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1. What's New

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Version 1.1 (10/20/04): Reformatted guide.

Version 1.0 (03/22/03): Initial version of completed guide.

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2. Introduction

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Well, this is my guide for Scooby Doo: Class Creep Capers. This game is on Scooby Doo so why would not I write about it? I like Scooby Doo a lot. I used to watch it every day when I was a kid. I will even reveal that I had Scooby Doo blankets (O_O). Anyways, since I liked Scooby Doo so much I decided to get a game on it. That was the day when they had the Super Nintendo out. I rented a Scooby Doo and played it. Then I bought it. This means that I liked the game. Later on, I saw this game come out. I decided to buy it and did. I played it and though it was fairly short I liked it none the less. Years later, I came to GameFAQs.com and started to make FAQs. Now I am making a guide on this game. it is not that the guides that are already on the site our good; they are. It is just that I want to make my mark on one of my my entertaining things that I have done; Scooby Doo. Anyways, this guide should cover everything you need to know about the game. Read the Contact Me section to find out how to contact me. And in the words of Colin and CVX...

Onward... Whee!

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3. Story

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Episode 1: What a Night for a Knight

You start off this game with a short dialogue between Scooby and Shaggy. They

will talk about a "Scary Movie" in which they have just seen. They will walk down the street more and say that they only need to walk down this street to meet up with the "Gang". They will hear a wolf howl and get scared. Shaggy will say his trademark "Zoinks!". They will talk even more about the scary road. They start running down the road only to hear a car screech and crash. Shaggy says they better check it out...

Episode 2: That's Snow Ghost

This episode will start off with the gang walking up to a man. He will say that he is glad that they are here. Daphne will ask why the weather is bad. The man will retort that they are getting "terrorized" by a snow ghost. Freddie will respond that it is just a legend. The crazy man will go on and delve that he has really seen him. It also seems that the owner of the lodge has vanished also (WINK WINK). Shaggy will ask to leave and Velma will say that they have another mystery on there hands... They will then say that they are going to solve this mystery and the man will say to check in at the lodge. He will then leave.

Episode 3: A Tiki Scare is No Fair

Velma will be the first to talk. She will say that they need a vacation. Shaggy will then agree and say that he has not heard of a single ghost. Scooby will agree. Daphne will then say that Mr. Simms is the resort manager. At that point, a man in green will walk up and ask if they are having a good time. Freddie will then say that this vacation has been "groovy". Hehe, Shaggy will then say that the nightly pig roast cannot be beat. Scooby will agree with a "Rummy". The man will then excuse them and say that he has to go look for more plates. Isn't that intriguing how he looks at his watch like that? At any rate, Freddie will ask if he needs help. The man will then say that that would be great. Shaggy will then say that while they are off making the dinner they can rest on the beach. Scooby will then say "Ret's Roh". At that point, a Tiki man will walk up and Shaggy will ask the man for something. The man is a tiki and will scare Shaggy and Scooby. At that point, you will have control of Shaggy. I HATE THIS PART. I damed always die. You have to go right then up to a new screen. Then you have to follow the path to the tiki bar without getting scared the run away. This is very hard and took me a long time. After you run away once, it will completely suck because when they replay it you will have less health. My only advice is practice practice practice. it is the only way. Another way is to use a gameshark but that would be cheating. At any rate, you will reach the tiki bar.

Episode 4: The Case of the Classic Creepers

This level will start off with spooky music. Velma will then be in the library and say that she has not found any information about the mysterious Mr. Necros. You will then see a spooky figure walk across her back. They will then show Daphne at a clothes store. The monster will pass her the same way. Freddie will go inside pops malt shop and see that he is not there. A spooky figure will then pass his back. Finally, they will show Scooby and Shaggy. The inseperatable duo. They will be following a trail of Scooby Snacks on a street. Shaggy will then do a little dialogue and they will run to the mystery machine. The van will run off and Shaggy will do his famous "Scooby Doo, where are you?". There will then be dialogue of Shaggy again. He will say that this place

is scary. Scooby will agree with a "Reah!". Shaggy will then say that the Ghoul King used Scooby Snacks to trap them. Scooby will agree again. Shaggy will then say that they need to get out of here and find the others. Another agree by Scooby.

4. Controls

Joystick: Allows you to move Shaggy.

A Button: Pick up item/Confirm in inventory.

B Button: Cancel/Skip.

R Button: View the inventory.

L Button: Use the map.

Z Button: View the inventory.

Start Button: Pause the game.

5. Overview

Courage Bar

In this game, on the top left hand corner of the screen is a picture of Shaggy and a bar under it. At the beginning of the game, this bar is fully red. Throughout the game, when Shaggy gets scared thus bar will go down. When it is down the whole way, you lose and Shaggy gets scared away. This acts like your life bar except in this game, there is no blood to lose.

Scooby Snacks

When you pick up these, they replenish Shaggy's Courage Bar. So, if you get scared by a monster you can always find a scooby snack and replenish your health.

Kitchen and Food

When you go into a kitchen, a mini-game will play. In this mini-game, Scooby Doo will throw items out of the refrigerator and you will have to catch it. The more items you catch the more your Courage bar goes up. These kitchens are throughout the game's levels. They are very usefull when needing to put up a lot of courage. Also, if you catch all of the item Scooby throws, you will gain invicibility for a period of time. Fun Fun Fun!

Trap Items

These are items that you find throughout the game that help Freddie and Velma (Not Daphne) make a trap to trap the monster. You should find them throughout the game and at the end trap the monster.

Clues

When you have enough clues, you will be able to do the chase and trap sequence. This is another thing that you need to complete the level!

Keys

Wow, when you can't get into a room it only means one thing - you need a key. You can find keys throughout the game that will open new rooms and places. This is another big part in this game.

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6. Walkthrough

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6.01 Episode 1: What a Night for a Knight

Items

Trap Pieces: Paintbrush, Coil of Rope, Canvas, Recorder, and Lamp
Clues: Hankerchief, Invoice
Disguise Piece: Egyptian Headdress
Keys: Guard's Key

You start off this game with a short dialogue between Scooby and Shaggy. They will talk about a "Scary Movie" in which they have just seen. They will walk down the street more and say that they only need to walk down this street to meet up with the "Gang". They will hear a wolf howl and get scared. Shaggy will say his trademark "Zoinks!". They will talk even more about the scary road. They start running down the road only to hear a car screech and crash. Shaggy says they better check it out...

You will now have control of Scooby and Shaggy for the first time. Get to now the controls for this game by looking at the help section and using them. After you have settled in with your new controls it is time to investigate the truck. But before, I will give you a fair notice to say that the bats do put down your courage. Walk around them as best as you can. Now onto the truck...

It seems that the truck has gotten on fire from crashing. You need to act quick and find something to extinguish the flame. What about that fire extinguisher next to the care? Isn't it nice how things decide to pop up out of nowhere?

Anyways, walk up to the truck. You will see a hankerchief next to the engine and fire of it. Don't worry though, the car won't explode and the flames will not hurt you. Get the hankerchief. Then, go back or south to your point of view. From here, you will see two glowing items. One is a fire extinguisher and the other is a shipping invoice message. Get both of them. If you are having trouble finding them look for the glowing items on the ground.

Now that you have the fire extinguisher, press R to get to your inventory. From here, go to the fire extinguisher and press A. A icon of the extinguisher will pop up on the right hand corner of the screen. You now can use the fire extinguisher! Go up to the truck and to the flames. Press A and another cut-scene will come up. It will show Shaggy extinguish the fire. Now that you have the fire out, go right and exit the screen.

This will bring you up to more dialogue. You will be talking with the whole "gang" now. The gang includes Freddie, Velma, and Daphne. Anyways, Shaggy will start to talk about the invoice when Mr. Wickles will walk up. He will say that he is the musuem Curator and that the musuem is closed. Velma will pop in and say that there friends found a delivery notice with a truck and no driver. She will then say that the delivery is addressed to this musuem. The man will retort that it must be "him". He will then say that it isn't safe to be out this late and tell the gang that he might catch them. Shaggy will ask who "he" is. The man will say that one of there suits of armor has formed into a black knight. The usual. You now know why this episode is called "What a night for a knight". The musuem person will then say that he has been haunting the grounds of the musuem and say that you better stay away. What a stupud cover up...

Anyways, the Curator will walk off and Shaggy will crack a joke. As usual, Freddir will say that this is another "mystery" and that they need to investigate. Daphne, being the stupid one, will state the obvious and say that the front doors will be locked. You can now scream at Daphne for stating the obvious.

Anyways, the gang will decide to investigate in the musuem. But how will they get in? Freddie will say that there is an open window but they will need something to use to get into it being on the second floor and all. You will then control Shaggy and Scooby. Walk down and around the musuem. You will see the entrance or door. Go up to it and try the lock. You will see that it is not working and you cannot get in that way.

After this, walk back to Freddie and the gang. Walk up to them and press A for some more dialogue. Freddie will say that they need something to reach the window. You will now control Shaggy again. Walk up to the mystery machine and notice that there is a ladder on the top. Why didn't anyone else think of that? Press and Shaggy will mount the ladder. Freddie will say that that is great and that you and scooby will go inside and unlock the door while the others go look for clues. It is now or never...

Press X in front of the ladder for Shaggy to walk up it. The next time you see him Shaggy and Scooby will be inside of the musuem. I wonder how they got Scoob up... Anyways, walk down the room. You will see a flashlight and a guard. He is there to guard the musuem. From this point on, remember not to get into the light of him. Anyways, walk all the way down and you will see a glowing egyption mask on the side. Go up to it and collect it. Finally, go to the far end and press X at the elevator. It will open and you will walk in.

The next time you see Scooby and Shaggy, you will be on the first floor. How did I know this? Look at the elevator number on the wall atop of it. See, I told you so! Anyways, you will be in the main hall. Walk directly to the other side to the front door. Shaggy will say that they need to let the gang in. Walk

up to the door and press A. Shaggy will open the door and the gang will come in.

They will dialogue some more - Velma will say that it is spooky and Scooby will retort that she should of seen it with the lights off. From that point, the lights will really turn off. There will be dialogue between everyone except Velma. When the lights turn back on, she will be gone. The gang will decide to look for Velma. They will split up, Daphne and Freddie be one group and Scooby and Shaggy be the other.

You will now have control of Shaggy again. Go from the main lobby to the Prehistoric room. It should be by the elevator and marked "Prehistoric". Once you are in, get to know your surroundings and then it will be time to look for Velma. This is really easy, go to the right to find Velma. You will next see Velma tied to a rope. She will say that you need to find her glasses. Shaggy will then untie her and you will collect the rope as one of your items. It is time to find her glasses now. On a way we go, whee!

Now, don't go looking around in the rather missplaced Prehistoric room. Go right back to the main lobby. Just getting back to the lobby gave me a major headache. The game is poorly structured and you will be lost. Just go from dinosaur to dinosaur and don't go back the wrong way. The controls in this game suck also making getting back to the lobby a REAL pain altogether. When you get to the second tan dinosaur, take the little way through on the right and then right again. You will now be out of that maze...

Now that you are at the main lobby, go to the right and a door will come up title the "Egyption Wing". This is the place that you are looking for. Go in. Once you are in, go directly south and a tomb will come up. Press A and it will open. Get the bag of sand on the ground in it. Then, go right and you will come up to a throne. To the left of the throne is a little room. Before you go in it equip the egyption mask that you will need. Then, walk down the hall. About half way through will be a picture that looks like shaggy and scooby. Then, the black knight will come out and run after you. You press A at that picture and scooby and shaggy will hide there.

The Black Knight will be dumbstruck and not know where you are. He will then walk down the hall and out. This leaves Shaggy and Scooby to get out of the picture. Now you control Shaggy again, walk over to the tomb at the end of the hall that the monster came out of. You will see that there is a little room before the tomb. Walk up to the tomb and next to it will reside Velma's Glasses. Pick them up and look for more clues...

Now that you have the glasses, go back to the main lobby. To do this, go back right down the hall and to the throne room. Then walk right then up to get out of this room. Once you are out, go into the Prehistoric room. From there, go right and to the tan dinosaur. Then go north and past the tan one to another tan one. Go north again to reach blue dinosaurs that sway there heads. Go around them to the right and do not get hit by them. Avoid the flying dinosaur and go more north to reach the two dinosaurs that are biting the ground in different times. See how they are patterning? Go right after one bites and you will avoid his bite. Then go right to reach Velma. Equip the glasses from the inventory and press A at her. She will thank you for getting her glasses and then will say to go find Freddie and Daphne. The screen will then go black and you will be back in the lobby.

Time for more talking. Daphne asks if Velma is alright. Velma retorts that the black knight is not so tough and that she wants to see who he is. Freddie thinks of the stupid idea to split up again and look for clues. They will never learn... Anyways, Shaggy and Scooby (as usual) are a team. Before you leave, go

and give Freddie all of your items that you have collected. This includes: the handkerchief, the shipping invoice, the sandbag, and the coil of rope. Just go to the inventory menu by pressing R and press A at these items. Then walk up to Freddie and press A. He will tell you that it is a clue or trap piece and tell you that he can take it. He then will take it and it will be gone for good.

Now that you have dumped your items, it is time for more exploring! Since you have explored the first floor properly, take the elevator to the second. Before you do, save the game. This is vital. You have done a lot and I have written a lot. After that, go to the north and by the elevator. Then press the button on the side and go inside the elevator. You will arrive on the second floor and where you were first when you came inside this museum. Take the first hall to the right and you will go to the President's room.

Once you are in there, go to the down right and walk a little ways. You will then see the black knight come out and it is time to run away! Go back out of the presidents room and back to the main hall. As you can see, this is not working at all. He seems to always be there no matter what. What you need to do is walk inside the presidents room again and go right up. Walk a little ways and you will see a glowing tape recorder on the ground. Pick it up and leave.

Now that you are back to the floor 2 main floor, you will see a guard. Get his attention and he will start to run after you. Walk to the most north room which is the Fine Arts room. Go inside and watch the show. Scooby and Shaggy will run through. When the guard runs through, he will slip on some water and fall to the ground. From here, go up beside the man and you will see a glowing object on the ground. Press A and collect it to get his keys. You need to act fast now because the guard will be up any second. Actually, I would not to cave under the pressure. Instead, get caught. You will get thrown back outside. What you need to do is go around the house and to the window with the ladder. Easy enough, go down the stairs then take a right and then go north. You will see the mystery machine and beside it will be a ladder. Press A at it and you will be back inside the museum!

Do not let the guard see you. Go inside the Fine Arts place again. Once you are inside, take the path that is to the left and go around to the end. You will see a glowing bar there. Press A at it and it will open a secret passage door. Go in it.

Shaggy will go inside by himself. When you first get inside, go north and then right. Avoid the spider that is walking across the ground as it will put down your courage. Then, keep going right and you will go to another screen. A glowing object will be on the ground beside the crate. Go over and pick it up to find a canvas. Now, go back to the left and back to the entrance [down]. From here, take a right again and keep going right and passing screens. After passing many, you will come up to another glowing object. Go up to it and pick it up to get a paintbrush! Then go back right and leave this secret place. Then, go out of the Fine Arts gallery the way that you came in. Finally, go down and dodge the guard. Then, press the elevator button and head on in.

You will now be back at the first floor. Go and give Freddie the paintbrush, the canvas, and the tape recorder. You are going to need the keys for a little longer. Now, go to the Egyptian Room. Before you go inside the room, though, equip the keys. Once you are in, you have to act fast. Go down and to the throne room. Then go to the right of it and open the door with the key. Why act fast, you might ask. Well, the black knight is in this room and is lurking for you...

Anyways, you are back inside one of those "secret" rooms again. Remember to dodge any creatures that may try to get you. This includes spiders and rats.

Anyways, go inside and take the first left. Keep going left until you come up to a creen with a table at the far end. Then go north and look for a cavas on the table. You will find it and pick it up. Then go back out the way you came and leave this "secret room". Then, quickly run through the room and out of the Egyption wing.

You will be back in the main lobby now. Equip the lamp and talk to Freddie. He will say that they have everything they need to get the black knight. "Get" is not exactly the right word. It must be trap. Yes, you are going to trap the black knight. After this, Velma will chime in that they need Shaggy and Scooby to lure the Black Knight into the Egyption Hall. Then Freddie will tell you the plan. When the black knight comes in, Freddie will use the lamp to case his shadow on the canvas. Velma will then use the tape recorder and use Scooby's growl at half speed. My assumption on this is that Scooby doesn't have a great growl and it will sound a lot better at half speed. Then, Daphne will release the rope on the black knight that is now in shock. She will then drop the sandbag on his head. Freddie will then say all they need is for Scooby and Shaggy to lure the black knight in. And that concludes the stupidest plan yet! Anyways, you need to go find the Black Knight and lure him inside the Egyption Hall. Here comes the chase...

This is going to be a very bad chase. What you need to do is go into the dreaded Prehistoric Hall and lure the Black Knight to the Egyption Hall. I HATE the Prehistoric hall so this is going to be very difficult for me. Leave the Egyption hall and walk over to the Prehistoric Hall. Then go in. Know that nothing will happen until the very end so don't get scared on me! Anyways, walk inside and go to the right with the mechanical tan dinosaur. Then, go left and go to the other room with the same dinosaur. After this, make your way to the south then left to get to the room with the blue dinosaurs. More then that, walk left until you reach the chopping dinosaurs. If you have not gotten hurt or lost by this time I applaud you. You are doing really good. Then, wait until the dinosaur chomps and go ahead and past it. Then go right. This place should be familar. This is where the black knight tied up Velma. You don't have enough time for the sites though, because the black knight will run after you!

Start off this chase by walk back to the left and waiting for the chomp. After you have your opening go through. Then keep going right until you reach the lon-necks. Wait for the Black Knight to catch up from here. When he is in your view range, go down and passed both of the tan dinosaurs, Then go right and back to the green dinosaur. Then wait until the black knight to show up again. When he does go to the entrance and again wait for him to show it. When he does, exit this joint. You will now be in the mainh lobby and almost be done. Walk to the other side and to the Egyption Wing. Once you get inside, you will see Scooby and Shaggy run. The black knight will run in and the canvas scare will go on. The black knight will now be in shock. Daphne will drop the sandbag on the knight. The guard will then walk in. Everyone will come out and Shaggy will say that they just knighted the black knight. Now, to see who the knight really is. Mr. Wickles! Are ONLY suspect. How in heavens hell could of it have been anyone else? Anyways, they will talk about why he did it. For money, of course. It seems that he was going to paint his way to a million dollars. Then the all so famous "I would fo gotten away with it if it wasn't for you pesky kids". Finally, you will get thanked by the guard and you will drive off. It seems that somebody is watching over you and will talk about meddling kids. And then the car will drive off...

Items

Trap Pieces: White Sheet, Shovel, and Corset

Clues: Firewood, Invoice, Jewels, Tibetan Book

Disguise Piece: Coal

Keys: Iron Key

Other: Bone

This episode will start off with the gang walking up to a man. He will say that he is glad that they are here. Daphne will ask why the weather is bad. The man will retort that they are getting "terrorized" by a snow ghost. Freddie will respond that it is just a legend. The crazy man will go on and delve that he has really seen him. It also seems that the owner of the lodge has vanished also (WINK WINK). Shaggy will ask to leave and Velma will say that they have another mystery on their hands... They will then say that they are going to solve this mystery and the man will say to check in at the lodge. He will then leave.

Freddie will tell Scooby and Shaggy to get some firewood while he and the girls check inside the lodge. Shaggy makes a wise-ass comment and then you will control Shaggy again. Walk to your right some ways. You should pass about four screens. You will come up to a little cabin on the right. Go around the back of it and a glowing item will be there. This will be the firewood that you are looking for. Go over and press A at it to pick it up. At this point, the snow ghost will come out and raise his hands in the air. Scooby and Shaggy will make a scream. You will now control Shaggy again. The Snow Ghost obviously puts down your courage so I would advise you not let him get close to you. Instead, go back to where you started first. This is around the cabin and back right all the way down to where you first had control of Shaggy. Haha, when I was playing Scooby was running behind the Snow Ghost and I was ahead of the snow ghost. Funny. Anyways, the snow ghost glides across for you. This is getting weird... Anyways, when you are back to where you started you will see stairs and a door. This is (obviously) the snow lodge. Press A at the door and you will go inside.

Well, you start off this dialogue with Freddie asking what happened. Shaggy will retort that the snow ghost was chasing them. Scooby will do his famous dog translation to "Row Rost". Hehe, Row Rost? The row is not on a roost Scooby... Anyways, Daphne says that there is no one chasing you. What an idiot. Didn't Scooby and Shaggy JUST state that. Even me and you say it with our own two eyes. What an idiot... Shaggy will retort and say that they are not going out there again. Scooby will second that with a "Uh Huh!". Freddie will say that that is okay and then tell them to search the lodge. Hehe, I am going to search it for food...

You will now control Shaggy again. Walk left and to the hallway. When you get there, take the first left door inside. When you are inside, you will see a bedroom. In the bedroom is a bed, hence the name. What you need to do is go right and near the bed. You will see a glowing piece of something grey. Pick it up to get a corset. Then go over to the wood burner. This is the pipe thing that is next to the fireplace. DO NOT get confused with the fire place. On the ground near the orange wood burner is a piece of coal. It will not be glowing but it will be on the ground and black. Pick it up and it is yours for the taking. Then exit this room the way you came in.

You are now out on the hallway again. Go directly right and to the other room across the hall. This will bring you to the library full of bookcases and books. Go down and then right passes the books. Keep going down this place and then you will reach a bookshelf. Go right (your right, not Shaggy's) and then

left. The screen will turn black and then you will encounter Mr. Leech. Shaggy, being the stupid person he is, will shout out that you are looking at Mr. Leech. Mr. Leech will be finishing up a conversation with someone and will say "No one suspects a thing.". Then he will say that he is waiting for his response. By his, I mean the dude that he is talking (bluntness). Anyways, he will then say that the snow ghost (or row rost, as Scooby calls him) will take care of them. By "them", he must mean the gang. He will then finally realize that Shaggy is there. Why didn't he say this when Shaggy said that Mr. Leech is here, I do not know.

Haha, Mr. Leech will start chasing you like a Zombie. You have to run the way you came in. This means backtrack to the door. Walk north and then right. Then north again until you reach some bookcases. Finally, go right and to the oak door in which you came in. Open it. For the people who are wondering 'Why the hell run from Mr. Leech?' the reason is simple. He look ugly! No, that is not it. The real reason is he will put down your courage with a stupid hand movement in the air. Scooby and Shaggy really need to get rid of these stupid scares that they get. Wait, I can sense somebody behind me. It is Mr. Leech! He will put down my courage even though he isn't scary at all and I can take him. I will RUN!

Well, you are back at the hallway in the main lobby. You are now out on the hallway again. Go directly right and to the other room across the hall. This will bring you to the library full of bookcases and books. Go down and then right passes the books. Keep going down this place and then you will reach a bookshelf. Go right (your right, not Shaggy's) and then left. The screen will turn black and then you will encounter the invoice that is glowing. Get it and it will say the same name as the last invoice you got in the last level. What a unique thing! NOT! This is all apart of some game! Anyways, go back out the way you came in The directions are:This means backtrack to the door. Walk north and then right. Then north again until you reach some bookcases. Finally, go right and to the oak door in which you came in. Open it.

Back outside in the hallway again you are. This time, take the second door down to the left. Once you are inside, you will notice that it is another bedroom. When you go over to the beds, you will see the Snow Ghost or Row Rost (whichever way you think) puts its hands through all of the windows. Pretty stupid but it will scare Shaggy. He will go in a pattern. First, he will take the window to the most left. Then he will go down and repeat the process. On the second window to the left, after the Snow Ghost (Row Rost) grabs for nothing you will go up to it. You will then pick up the white thing that it is on the wrong to the left bed. It is a white (obviously) sheet. Grab it and leave this room.

You just love coming back to the hallway, don't you? Anyways, if you are low on courage (which I sincerely doubt) take the room directly to the right to the kitchen. This will put up your courage! Well, if you are like me and did not get hit by the stupid tricks then you are ready to find another clue. To find the next clue, exit the lodge. To do this, go south and out of the hallway. Then keep going left until you hit a door. Press A to open it and you will be back outside again!

Walk to you right some ways. You should pass about four screens. You will come up to a little cabin on the right. Go around the back of it and a glowing item will be there. This will be the jewels that you are looking for. Go over and press A at it to pick it up. Then, go back to where you started first. This is around the cabin and back right all the way down to where you first had control of Shaggy. The gang will be there, go over and talk to Freddie. Before you do though, equip an item from the inventory. The talk to him and you will give him the item. The items to give him are: some firewood, a white sheet, some coal, a

corset, an invoice, and some jewels. That is a lot of junk for him to take off of your hands. With exceptions to the Jewels, of course. Actually, he will refuse to take the coal. Maybe we can use it later in this game... Anyways, you will be back at the Lodge after giving him all of your items.

Meh, more stupid dialogue. For the stupid people out there, Daphne will state the obvious and say that they need to find Fu Chin Li and find out what the snow ghost is up too. She believes you NOW! Anyways, Freddie will tell them to search for more clues again. He will also say that Scooby and Shaggy should check the woods now. Shaggy will retort a wise-ass remark and then say that there is a snow plow in the way. Velma will chime in and say that they moved the snow plow. So that is what they were doing. They WEREN'T just letting Scooby and Shaggy do everything. Intriguing... At any rate, you will have control of Shaggy again.

Time to go around the lodge and to the woods. Once you arrive at the woods, walk around the paths until you come into a fork in the road. From here, you will get a welcome from a walking Snow Man. He will chase you and put down your courage when he caught up to you. Take the path that leads left and keep walking on that path. You will eventually come up to some snow men that will not hurt you, mind you. Go up to them and press R. This will bring you up to your inventory. Go to the coal and press A. It will not be equipped. Now, press A at the snow man and Shaggy and Scooby will hide as coal. I do not know how they will hide in a little piece of coal but they do. Looks like that coal went to good use after all! The snow man will not know where you are and march off. You will get out of your disguise and not need to worry about that snow ghost for a little while!

You will now be by the snow men. Go down and you will be at a fork intersection. Take the right (Shaggy's right) and you will see a sign that says Skiing. This is where you need to go! Follow the path and you will come up to an intersection. Go north and to the sawmill. Then go around to the right and you will see a door. Go inside. Shaggy will go inside by himself and tell Scooby to wait outside.

Once you are inside the sawmill, you will immediately notice the logs that go from side to side. To not get hit by them as they will damage your courage. Walk all the way down the hall and dodge the logs. Then turn right and you will see saws that go back and forth. Do the same for these and dodge them. This is obvious, you do not want to get hit by a saw! Go all the way past the three saws and you will come up to more logs and a dead end. Past the last line of logs will be a bone. Go over and pick it up. Leave the sawmill the way you came in. Dodge the saws that sway back and forth. Then turn right and dodge the logs as you go down the hall. Then take a left and exit the sawmill.

Go back around the house to the pathway that you were at earlier. Take the path down and you will come up the same intersection that you were at before. This time, take the other path. By "other", I mean the path to Shaggy's right. Now you will be at another screen. From here, go right and keep going right until you see a cave opening. Go inside.

Once you are inside, take the path upward and you will go up to a white wolf. He won't hurt you. Equip the bone that you found in the sawmill and press A at the wolf. Shaggy will put it down and the wolf will pick it up and go over to the side. This opens the path for you to explore further. Go through the path. When you come up to a four way intersection, go straight and go inside the door. You are now inside the temple that the man was talking about earlier. This means that Fu Shin Li can be inside here. Go left (you left) and the screen will go blank. Then you will see Fu Chin Li.

At first, Shaggy mistakens him as a ghost. He will straighten Shaggy out and say that he is Fu Chin Li. A moment will pass with a pause and finally Shaggy will ask Scooby if that is the guy that they are looking for. Scooby will say "Reah!". This means Yeah or Yes. Shaggy will then say that they have been looking all over for him. This is true. The man will say that he is to frightened to leave the Ancient Temple with the Snow Ghost running around. He will then say that he saw the Snow Ghost come in and take some artifacts but he did not see him. There after, the Snow Ghost dropped a key. Li picked it up earlier and is giving it to you now. Shaggy will thank him for it and then leave.

Walk back to the right and out of the temple-like room. Then follow the path until you come to a four way intersection. From here, take your (YOURS, not Shaggy's) left. This should be Shaggy's north or up. At any rate, go down the loopy path. You will hear the dog that you gave the bone to munching on it. He will give you no harm whatsoever. Walk to the left of him and go down the path until you come to a end. From there, take your left and go to the door opening. Walk outside from there. Now you need to walk back to the lodge. You can ski to the lodge but that is very dangerous. Instead, go left (your left) all the way until you go to the next screen. From here, take the path leading down to the next screen. Keep follow the down path and you will soon enough come up to the ski sign in yellow on the right. Loop right around the sign and walk straight. You will then come up to the snow men in which you hid in. Walk right of that. Keep taking the right path until you reach an intersection. From there, take the path going right (it sounds weird). You will see a sign signaling that the snow lodge is on that path. Follow the path. Do not be alarmed when you see it seems like the path has stopped after walking for a second. There is a tree that is blocking your view from the opening. You should go in the down right position. Walk down more then go right. Then follow the straight away back to where the lodge is. From there, go around the house and up the stairs. Then go inside the lodge. Press A to open the door.

When you come in, it will be back to more dialogue. Shaggy states that they found Fu in an ancient temple deep inside a cave (this is false, you didn't go in very far). Daphne retorts back saying did he talk about the snow ghost. Shaggy will then say that he is taking treasure from the ancient temple. Velma will then say that this is all starting to make sense. Then she will say that they still do not have enough clues. Freddie will add that Shaggy and Scooby should go look for more clues. For a trap.

You will now have control of Shaggy again. Walk right and back to the hallway that you were at originally. Do you remember the key that Fu gave you? Well, it is for the door at the end of the hallway. Equip the key and then walk in. You will see a wood burning stove and some stairs going up to a attic. Take the stairs as there is nothing by the stove. Once you are up, notice the bats and the spiders. Do not run into them as they will put down courage. Walk all the way down the attic. When you get to the end, you will see two windows. Under one of them will be a shovel. Grab it. Then, look under the other window for a Tibetan. After you are done getting these clues, go back to the left and down the stairs to the left. From here, go down the stairs and pass the wood burning stove. Then leave this room. Walk back down the hallway and straight into the green chairs. Walk around the chairs to Freddie. From here, equip the tibetan and the shovel. The talk to Freddie and he will help himself to taking. You will now have enough clues to do the trap.

You will now be outside and Freddie will be speaking. He will say that Shaggy and Scooby will lead the snow ghost down the ski and towards the hole that Freddie dug with the shovel. Daphne will then say that they will ski to the corset. This will enable you to pass over the hole without falling. Shaggy will then ask if when the snow ghost passes over the hole will he fall. Stupid

question, duh! And Freddie says yes. Then it will be time for the bait [you] to fish out the snow ghost.

You will now be in control of Shaggy again. When you first get ahold of him, you will see that you are where you end in your ski run. This means that you will have to go down and back over to the lodge. Then go around the house and to the woods. Once you are in the woods, go straight left. Then go up and left again. Keep going left until you reach an intersection. From here, take the path that leads to the left (yours). This should be no alternation in what you where just doing. Walk left some more until you reach the snow men that you hid at earlier. Go left of them and then wrap around the snow to the sign that has "skiing" on it. Take that path up and you will be at another screen soon enough.

Walk up and then to the left of the intersection. You will see the sawmill to the other way you could of went. You don't need to go there so use common sense. From here, you will definantly be at another screen. Walk north or up (yours) and to the ski cabin. From here, you will hear Scooby say that you need to find the snow ghost first. That is obvious, I just wanted to point out the path that you will be taking.

At any rate, walk back down and to the right. You will see the cave that the temple is in. Go inside it. At that moment, you will hear the snow ghosts roar. Walk back outside and go north to the ski cabin. Go to the left and to the ski hill. You will already have your skis on and will be on your way down the ski hill. There is no real advice to doing this correctly accept a few things that I have learned. The snow ghost will be on your heals for most of the run and might even scare you a couple times. Just remember not to run into a tree or a snowman as they will hurt you. Ski down the hill and to the trap. Remember that if you get hurt badly you can always get the golden scooby snacks off the ground. They are there for a reason.

Any way you can, go down that ski hill. Once you are at the bottom, you will see Scooby and Shaggy ski past. Then the snow ghost will past. You will then see the snow ghost go the over way and a cry by Shaggy. Velma will yell "this way" and you will see Scooby and Shaggy go past. The snow ghost will go past and you will see another screen. From here, you will see the snow ghost right on the hole. He will then drop and you will be done with this chase. Daphne will then say that it is time to unmask the snow ghost. You will hear Freddie yell "Mr. Greenway!" Velma will then say that it makes sense. Greenway learned about the ancient temple from the tibetan book that Shaggy found. Freddie will then say that he then hired Mr. Leech to help hollow out logs in the sawmill so that they could ship the treasures from the temple with no charge of shipping and without any attention drawed. Shaggy will then ask where Mr. Leech is. Fu will then come up and say that he is already in custody after he called the police. Shaggy will then state who the man is. Freddie will then say that he doesn't have to worry anymore, they caught Mr. Greenway. Greenway was using the legend of the snow ghost to scare people away. Greenway will then use the classic saying "And I would fo gotten away with it if it wasn't for these blasted kids and their dog." Mr. Li will then say that it is enough talk. Those jewels that he was trying to steal have been in the family for many years. Mr. Li will then say that he doesn't know where to begin to thank the kids. Shaggy will retort that nothing says "Thank You" like a snack. "Reah, Scooby Snacks" is what Scooby will say. The gang will be driving off again and the mystery dialogue man will come up again. He will say that they spoiled they operations AGAIN. He will then say that perhaps they would enjoy a long vacation... Haha. Then the mystery machine will drive off.

Items

Trap Pieces: Vine, Grass Mat, Vine
Clues: Box of Pearls with Invoice
Disguise Piece: Palm Frond
Keys: Iron Key
Other: Two Coins, Cracker

Velma will be the first to talk. She will say that they need a vacation. Shaggy will then agree and say that he has not heard of a single ghost. Scooby will agree. Daphne will then say that Mr. Simms is the resort manager. At that point, a man in green will walk up and ask if they are having a good time. Freddie will then say that this vacation has been "groovy". Hehe, Shaggy will then say that the nightly pig roast cannot be beat. Scooby will agree with a "Rummy". The man will then excuse them and say that he has to go look for more plates. Isn't that intriguing how he looks at his watch like that? At any rate, Freddie will ask if he needs help. The man will then say that that would be great. Shaggy will then say that while they are off making the dinner they can rest on the beach. Scooby will then say "Ret's Roh". At that point, a Tiki man will walk up and Shaggy will ask the man for something. The man is a tiki and will scare Shaggy and Scooby. At that point, you will have control of Shaggy. I HATE THIS PART. I damed always die. You have to go right then up to a new screen. Then you have to follow the path to the tiki bar without getting scared enough to run away. This is very hard and took me a long time. After you run away once, it will completely suck because when they replay it you will have less health. My only advice is practice practice practice. it is the only way. Another way is to use a gameshark but that would be cheating. At any rate, you will reach the tiki bar.

Once you are inside the tiki bar please notice the enviroment of the place. Then, walk over to the parrot and see what he has to say. Once you are up to him press A and he will start talking. He will say "3, 4, 2, 1". And parrots mimic, don't they? This must mean this is a code to something. Or it might be baseball statistics... But let us hold onto this clue for a little while...

Anyways, you need to get more out of the parrot. He is holding back. You know it and I know it. And what is the old saying again? "Pauly wanna cracker?". Well, what do you know, there is a glowing item to the right of the parrot. What could it be! No one knows! Wait, this is not a cracker, it is a coin! Well, pick up the coin and go looking around more for the cracker. Walk back to the parrot and then left to that pathetic looking stage at the end. On the nearest table to it is a weird doted white thingy. What could it be. Walk up to it and pick it up. Well, what do you know, it is a cracker. But why is a cracker so huge and square, I do not know. Take the cracker back right to the parrot. Equip it then press A at the parrot. The screen will cut and it will show Shaggy touch the pole that the parrot it on. This is suppose to be him giving the cracker to the parrot as after you hear a cracking sound. The parrot will then squawk some directions. I do not know if these directions are the same every time but I got South, West, and North. This is another clue. If you do not have these directions then remember whichever ones you got. It should be three...

Back to the game, go back outside the little shack. Walk right to the door and press A at it. You will now be back outside. See the glowing green mat on the ground? Well, this is a clue! Go up to it after going down the stairs and

collect it. Then walk back into the tiki bar. Once you are back inside, walk all the way back to the pathetic stage. This should be to the left. Walk up one of the side ramps. You will then see little palm trees swaying around. Walk past them and up to the back door. Do not get hit by them as they will lower your courage. Well, once you get to the end with the red background exit to the door to the left.

Well, back to this great dialogue. Velma asks if they have seen Daphne. Shaggy responds like an idiot and says no but they got chased by a "scary" witch doctor. How scary could a man with a mask shaking his hands high in the air possible be? Well, Velma does not seem to think they are telling the truth (even after the last to stupidity attempts of her) and says that Daphne is missing. Shaggy retorts that they are not kidding; a dude with a scary face and spear really chased them. Freddie finally pipes in (he was being disturbingly quiet) and says that they have another mystery on their hands. He says that they better find Daphne, too. Velma agrees. Shaggy then butts in and says that before Freddie says they should split up... Freddie then cuts him off and says "Split up! That is a great idea". Haha, Shaggy got jukeed! Velma then says for Shaggy and Scooby to search the trails. Shaggy then says to go before he [Shaggy] gets any more ideas. This is pretty funny. As if Freddie would not already have stated this without Shaggy's help... ^_^ Scooby agrees with a "Ret's Ro!".

Before you start to wonder off, let me get a couple things straight. Up to this point I have delved on this game so much it could make my head spin. I am going to try to focus on the detail now instead of fooling around. With that done, what you need to do next is go south of the gang. Keep going south until the trail ends and you come up to the beach. From here, walk right passed the first people. On the second people, a woman will have a coin to her left. Pick this coin up and go back left. Then go north and back to the gang.

Once you are back at the gang, go up to the trail. Then go left and the screen will come new. From here, walk right and passed the palm trees. Then, take a right north. You will see another palm tree and a glowing item. Walk up to it and pick it up. This is a palm frond. After you collect it, walk north more. To the left a little ways more will be another glowing item. pick it up to get a vine. Then hang a left to keep following the trail. You will now be at a three way intersection. Take the path that leads to your down-west. You will now be in a graveyard-type-place. Walk straight. You will start to see the red tiki man. Once you start to see him, take a left. You will now be at palm tree plants just sprouting. Go to your inventory and use the palm frond. This will now bring you to a cutscene. The cutscene is of the tiki man not seeing Scooby and Shaggy disguised as the palm and tree and running somewhere else. Scooby and Shaggy will take off their disguises after the tiki man has left and you will be back and in control of Shaggy and Scooby. Now, go back right until you reach to where the tiki man was. There will be a stone thing that you can go into. Go into it and look around. Soon enough, you will get an iron key. After collecting it, go back south and back to where you entered. Leave the graveyard.

You will now be back at the intersection. Take the route that you have not taken yet. This should be to the north for you and a right for Shaggy. Follow this twisted path until you reach another place. Once you are inside the other place, walk to the left. Keep on the left until you reach three statues. Put them in the directions that the parrot told you to put something in. You will then see a cutscene of a door opening. This door is located directly right of the statue that is the lowest. Walk inside the door or gate.

Once you are inside Scooby and Shaggy will note a strange sound. The gang will come out and then will start dialogue. Velma will say that it is just them.

Shaggy will retort that they thought it was the witch doctor. Scooby agrees this. Velma then states the obvious and says they need to find Daphne soon. Freddie then tells Shaggy and Scooby to scout out for clues. Freddie and Velma will keep looking for Daphne.

You will now have control of Shaggy again. Walk straight down. Go around anything that might be in your way. You will then go to another screen. Now, go right and go up. Then hang a right and stay on the trail. You will soon come up to an enormous statue with numbered doors on the side. Remember the parrots numbers? Bring them to good use here. The numbers are 3, 4, 2, and 1. Open the doors with these numbers in this order. The door to one will then open. Walk inside.

When you first get inside, notice the volcano environment. See the lava coming out and flying on the ground? That will hurt you. Go left and keep traveling left until you reach two corridors. Take the left corridor. Then, pass the two volcano craters that follow. Take the left to the dark after them then follow the path to Daphne. She will be tied up. But you have the key! Equip the key and then free Daphne. Then, a secret door will come up from behind of Daphne. Daphne will say for them to check it out. The game will take over as dialogue will.

Shaggy will ask what this place is. Daphne will respond that it looks like some kind of tomb. Freddie and Velma will come up from where you just did. Freddie will say that Shaggy and Scooby have found Daphne. Velma will then say that this looks like some sacred burial tomb. Shaggy will then ask to see if it has anything to do with the witch doctor. Velma will ponder the thought and then say for them to look around for clues.

You will now have control of Shaggy again. Go around the huge tomb. On the right upper part you will see a box of pearls glowing. Pick it up and go back to Freddie. The equip all of the items that you have collected and Freddie will take them. The ones that he does not take are yours to keep. Now, Freddie will have the trap all planned out. Shaggy and Scooby will lead the witch doctor back to the tomb that they are in. Scooby and Shaggy will pass and when the witch doctor passes to go in he will trip on the mat. Then he will land on another mat and we will have caught him. Everyone ready! Go back around the two craters then go back down to the two corridors that you were choosing from earlier. Stay on the wall right and keep going until you reach the exit. Leave, then go back left until you reach the intersection. Take the path to the left and keep going left until you reach the tiki village where you were at before. Walk up and soon enough you will see the tiki man. Run back down with the tiki man on your heels. Walk right and then take the intersection to the right. Then go north until you reach the statue and the four doors. Take one of the doors to go inside. Once you are inside go left and hug the wall until you reach a corridor. Take the corridor to the left and pass the two crater volcanoes. If you are low on health pick up the scooby snacks ahead. Then take the path left and keep on the path until you reach the secret door you were at earlier. Go inside and watch the plan in action. It would seem that it worked. The mat tripped the Tiki man and he fell into your trap. You will then have a visit with everyone and find out who it is. He/she will then say the classic line "I would of gotten away with it to if it weren't for you meddling kids!". After that, you will see the gang drive off and have yet another encounter with a mystery voice. It seems that he is angry and the gang is now in HIS court!

Items

Trap Pieces: Net, Hook, Oil Can, and Long Chain

Clues: Painting, Snow Ghost Mask, Computer Tape, Witch Doctor Mask, Black Knight Mask, Newspaper, and Tibetan Chimes

Disguise Piece: None

Keys: Iron Key, Golg Key

Other: Three Fish Trophy Pieces, Ladder Rungs, Hammer, Small Gear, Music Box

This level will start off with spooky music. Velma will then be in the library and say that she has not found any information about the mysterious Mr. Necros. You will then see a spooky figure walk across her back. They will then show Daphne at a clothes store. The monster will pass her the same way. Freddie will go inside pops malt shop and see that he is not there. A spooky figure will then pass his back. Finally, they will show Scooby and Shaggy. The inseperatable duo. They will be following a trail of Scooby Snacks on a street. Shaggy will then do a little dialogue and they will run to the mystery machine. The van will run off and Shaggy will do his famous "Scooby Doo, where are you?". There will then be dialogue of Shaggy again. He will say that this place is scary. Scooby will agree with a "Reah!". Shaggy will then say that the Ghoul King used Scooby Snacks to trap them. Scooby will agree again. Shaggy will then say that they need to get out of here and find the others. Another agree by Scooby.

You will now have control of Shaggy. Notice the enviroment as I will say time and time again. Walk right and make your way up the ramp. Walk inside the labyrinth. Once inside, go down the corridor and pass the rat. Then take a right and pass the torch staff. Keep on this path until you see a corridor to the left. Take that corridor then notice the glowing item on the ground. It is a snow ghost's mask. It must be a clue! Pick it up and go right. Head down the corridor until you reach you reach the zombie. Don't be alarmed. Pass the zombie then enter the torture chamber. From here, pick up the hook at the bottom of the stairs. Exit the torture chamber the way you came in and head back down to the previous corridor until you see another zombie. Turn right at that point and go down the corridor. This will lead you to the entrance to the parlor.

You will then find out that the ghoul king has kidnapped Freddie and Daphne. Go left from the parlor entrance. Go through the stained glass doors out to the graveyard. Once you are outside, go left and you will see another zombie. Don't be alarmed. Pick up the fish trophy on the small mausoleum. Then go south to the end of the graveyard. Once you are there, look for another glowing item. You should find a hammer soon enough. It is between the 5 graves that somebody has done. Wait, 5! Are there five people in the gang... Oh boy.

Anyways, go back north and back to the parlor. Hang a left when you get inside and pick up the music box that is glowing. It will be on the table. Then, walk across right from where you got the music box and pick up the fish trophy on the ground. Then go through the double wooden doors across from the stained glass doors that you where at previously. This is a trophy room. Go down the hallway and pick up ANOTHER fish trophy. Boy, somebody likes fish or what! Go down the hallway even more until you come up to another fish trophy on the wall and a couple places where you can put them near by. What you need to do is line them up from smallest to biggest. I am talking about the ones that you collected, of course. The fireplace will open and you will have found a secret passage. Go inside to find the ghoul's hiding place. He will start chasing you and you will have to run! Go to the right and keep on that corridor until you reach three more corridors. Take the one to the left and follow that corridor

to another intersection of corridors. Take the left again and you will come up to Daphne after going down the corridor. Then, you will be given a long chain and a iron key.

After this, head back down the corridor to the last one with the two ways you can go. You have already gone one way so go the other. Once you are down this one, pick up the hankerchief. Then go back to the two corridor intersection and take the corridor to the most left like you did before and backtrack to the three corridor intersection. Take the corridor to the most right and pick up the witch doctors mask. Then, go back and leave the ghoul's passage. Once outside, go left and reach a shack. Equip the iron key and go inside. Then, collect the net that is on the wall. This is scary, you will hear a knocking sound. Go over to the wooden tomb and equip the hammer. Then press A at the tomb. Shaggy will open it to find Freddie in the tomb. Freddie will thank you then give you some bug spray. Finally, pick up the ladder parts near the tomb and leave the way you came in. Go right and back to the parlor where you were at a while back.

Once inside the parlor, go up the stairs to the right and use the bug spray on the spider that was blocking the way. Then go up those stairs and go to the right door. This will lead you to a gear tower. You will now be on the first floor of it. Walk to the opposite direction of the doorway up to a broken ladder. Equip the ladder parts and press A. Shaggy will fix it and you will use the ladder to climb up to the second floor. Once you are on the second floor, walk around the ladder to the left and pick up the tibetan chimes. Then go back around the ladder and take it to the third floor. Walk to the left and pick up the glowing black knight's mask. Then, go to the other side of the room and climb another ladder to the fourth floor. There are a lot of floors to this baby! Anyways, go to the middle of this room and get the small gear. Then go talk to Velma.

I am tired of summarizing the stupid dialogue. Leave the gear room and you will see the ghoul king start to chase you. Go inside any door and a cutscene will come up. Go back outside to the hallway. Then go to the door at the right near the hallway upstairs. Once you are inside that room, equip the music box and go up to the bed. Press A and the bed will be come normal again. Then, grab the newspaper next to the bed. Then go to the dresser and grab the painting. Go through the door that is next to the bed. Follow this hallway to the mechanical tower. Once you are inside this, go near the large gear at the entrance of the tower. Equip the small gear and press A at it. After another cutscene that shows the drawbridge rise, go around the tower and pick up the oil can on the ground.

Now go all the way back to the parlor. This might seem cruel but you have to go all the way back. Once you are inside, you will see the two tables that you picked up items off of earlier. Behind them will be doors. Go through the steel door. Then, cross the spooky bridge and get the golden key on the ground next to the mystery machine. Go right and go through the dark. Grab the computer tape then go through the open doorway. Go back to the parlor and talk to Freddie. Give him everything that you have and he will have a trap in mind. You have to go to the torture chamber and find the ghoul. He will be in the control room. He will be sitting down. Get his attention and he will start to chase after you. Go all the way to the torture chamber and you will be done with this game! The mystery will be solved. But who could it be? You will find out when you are finished with this level! "I would of gotten away with it too if it wasn't for you meddling kids". They should add the dog part... :P

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Episode 1: What a Night for a Knight

Trap Pieces: Paintbrush, Coil of Rope, Canvas, Recorder, and Lamp
Clues: Hankerchief, Invoice
Disguise Piece: Egyptian Headdress
Keys: Guard's Key

Episode 2: That's Snow Ghost

Trap Pieces: White Sheet, Shovel, and Corset
Clues: Firewood, Invoice, Jewels, Tibetan Book
Disguise Piece: Coal
Keys: Iron Key
Other: Bone

Episode 3: A Tiki Scare is No Fair

Trap Pieces: Vine, Grass Mat, Vine
Clues: Box of Pearls with Invoice
Disguise Piece: Palm Frond
Keys: Iron Key
Other: Two Coins, Cracker

Episode 4: The Case of the Classic Creepers

Trap Pieces: Net, Hook, Oil Can, and Long Chain
Clues: Painting, Snow Ghost Mask, Computer Tape, Witch Doctor Mask, Black Knight Mask, Newspaper, and Tibetan Chimes
Disguise Piece: None
Keys: Iron Key, Gold Key
Other: Three Fish Trophy Pieces, Ladder Rungs, Hammer, Small Gear, Music Box
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8. Level Disguises

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Episode 1: What a Night for a Knight

Now that you are at the main lobby, go to the right and a door will come up titled the "Egyptian Wing". This is the place that you are looking for. Go in. Once you are in, go directly south and a tomb will come up. Press A and it will open. Get the bag of sand on the ground in it. Then, go right and you will come up to a throne. To the left of the throne is a little room. Before you go in it equip the Egyptian mask that you will need. Then, walk down the hall. About half way through will be a picture that looks like Shaggy and Scooby. Then, the black knight will come out and run after you. You press A at that picture and

scooby and shaggy will hide there.

The Black Knight will be dumbstruck and not know where you are. He will then walk down the hall and out. This leaves Shaggy and Scooby to get out of the picture. Now you control Shaggy again, walk over to the tomb at the end of the hall that the monster came out of. You will see that there is a little room before the tomb. Walk up to the tomb and next to it will reside Velma's Glasses. Pick them up and look for more clues...

Episode 2: That's Snow Ghost

Time to go around the lodge and to the woods. Once you arrive at the woods, walk around the paths until you come into a fork in the road. From here, you will get a welcome from a walking Snow Man. He will chase you and put down your courage when he caught up to you. Take the path that leads left and keep walking on that path. You will eventually come up to some snow men that will not hurt you, mind you. Go up to them and press R. This will bring you up to your inventory. Go to the coal and press A. It will not be equipped. Now, press A at the snow man and Shaggy and Scooby will hide as coal. I do not know how they will hide in a little piece of coal but they do. Looks like that coal went to good use after all! The snow man will not know where you are and march off. You will get out of your disguise and not need to worry about that snow ghost for a little while!

Episode 3: A Tiki Scare is No Fair

Once you are back at the gang, go up to the trail. Then go left and the screen will come new. From here, walk right and passed the palm trees. Then, take a right north. You will see another palm tree and a glowing item. Walk up to it and pick it up. This is a palm frond. After you collect it, walk north more. To the left a little ways more will be another glowing item. pick it up to get a vine. Then hang a left to keep following the trail. You will now be at a three way intersection. Take the path that leads to your down-west. You will now be in a graveyard-type-place. Walk straight. You will start to see the red tiki man. Once you start to see him, take a left. You will now be at palm tree plants just sprouting. Go to your inventory and use the palm frond. This will now bring you to a cutscene. The cutscene is of the tiki man not seeing Scooby and Shaggy disguised as the palm and tree an running somewhere else. Scooby and Shaggy will take off there disguises after the tiki man has left and you will be back and in control of Shaggy and Scooby. Now, go back right until you reach to where the tiki man was. There will be a stone thing that you can go into. Go into it and look around. Soon enough, you will get an iron key. After collecting it, go back south and back to where you entered. Leave the graveyard.

Episode 4: The Case of the Classic Creepers

Anyways, go back north and back to the parlor. Hang a left when you get inside and pick up the music box that is glowing. It will be on the table. Then, walk across right from where you got the music box and pick up the fish trophy on the ground. Then go through the double wooden doors across from the stained glass doors that you where at previously. This is a trophy room. Go down the hallway and pick up ANOTHER fish trophy. Boy, somebody likes fish or what! Go down the hallway even more until you come up to another fish trophy on the wall

and a couple places where you can put them near by. What you need to do is line them up from smallest to biggest. I am talking about the ones that you collected, of course. The fireplace will open and you will have found a secret passage. Go inside to find the ghoul's hiding place. He will start chasing you and you will have to run! Go to the right and keep on that corridor until you reach three more corridors. Take the one to the left and follow that corridor to another intersection of corridors. Take the left again and you will come up to Daphne after going down the corridor. Then, you will be given a long chain and a iron key.

9. Level Chases

Episode 1: What a Night for a Knight

You will be back in the main lobby now. Equip the lamp and talk to Freddie. He will say that they have everything they need to get the black knight. "Get" is not exactly the right word. It must be trap. Yes, you are going to trap the black knight. After this, Velma will chime in that they need Shaggy and Scooby to lure the Black Knight into the Egyptian Hall. Then Freddie will tell you the plan. When the black knight comes in, Freddie will use the lamp to case his shadow on the canvas. Velma will then use the tape recorder and use Scooby's growl at half speed. My assumption on this is that Scooby doesn't have a great growl and it will sound a lot better at half speed. Then, Daphne will release the rope on the black knight that is now in shock. She will then drop the sandbag on his head. Freddie will then say all they need is for Scooby and Shaggy to lure the black knight in. And that concludes the stupidest plan yet! Anyways, you need to go find the Black Knight and lure him inside the Egyptian Hall. Here comes the chase...

This is going to be a very bad chase. What you need to do is go into the dreaded Prehistoric Hall and lure the Black Knight to the Egyptian Hall. I HATE the Prehistoric hall so this is going to be very difficult for me. Leave the Egyptian hall and walk over to the Prehistoric Hall. Then go in. Know that nothing will happen until the very end so don't get scared on me! Anyways, walk inside and go to the right with the mechanical tan dinosaur. Then, go left and go to the other room with the same dinosaur. After this, make your way to the south then left to get to the room with the blue dinosaurs. More then that, walk left until you reach the chopping dinosaurs. If you have not gotten hurt or lost by this time I applaud you. You are doing really good. Then, wait until the dinosaur chomps and go ahead and past it. Then go right. This place should be familar. This is where the black knight tied up Velma. You don't have enough time for the sites though, because the black knight will run after you!

Start off this chase by walk back to the left and waiting for the chomp. After you have your opening go through. Then keep going right until you reach the lon-necks. Wait for the Black Knight to catch up from here. When he is in your view range, go down and passed both of the tan dinosaurs, Then go right and back to the green dinosaur. Then wait until the black knight to show up again. When he does go to the entrance and again wait for him to show it. When he does, exit this joint. You will now be in the mainh lobby and almost be done. Walk to the other side and to the Egyptian Wing. Once you get inside, you will see Scooby and Shaggy run. The black knight will run in and the canvas scare will go on. The black knight will now be in shock. Daphne will drop the sandbag on the knight. The guard will then walk in. Everyone will come out and

Shaggy will say that they just knighted the black knight. Now, to see who the knight really is. Mr. Wickles! Are ONLY suspect. How in heavens hell could of it have been anyone else? Anyways, they will talk about why he did it. For money, of course. It seems that he was going to paint his way to a million dollars. Then the all so famous "I would fo gotten away with it if it wasn't for you pesky kids". Finally, you will get thanked by the guard and you will drive off. It seems that somebody is watching over you and will talk about meddling kids. And then the car will drive off...

Episode 2: That's Snow Ghost

You will now be outside and Freddie will be speaking. He will say that Shaggy and Scooby will lead the snow ghost down the ski and towards the hole that Freddie dug with the shovel. Daphne will then say that they will ski to the corset. This will enable you to pass over the hole without falling. Shaggy will then ask if when the snow ghost passes over the hole will he fall. Stupid question, duh! And Freddie says yes. Then it will be time for the bait [you] to fish out the snow ghost.

You will now be in control of Shaggy again. When you first get ahold of him, you will see that you are where you end in your ski run. This means that you will have to go down and back over to the lodge. Then go around the house and to the woods. Once you are in the woods, go straight left. Then go up and left again. Keep going left until you reach an intersection. From here, take the path that leads to the left (yours). This should be no alternation in what you where just doing. Walk left some more until you reach the snow men that you hid at earlier. Go left of them and then wrap around the snow to the sign that has "skiing" on it. Take that path up and you will be at another screen soon enough.

Walk up and then to the left of the intersection. You will see the sawmill to the other way you could of went. You don't need to go there so use common sense. From here, you will definantly be at another screen. Walk north or up (yours) and to the ski cabin. From here, you will hear Scooby say that you need to find the snow ghost first. That is obvious, I just wanted to point out the path that you will be taking.

At any rate, walk back down and to the right. You will see the cave that the temple is in. Go inside it. At that moment, you will hear the snow ghosts roar. Walk back outside and go north to the ski cabin. Go to the left and to the ski hill. You will already have your skis on and will be on your way down the ski hill. There is no real advice to doing this correctly accept a few things that I have learned. The snow ghost will be on your heels for most of the run and might even scare you a couple times. Just remember not to run into a tree or a snowman as they will hurt you. Ski down the hill and to the trap. Remember that if you get hurt badly you can always get the golden scooby snacks off the ground. They are there for a reason.

Any way you can, go down that ski hill. Once you are at the bottom, you will see Scooby and Shaggy ski past. Then the snow ghost will past. You will then see the snow ghost go the over way and a cry by Shaggy. Velma will yell "this way" and you will see Scooby and Shaggy go past. The snow ghost will go past and you will see another screen. From here, you will see the snow ghost right on the hole. He will then drop and you will be done with this chase. Daphne will then say that it is time to unmask the snow ghost. You will hear Freddie yell "Mr. Greenway!" Velma will then say that it makes sense. Greenway learned about the ancient temple from the tibetan book that Shaggy found. Freddie will then say that he then hired Mr. Leech to help hollow out logs in the sawmill so

that they could ship the treasures from the temple with no charge of shipping and without any attention drawn. Shaggy will then ask where Mr. Leech is. Fu will then come up and say that he is already in custody after he called the police. Shaggy will then state who the man is. Freddie will then say that he doesn't have to worry anymore, they caught Mr. Greenway. Greenway was using the legend of the snow ghost to scare people away. Greenway will then use the classic saying "And I would of gotten away with it if it wasn't for these blasted kids and their dog." Mr. Li will then say that it is enough talk. Those jewels that he was trying to steal have been in the family for many years. Mr. Li will then say that he doesn't know where to begin to thank the kids. Shaggy will retort that nothing says "Thank You" like a snack. "Reah, Scooby Snacks" is what Scooby will say. The gang will be driving off again and the mystery dialogue man will come up again. He will say that they spoiled their operations AGAIN. He will then say that perhaps they would enjoy a long vacation... Haha. Then the mystery machine will drive off.

Episode 3: A Tiki Scare is No Fair

You will now have control of Shaggy again. Go around the huge tomb. On the right upper part you will see a box of pearls glowing. Pick it up and go back to Freddie. The equip all of the items that you have collected and Freddie will take them. The ones that he does not take are yours to keep. Now, Freddie will have the trap all planned out. Shaggy and Scooby will lead the witch doctor back to the tomb that they are in. Scooby and Shaggy will pass and when the witch doctor passes to go in he will trip on the mat. Then he will land on another mat and we will have caught him. Everyone ready! Go back around the two craters then go back down to the two corridors that you were choosing from earlier. Stay on the wall right and keep going until you reach the exit. Leave, then go back left until you reach the intersection. Take the path to the left and keep going left until you reach the tiki village where you were at before. Walk up and soon enough you will see the tiki man. Run back down with the tiki man on your heels. Walk right and then take the intersection to the right. Then go north until you reach the statue and the four doors. Take one of the doors to go inside. Once you are inside go left and hug the wall until you reach a corridor. Take the corridor to the left and pass the two crater volcanoes. If you are low on health pick up the scooby snacks ahead. Then take the path left and keep on the path until you reach the secret door you were at earlier. Go inside and watch the plan in action. It would seem that it worked. The mat tripped the Tiki man and he fell into your trap. You will then have a visit with everyone and find out who it is. He/she will then say the classic line "I would of gotten away with it to if it weren't for you meddling kids!". After that, you will see the gang drive off and have yet another encounter with a mystery voice. It seems that he is angry and the gang is now in HIS court!

Episode 4: The Case of the Classic Creepers

Now go all the way back to the parlor. This might seem cruel but you have to go all the way back. Once you are inside, you will see the two tables that you picked up items off of earlier. Behind them will be doors. Go through the steel door. Then, cross the spooky bridge and get the golden key on the ground next to the mystery machine. Go right and go through the dark. Grab the computer tape then go through the open doorway. Go back to the parlor and talk to Freddie. Give him everything that you have and he will have a trap in mind. You have to go to the torture chamber and find the ghoul. He will be in the control room. He will be sitting down. Get his attention and he will start to chase after you. Go all the way to the torture chamber and you will be done with this

game! The mystery will be solved. But who could it be? You will find out when you are finished with this level! "I would of gotten away with it too if it wasn't for you meddling kids". They should add the dog part... :P

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10. Secrets

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Never-ending Courage

- In the game while you are controlling Shaggy and not in menus or anything, type in the following. Hold L and press C-Up, C-Left, C-Down, C-Up, C-Down, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down. Shaggy will reply with a "Wow" and your health bar will now be blue. This will mean that it is never-ending!

Skip-a-Level

- In the game while you are controlling Shaggy and not in menus or anything, type In the game while you are controlling Shaggy and not in menus or anything, type in the following. Hold L and press C-Up, C-Down, C-Up, C-Down, Up, Down, Up, Down, Left, Right, Left, Right. The level will now be skipped.

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11. Gameshark Codes

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Enable Code (Must Be On) f107d8b02400

Infinite Health 81086bca0038
800baf970007

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12. Credits

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- Gameshark.com for the two codes.

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13. Version History

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Version Number: 0.10

Date of Version: February 2nd, 2003

Kilobyte Amount: 19.6 KB

Details: Did everything except sections 6, 7, and 8. I might do them tomorrow after school. This guide is almost complete! I only need the bulk of the guide to finish... -_-

Version Number: 0.20

Date: February 3rd, 2003

KB Amount: 26.6 KB

Details: Did half of the first level. I have to do school work and therefore will not be able to work more on it today... V_V

Version Number: 0.30

Date: February 5th, 2003

KB Amount: 43.0 KB

Details: I got all of the first level done. Going to submit the guide though it most likely won't get accepted because it is very incomplete. Anyways, I also did the first chase and two stories. More tomorrow or later today!

Version Number: 0.40

Date: February 6th, 2003

KB Amount: 59.0 KB

Details: Did more of the walkthrough. I got most of the second level (Snow Ghost) done. I came up to the point where after they get the key from Li. Then I got intrigued with some Metallica songs and stopped there.

Version Number: 0.50

Date of Version: February 7th, 2003

Kilobyte Amount: 58.4 KB

Details: I reformatted the guide. It doesn't look much different but all of the fillers that I had earlier are gone. But, the kilobyte amount should be more because of the Space Testing and Small Notes sections which I put into this guide. This guide is coming along great. Though I still need a couple more levels to go, I am sure that I will get it done soon. Enough of the blabbering, that is what I did in this update. I reformatted the guide and then did some of the sections on the top. I also made the guide look a lot better. And that about wraps up this big update!

Version Number: 0.60

Date of Version: February 15th, 2003

Kilobyte Amount: 72.8 KB

Details: Well, I did the walkthrough up to the part where the tiki man starts to chase you for the first time. Then I never did it correctly and got frustrated. So I am deciding to work on it later after I find my gameshark. Rather than that, I added to the chases and the story section.

Version Number: 0.70

Date of Version: February 18th, 2003

Kilobyte Amount: 91.0 KB

Details: I did a lot more of the walkthrough. From the beginning of the tiki place to the beginning of the Ghoul place. I started almost after the story and stopped almost after the story of both. I am going to do more tomorrow and hopefully get more done. This walkthrough is looking great! I am liking this game more and more every day!

Version Number: 0.80

Date of Version: February 18th, 2003

Kilobyte Total: ??? KB

Details: I finally finished the walkthrough! Boy, that took 16 days in all though I only worked about half of that. This guide should get accepted as it is very informative and complete. I finished every other section with it. The disguise section and the level chase section. It was a lot of fun and I hope you liked the guide!

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14. Legal Disclaimer

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"Don't Steal, just ask!" - Breath of Fire III

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15. Contact Me

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This section will tell you how to contact the author regarding work that he has done. Questions you have can be sent to TestaALT@aol.com. I have only two rules when it comes to sending me an email. They our: The question should not be answered in this document and put the game name in the subject line. If you do not follow these rules your email will be ignored. The question might be added in the next update as I see fit. I will try my best to respond to your question. Additionally, you can always contact me by AIM if you have any questions. My screen name is TestaALT and I am online a lot with it. Thank you for reading this information.

Did you like this guide? Rate my guide then see some of my other work at:

-> <http://gamefaqs.com/features/recognition/23249.html> <-

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