

Scooby-Doo! Classic Creep Capers FAQ/Walkthrough

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Updated to v1.0 on Nov 2, 2006

Scooby Doo Classic Creep Capers FAQ V. 1.0

For Nintendo 64

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I. VERSION HISTORY

-Version 0.1:

Just started today so there's lots of stuff to do.

-Version 0.2:

Finished the first episode and started the second.

-Version 0.5:

Finished the second episode and started the third.

-Version 0.7:

Finished the third episode and started the fourth.

-Version 1.0:

Finally finished the whole thing.

II. INTRODUCTION

This is my first FAQ I've written for GameFAQs.com. Shortly after writing it I was contacted by the owner of neoseeker.com and ended up having it up for viewing there, as well. So there's two places you can see this. Anyway, I've always liked Scooby Doo. I enjoyed this game, although it was too simple, obviously geared towards a younger audience. But hey, it was fun while it lasted. Hope you find this FAQ helpful if you run into any trouble.

III. CONTROLS

-Control Pad/Control Stick: Move Shaggy

-A Button: Pick Up Item

Use Item

Select Item from Inventory

- B Button: Cancel Action
- R Button: View Inventory
- Z Button: View Inventory
- Start: Pause Game

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IV. WALKTHROUGH
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-Episode 1: "What A Night For A Knight"

Clues:

1. Handkerchief
2. Shipping Invoice
3. Paintbrush
4. Velma's Glasses

Items:

1. Fire Extinguisher
2. Ladder
3. Egyptian Headdress
3. Guard's Keys
3. Rope

Trap Pieces:

1. Tape Recorder
2. Canvas
3. Sand bag
4. Lamp

In the beginning of the level, Shaggy and Scooby come back from a double-feature movie. Walk up the road while avoiding the bats and you'll find a crashed truck. Pick up the Handkerchief (Clue #1) and the Shipping Invoice (Clue #2). Also, pick up the Fire Extinguisher (Item #1) and select it in your inventory. Then use it on the truck to put out the fire.

Now walk further up the road, and you'll meet up with the gang and the Museum Curator, Mr. Wickles. He'll tell you about the Black Knight and walk off. After he leaves, give the two clues to Fred. The front doors to the museum are locked so grab the Ladder (Item #2) off the roof of the Mystery Machine. Press "A" in front of it to climb up into the second-story open window.

There is a guard walking around the exhibits. He's a big hassle because he chases and throws you out every time he sees you. All of the arches you see are dark so you can't go into the rooms beyond them. Make your way to the wall beside the American Presidents Wing and grab the Egyptian Headdress (Item #3) off the pedestal. Then go down to the first floor via the elevator. In the main hall there are a few more darkened arches and one closed wing, which you never get to enter. Go to the front door and let the gang into the museum. A cinema scene takes place, in which a blackout occurs. When the lights come back on, Velma has been kidnapped!

Before you go tromping through the first floor, ride the elevator back to the top. Sneak into the American Presidents Wing, the room to the right of the elevator. Walk around and pick up the Tape Recorder (Trap Piece #1). But watch out, because the Black Knight is hiding in one of the booths. If he comes too close, he'll scare you and lower your fright meter. When you have the Tape Recorder; run for the door. I once tried to get the guard to chase me back into

the American Presidents Wing so he can see the Black Knight, but the Black Knight didn't pop out of the booth. Even still, I guess the guard didn't find it strange to see a suit of armor in the American Presidents Wing.

If the guard spots you and blows his whistle, run into the Art Gallery. He'll chase you in and slip on puddle of water where somebody finished mopping. He'll slam into the exhibit and be knocked out for a minute or so. Walk over and take his keys (Item #4). Now, walk around to the other side of the mobile. There are two posts that have flashing red lights. Press one of them and the giant mobile starts spinning. Press the other and a secret door will open in the wall. Leave Scooby behind and go into this back room. Avoid the rats and spiders and pick up a Canvas (Trap Piece #2) near the back wall. Walk over towards a pile of paintings and go behind them. Here you'll find the Paintbrush (Clue #3). For me this was ridiculous hard to find because the camera angle doesn't give you a clear view of the opening you're supposed to walk through. After you find these two items, exit this room. The guard will be back on his route outside the Art Gallery.

The room down the hall from the Art Gallery is the Cafeteria. Enter this room without being chased by the guard and open the refrigerator. Scooby will then throw out slices of lunch meat and what not. The point of this game is to move Shaggy around to catch as many toppings as you can. The sandwich will fill your meter; it doesn't matter how big it is.

Now go back down to the first floor and enter the Egyptian Wing. In one of the coffins is the Sand Bag (Trap Piece #3). Walk down the narrow hall where a coffin opens at the end. The Black Knight will charge out and chase you. Equip the Egyptian Headdress from your inventory and press "A" when you're standing next to the mural. A cinema scene shows the Black Knight looking around for Scooby and Shaggy, who are hiding against the wall in the Egyptian mural. He will then leave this room, but he'll be back in here the next time you come. At the end of the hall where he was, grab Velma's Glasses (Item #5). Now unlock the door on the far wall from the narrow corridor. Inside is a series of small back rooms, with a worktable in the last one. Walk over to the table and grab the Lamp (Trap Piece #4) off it.

Now go back into the first floor hall and continue into the Prehistoric Wing. At first I thought the dinosaurs in here were moving because of robotics, but it's just to increase danger in the game. Go under the first fossil's neck, then around its tail, and around the second fossil's head. Now you should be to the serpent's left, so run towards the flying dinosaur's center point, then towards the two T-Rex models, and finally under one of their mouths. Walk right and you'll find Velma. Untie her and get the Rope (Trap Piece #5). Now equip her glasses from your inventory and give them to her. She'll safely take you back to the rest of the gang, who are standing in the first floor hall.

Now give all your clues and trap pieces to Fred. He'll cleverly devise a simpleton plan, which really wouldn't do anything in real life. But hey, this is Scooby Doo. So this'll be fun, now you get to go back through the Prehistoric Wing exhibits, and then go back to the Egyptian Wing with the Black Knight chasing you. Just do the same thing you did the first time and you'll meet up with the Black Knight, whose standing right where Velma was tied up. Make your way back to the Prehistoric Wing by using my shortcuts and another cinema scene will start.

Okay I'm about to give away the ending so if you don't want to know, don't read this:

Scooby and Shaggy bolt through the door, followed by the Black Knight. Fred shines the Lamp onto the Canvas and casts his shadow over it. Velma then plays

Scooby's growls at half speed on the Tape Recorder. Now as the Black Knight stands there in "horror", Daphne lets go of the Rope, which drops the Sand Bag onto the Knight's head. The guard rushes in and they unmask the Black Knight who turns out to be the Museum Curator, Mr. Wickles. He was copying the museum's paintings in the back room and sending the originals to the Black Market. Then he hung the fakes up in the museum. Amazing, isn't it?

-Episode 2: "That's Snow Ghost"

Clues:

1. Fire Wood
2. Shipping Invoice
3. Jewels
4. Tibetan Folklore Book

Items:

1. Coal
2. Bone
3. Iron Key

Trap Pieces:

1. Corset
2. Bed Sheet
3. Shovel

The gang decides to take their mind off their cases for awhile, so they head up to the Wolf's End Skiing Lodge. They meet Mr. Greenway, who tells them that Mr. Leech will take their bags. He also mentions something about the Snow Ghost and the lodge owner, Fu Chin Li. He then leaves and Shaggy and Scooby are sent off to go look for firewood. One road's blocked off by a snow plow, so go down to the other end of the lodge. Pick up the Fire Wood (Clue #1) and run back to the lodge because the Snow Ghosts pops up and chases you. When you go in, the rest of the gang leaves to look for clues outside and tell Shaggy and Scooby to check out the lodge.

There's nothing in the lobby, so walk down the hall and check out the rooms. The first room on the left is one of the guest suites. Search around and you'll find the Corset (Trap Piece #1) at the foot of a bed and a lump of coal (Item #1) by the stove.

The first room on the right is the library maze. If you wander around in this path: down, right, down, down, and then right, you'll run into Mr. Leech. He's a little preoccupied with transmitting a signal to his boss on a radio. He says something suspicious and spots Scooby and Shaggy. He gets up and starts chasing you, apparently taking the role of a monster because he snarls and scares you when he gets too close. Go back to the exit, leave, and then enter the room again. He is now gone (maybe he jumped out a window?), and you won't ever see him again. Walk back to his little cove and pick up the Shipping Invoice (Clue #2) off floor by his desk.

Now the second room on the left is another guest suite. Outside, the Snow Ghost reaches in through three windows. Try to avoid his claws, and pick the Bed Sheet (Trap Piece #2) up off the floor.

The kitchen is the second room to the right. Open the fridge and play the sandwich game again.

The door at the end of the hallway is locked for now. Go outside and walk back around to where you picked up the firewood and there will be some Jewels (Clue #3) lying in the snow. Now walk back to the Mystery Machine and meet up with

the gang. Hand all of your clues and trap pieces over to Fred. Now Velma will move the snowplow blocking the road to the other side of the lodge. Scooby and Shaggy now have to walk through the woods to look for Fu Chin Li. Walk around the paths until you are chased by the Snow Ghost. To get him off your back, equip the coal and use "A" next to the group of snowmen. This will create some sort of coal men or something that confuses the Snow Ghost.

Once he's gone, enter the nearby sawmill. Here you'll have to avoid the logs and buzz saws, while trying to make your way to the back of the mill. On the floor will be the Bone (Item #2). Now you can leave and walk towards the cave. Go into the cave and give the Bone to the wolf standing guard at the entrance. Then he'll go off to chew on the bone, allowing you to continue into the cave. At the end is a door to an underground temple. Once you're inside, talk to Fu Chin Li. He'll give you the Iron Key (Item #).

Use that key to unlock the last door in the lodge. This will lead you to some steps that go to the attic. Avoid the bugs and bats and you'll find a Tibetan Folklore Book (Clue #4) and the Shovel (Trap Piece #3). Give these to Fred and he'll think of another plan to catch the Snow Ghost. Head back to Fu Chin Li's cave where the Snow Ghost will chase you. Let him follow you to the ski slope and head down the mountain. But watch out, the slope is pretty hard, especially when the Snow Ghost is right behind you the whole way. Make it to the end of the slope where the gang will catch him.

And here's how:

Scooby and Shaggy ski over the White Sheet, which covers the hole Fred dug with the Shovel. The Snow Ghost runs over and stops on the sheet, causing it to collapse and he falls into the hole. Daphne and Velma catch Scooby and Shaggy in the Corset, which springs them backwards and into the hole with the Snow Ghost. Then they unmask the Snow Ghost and it turns out to be Mr. Greenway. It seems that he and Mr. Leech were stealing jewels from the Tibetan temple and placing them into hollowed out logs were they were then shipped away. And it would have worked if it weren't for those damn meddling kids.

-Episode 3: "A Tiki Scare Is No Fair"

Clues:

1. Chest Of Pearls

Items:

1. Coins
2. Crackers
3. Palm Fronds
3. Key

Trap Pieces:

1. Grass Mat
2. Vine

This time the gang decides to take a vacation on a jungle island. In the beginning Mr. Simms, the resort manager, will tell you about the Witch Doctor. Mr. Simms, Daphne, Freddie, and Velma walk off to gather dishes for the luau, leaving Scooby and Shaggy to themselves. You don't really have anything to do, which is good because the Witch Doctor chases you right when the others leave.

Run north and down the trail until you reach the Tiki Lounge. Pick up the Grass Mat (Trap Piece #1) out front and duck inside. On the floor beside the door is a Coin (Item #1), which can be used in the juke box in the corner (No real use, just something extra, and something that a lot of people seemed to be confused

about). On the table is a Cracker (Item # 2), which you'll need to persuade the parrot.

Talk to the parrot without using the cracker and he'll babble about something useless. Talk to him a couple more times and he'll tell you the secret code:

"3, 4, SQUAWK!!! 2, 1."

Now give him some crackers, and he'll tell you another useful bit of information: something else:

"South, West, SQUAWK!!! North."

The kitchen is beyond the side door in the restaurant, so stop there if you need some courage.

Make your way around the shifting islands and waves on the stage and walk out the back door. You'll meet Fred and Velma, so give all your clues and trap pieces to Fred. They'll tell you that Daphne is missing so now walk south. You'll come across onto the beach again, where crabs scurry around you. Grab the Coin (item #1) and head back to the back of the Tiki Lounge.

This time walk north and follow the trail. Pick up the Palm Fronds (Item #3) and the Vine (Trap Piece #2) as you make your way to the fork in the road. Walk left and you'll enter the graveyard. (I think.)

The Witch Doctor is dancing around in one of the mini temples and he'll chase you once he sees you. Run to the small clump of palm trees and bushes and equip the palm fronds. Press "A" and you'll put them on your head, like a hat. This somehow confuses the Witch Doctor and he'll run off. Now walk back to the building he was in and grab the Key (Item #4)

Go back to the fork and walk right. You'll come out on a stormy beach with four Tiki head statues. There's another entrance to the right, which really isn't necessary. If you go there and you'll be chased by the Witch Doctor again, only this time you'll be riding on a barrel. It's like how the Snow Ghost chased you down the skiing sloop, but it doesn't matter if you do this or not. It leads you to the wooden gates behind the Tiki Lounge.

The Tiki Head statues face one of four letters: N, S, E, and W. Now if you're sort of slow, these letters mean North, South, East, and West. You can turn the heads by pressing "A" while standing next to them. Turn the one to the right so it's facing south, the middle one so it's facing west, and the left one so it's facing north. When the statues are in the right order, an entrance to the Ancient Village will open.

Fred and Velma are in the village so give Fred your Vine. Walk past a half-buried Tiki Head statue and go down the trail. You'll find a giant large statue standing on a large stone base that has four numbers on it: 4, 1, 2, and 3. You'll press the panel when you press "A" while standing near it. Remember what the parrot said? Press the panels in this order: 3, 4, 2, and 1. When the panels have been pushed in the right sequence, a door will slide open where the "1" used to be.

Walk through this and you'll enter a volcano-like area. Walk along the right-hand wall, while trying to avoid the flaming rocks from the lava pits. After some searching, you'll find Daphne chained to a wall. Unlock her with the Key and she'll find the entrance to an underground temple. The rest of the gang will come in, too. Now walk around the room, and you'll find the Chest of Pearls (Clue #1) behind the shrine. It will also have a shipping invoice to R.

Necros tacked on it.

Bring this to Fred and he'll conjure up another scheme. All you need to do is lure the Witch Doctor, who is standing near the half-buried Tiki Head statue back to the underground temple where he'll be caught.

Want to know how? Read this:

Scooby and Shaggy will race through the door where we'll see Daphne and Velma holding the Vine. When the Witch Doctor runs through the door, they pull the rope, tripping the Witch Doctor. He'll fly forward and land on the Grass Mat. (So he doesn't get hurt, I guess.) They pull off his mask to find Mr. Simms! Not very surprising, as he was the only character you met in this episode. He was shipping pearls to his evil boss, R. Necros, who we'll meet in the fourth and last episode.

-Episode 4: "The Case Of The Classic Creeps"

Clues:

1. Snow Ghost Mask
2. Handkerchief
3. Witch Doctor Mask
4. Newspaper
5. Painting
6. Tibetan Chimes
7. Black Knight Helmet
8. Computer Tape

Items:

1. Music Box
2. Huge Fish
3. Hammer
4. Big Fish
5. Small Fish
6. Iron Key
7. Bug Spray
8. Ladder Rungs
9. Small Gear
10. Gold Key

Trap Pieces:

1. Hook
2. Chain
3. Net
4. Oil Can

At the beginning we see Velma in a library, trying to gather some information on R. Necros. Then a large shadow approaches her. Next we see Daphne, who is shopping, and the same shadow sneaks up on her. Now Fred is at Pop's Shop, but Pop isn't there that day. But according to Fred, he never misses a day of work. Then the shadow comes out from behind the counter. Last up we see Scooby and Shaggy, who are wandering behind a trail of Scooby Snacks. They notice the Mystery Machine in the back of a van and climb inside. The van drives off and a poster with Shaggy's picture on it can be seen. Under his picture it says MISSING.

Now you're in a cell, put there by the Ghoul King. Now walk up the ramp and into the underground maze. Hell, even I don't know the place by heart, so if you wander around long enough, you'll find the Snow Ghost Mask (Clue #1) and the Torture Chamber. Inside the Torture Chamber is the Hook (Trap Piece #1).

Now you'll have to remember how you go here, because you'll need to come back later. Wander around a little bit longer and you'll find the door to the first floor.

On one of the tables in the corner, you can get the Music Box (Item #1). Also on the floor is a Huge Fish (Item #2). Through the door straight ahead of the underground dungeon door, are two more wooden doors. Open these doors and run back because there's some sort of tentacle that can reach through the gate. You can't get out yet so walk back to the first floor.

To the left is a door surrounded by stained glass and a blue structure. Walk through this door and you'll be out in the Graveyard. Walk around to the graves and pick up the Hammer (Item #2). Now walk towards the shack at the other end. Pick up the Big Fish (Item #3) hanging on the wall of the little shed. Now walk back to the first floor and to the door on the right hand side.

In this narrow hallway, the animal heads will move up and down and a rat will scurry around. On the floor is the Small Fish (Item #4). Run to the end and you'll see a normal fish on the wall. In front of him is a hook and two more behind him. Equip the Small Fish and press "A" on the first hook. That'll be the first step in putting them in size order. Then place the Big and Huge Fish in their proper positions and the fireplace will disappear.

Through the secret door is another underground maze that I don't know by heart. But pretty soon you'll come across the Ghoul King and he'll chase you for the remainder of the time you're in here. Run around and eventually you'll find Daphne chained to the wall. Take the Chain (Trap Piece #2) off her and the Ghoul King will chase her away. Pick up the Iron Key (Item #6) he dropped and walk back. There's another tunnel next to the one Daphne was in. At the end is the Handkerchief (Clue #2). Another tunnel has the Witch Doctor mask (Clue #3).

Now that you have the Iron Key, walk back to the graveyard and to the shack all the way at the end. Unlock the door and go in. Grab the Net (Trap Piece #3) off the wall and walk over to the coffin. Use the Hammer to pull out the nails and you'll find Fred. He'll give you the Bug Spray (Item #7) and the Ladder Rungs (Item #8).

Now go back to the first floor and walk up the steps. Use the Bug Spray on the spider web here and walk up the next flight of steps. To your right will be a door. Go through and use the Music Box, which will put the monster under the bed to sleep. No pick up the Newspaper (Clue #4) and the Painting (Clue #5). Go through the door next to the bed and you'll be on the roof. Walk around the center tower and pick up the Oil Can (Trap Piece #4). Enter the center tower, and you'll find that one of the gears is missing a piece.

Go back to the second floor hallway and down to the end. Go in the unlocked door and you'll be in a room filled with gears and chains. Look around for a broken ladder and use the Ladder Rungs. On the next level you'll find the Tibetan Chimes (Clue #6) and the Black Knight Helmet (Clue #7). The final floor has the Small Gear (Item #9). Work your way through the gears and you'll find Velma.

Now take your Small Gear and use it on the only non-spinning gear in the gate control tower. This will raise the gates so you can get out. Run downstairs and under the gate, but look out for the sea monster. At the other end is the Mystery Machine and the Gold Key (Item #10).

Now go back to the first floor and give all your clues and trap pieces to Fred. Walk back upstairs where you'll meet up with the Ghoul King again. Just run into one of the arches and a movie sequence like in the show will play, in

which Scooby and Shaggy duck into various arches and confuse the Ghoul King.

Once he's gone, use the Gold Key on the locked door and you'll enter the computer room. On the floor at the end is the Computer tape (Clue #8). If you go through that arch, you'll walk into the Ghoul King, but he won't see you. Give the Computer tape to Fred and you'll once again be used as bait for a trap. This is probably the hardest. You have to lure the Ghoul King from his computer room all the way down to the Torture Chamber where the gang will catch him.

Here's the ending of the game

Scooby and Shaggy dart through the door and down the stairs. The Ghoul King will follow, slipping on the oil slick left by Daphne, and fly into the pit. There he'll be caught by the Net and raised by the Chain and Hook. Once he's up he'll be unmasked and...surprise! It was Rex Necros. I mean come on; who else would you expect? It would have been cool if it were Pops or Fred suffering from split personalities, but no.

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V. CREDITS
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Well of course to THQ and Hanna-Barbara for making the game. And this whole thing is copyrighted to me, me, and me. Ask me if you want to copy it or anything. And you can find this FAQ at:

www.gamefaqs.com
www.neoseeker.com

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