menu and return to the hub. You're through with this level. Continue reading if you don't have seven clues or if you want to be able to say you've explored every speck of Scooby-Doo: Unmasked!

Room 10: This room may contain a fish. Defeat the mummy and avoid the icicles. Bounce across the springy dinosaurs until you come to solid ground. Head up the steps if you'd like mubber or a new suit. If not, duck through the crawlspace near the bottom. Zoom by the icicles and jump the mummy, remembering you're on ice. Take the dinosaurs across the gap. Wait for the UV lamp and trigger the icicle. As Archer Scooby, use arrows to get up the wall. Stand on the purple dinosaur and wait for the orange one (it may take a while). You'll have to wait for your dinosaur while standing on a slippery platform (like the level with the skull raft and Blarggs in Super Mario World, or the Donkey Kong Country conveyor belt levels). At the end, wait patiently for the next orange dinosaur to give you a ride. Take the fish (if necessary) and enter the next room.

Room 11: Our final clue is in Room 11. Defeat the spider and you'll reach a fork. Stay low and head through the crawlspaces if you need a suit from the machine. Otherwise, use arrows to ascend the high wall. Stand on each unstable platform and wait for it to collapse. Go right through the crawlspace and you'll see the clue. Use arrows to climb all the way up the left wall, then shoot the target to deactivate the UV lamp. You'll need to build arrows in just the right places (don't go too high). Jump across the gap and equip your Kung Fu Suit. Punch down the Kung Fu block and head through the crawlspace as non-suited Scooby. Shoot arrows to climb the wall and punch down the Kung Fu block

as Kung Fu Scooby. Defeat the spider and equip the Bat Suit if you have one. Jump across the platforms and you'll reach the clue. If you used the Bat Suit, float all the way right and you'll be near the target. If you don't have the Bat Suit equipped, drop down and left to avoid falling in a gully. You may also have to use the Kung Fu Fire Hydrant. Jump across the platforms and you'll reach the target. Spin through the crates while standing on them and use Archer Scooby to shoot the target 10 times and raise the gate. It's quickest if you stand on ONE crate while shooting. Then enter the gate and you're finished!

Password: 4LR0LJVS

If you didn't play Shaggy's mini-game after the Medieval Exhibit, play it now. Now talk to Velma to begin the mini-game involving the clues in her notebook. Answer "True" for the Photograph, Dinosaur Bone, Fuse, and MFM Contract, assuming you have each one. When you're finished, select "Enter the Ride."

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Level 15: Roller Coaster #3

If you don't remember the controls, check an early section of this guide. This trip on the roller coaster isn't much different from last time, although this version is slightly more difficult. Remember to jump, lean, or change tracks when appropriate - and you'll be doing one of those most of the time.

Password: !Z460ZJP

Afterwards, talk to Fred to begin the spinning wheel game.

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Level 16: Button-Mashing Wheel #3

This time, the game is very difficult. You're doing the same thing as last time, but now there are more buttons (L and R) to use, and you'll have to be very nimble with your fingers. Four misses and you're out. The buttons are displayed in semi-predictable patterns, but there's not much advice I can give you.

Password: D9JGPR40

Talk to the caveman to gain access to the boss arena.

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Level 17: Boss #3 - The Caveman

Again, this boss isn't too tough. First jump into the Archer Suit. Simply shoot arrows at the caveman to deplete his energy. He has several attacks. If he jumps high into the air, jump before he lands to avoid getting hurt. If you're far away from him, he'll throw his club at you - simply jump over it. If you're close to him, he'll try to strike you directly with his club. You can also use spin attacks as regular Scooby, but I prefer the added protection of the Archer Suit. When you win, you'll get another Health Medal - your eleventh, I hope.

Password: 1NZZ96TF

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Monstrous Fright and Magic

The mystery is almost solved, and our final stop is again MFM. Talk to Fred to access the final boss. Then select "Final FIGHT!" (not the overblown street-fighting game of the early '90s where picking up beer and hard liquor boosted

your health).

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Level 18: The Final Boss - Stanton's Monster

This boss is fairly difficult. At first, your objective is to attack the boss's hands, which fire blue balls of electricity at you. The safest way to attack the hands is to stand on or under the left platform, which has an Archer Suit. Fire arrows at the hands while avoiding the electricity. Defeat the rats if you need a mubber refill. When the left hand (right from the boss's perspective) is on the ground, move to the right side of the room and focus on the other hand. It's easier now, as only one hand is firing at you. Once both hands drop, Phase 2 of the fight begins. You may want to use the Bat Suit found on top of the right platform to soar to the Kung Fu Suit just above the boss (when it's not firing, of course), since Kung Fu abilities help a lot. Try to get the Kung Fu Suit after beating one of the hands.

In Phase 2, the boss fires lasers from its eyes. These are much faster than the energy balls, but they can be avoided in the same way. Use a spin attack, or preferably, a Kung Fu jump kick, on its eyes between laser attacks.

After a few hits Phase 3 begins. The monster fires waves of poison gas, which can be avoided by running from one side of the room to the other. When you've crossed to the opposite side, use the moving platforms to find safe cover. After an attack, deliver a Kung Fu jump kick or a double jump + spin attack to the beak. Repeat until the fight is over and you've beaten the game! Now watch the ending and the credits.

And in closing: Scooby-Dooby-Doo!

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Frequently Asked Questions

[QUEST]

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Q: Why is there a gap in the list of foods or clues on the pause menu?

A: You missed a clue/food earlier in the level, since the clues and foods are displayed in the order they appear. Sometimes, especially in later levels, you may want to backtrack and search for that clue. If it's an early clue, it might be simplest just to start the level from the very beginning (select Quit from the pause menu).

Q: Why are there Egyptian mummies in the Medieval and Ice Age exhibits at the museum?

A: The mummies escaped from some other section of the museum that doesn't appear in the game. I have a feeling that the mummies (and most of the other enemies in the game) are constructed from mubber, since they collapse so easily when hit and leave mubber behind, although enemies aren't affected by UV lamps. How useful was that last paragraph?

Q: What other notes and tips do you have for the game?

A: Here are a few miscellaneous little tidbits:

\* Whenever you see a three-high stack of crates, destroy the top two first. If you spin attack the bottom two first, the highest crate might fall on your head and hurt you.

\* In Scooby-Doo: Unmasked!, the highest route is usually the best way to go. If you fall down to a lower level (after missing a jump or entering a wrong passage), you can usually make your way back up - often by heading back left. You won't find anything on lower levels that I don't cover except for petty enemies and easy jumps.

\* The Duck move doesn't just have to be used for entering narrow passages; you can also use it as an ineffective means of breaking crates or even attacking



enemies. Additionally, you can duck while standing next to many ledges, but I don't know why you would want to do that.

\* In the game, Fred's idea of a trap seems to be enlisting Scooby to beat the boss up! I don't know why he bothers getting Scooby and Shaggy to collect "trap" pieces on that treacherous roller coaster. On the Scooby-Doo shows, Fred/Freddie usually constructs a simple trap, often using Scooby as "bait" to attract the ghost or other villain.

\* In the Museum lobby, notice the knight's moving head and the ominous eyes coming from the Ice Age exhibit.

I don't seem to have a lot of FAQs for this game, but I'm happy to answer your own questions about this game if you have any (please review the Contact Information section before e-mailing me).

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Version History [VERSN]
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| Date    | Version | Size |                                               |
|---------|---------|------|-----------------------------------------------|
| 4- 6-08 | 0.05    | 9KB  | Began guide. Wrote Introduction and Controls. |
| 4-14-08 | 0.15    | 16KB | Completed first two levels.                   |
| 4-25-08 | 0.16    | 17KB | Did a little.                                 |
| 4-29-08 | 0.2     | 23KB | Finished Chinatown Sewers guide.              |
| 5- 5-08 | 0.35    | 38KB | Began Haunted House guide.                    |
| 5- 6-08 | 0.4     | 43KB | Did about half of the Haunted House.          |
| 5- 7-08 | 0.55    | 55KB | Completed most of House of Mirrors.           |
| 5- 8-08 | 0.7     | 69KB | Finished half of the Medieval Exhibit.        |
| 5- 9-08 | 0.9     | 90KB | Completed Ice Age Exhibit and final boss.     |
| 5-10-08 | 1.0     | 93KB | Finished things up and proofread guide.       |

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If you don't comply with these guidelines, your hard drive will be reformatted inexplicably and you will suffer from constipation and/or tapeworms for the rest of your life. Heed this warning.

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If you have any questions or comments about this guide, please send an e-mail to VHamilton002@gmail.com. That's zero-zero-two, by the way. Remember that not all e-mail messages will be read. Please follow these guidelines:

Do include "Scooby-Doo" in the subject line.  
Do send polite suggestions for ways to make this walkthrough better.  
Do tell me what you liked and disliked in this guide.  
Do tell me about any errors or omissions you find.  
Do send information about any glitches, tricks, or codes you discover.  
Do ask any questions you have about Scooby-Doo: Unmasked! gameplay. I will respond eventually if you follow all of these rules.  
Do make a reasonable effort to use decent spelling, grammar, usage, punctuation, and capitalization so that I can understand what you're trying to say.  
Do use patience. I check my e-mail messages quite sporadically.  
Do not send spam, pornography, chain letters, "flaming," or anything that contains profanity or vulgarity. Again, violating this rule will result in deletion of the message and permanent constipation.

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Current list of VinnyVideo guides available on GameFAQs.com and Neoseeker.com:  
F1 ROC: Race of Champions FAQ/Walkthrough  
F1 ROC II: Race of Champions FAQ/Walkthrough  
SimCity 3000 Walkthrough/Strategy Guide  
Nigel Mansell's World Championship Racing FAQ/Walkthrough  
Kyle Petty's No Fear Racing Strategy Guide/FAQ  
Madden NFL '96 (SNES) Strategy Guide/FAQ  
Madden NFL '98 (SNES) Strategy Guide/FAQ  
Madden NFL '97 (SNES) Strategy Guide/FAQ  
ESPN SpeedWorld (SNES) Strategy Guide/FAQ  
The Oregon Trail: Fifth Edition (PC) FAQ/Walkthrough  
The Legend of Zelda: Ocarina of Time Master Quest Low-Spoiler FAQ/Walkthrough  
Off Road Challenge (N64) FAQ/Walkthrough  
F-1 World Championship Edition (SNES) FAQ/Walkthrough  
Donkey Kong 64 FAQ/Walkthrough  
Where in America's Past is Carmen Sandiego FAQ/Walkthrough  
Michael Andretti's Indy Car Challenge FAQ/Walkthrough  
Mario Open Golf (Japan) FAQ/Walkthrough  
Donkey Kong Country 2: Diddy's Kong Quest (SNES) FAQ/Walkthrough  
MicroLeague Football 2: The Coach's Challenge Strategy Guide/FAQ  
Scooby-Doo: Unmasked! (GBA) FAQ/Walkthrough

And lastly, a public service message: Fight for and affirm the rights of all humans, regardless of race, age, or creed! And... Don't forget to eat your five fruits and vegetables today. No one's going to read this, anyway.