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Nintendo

GAME BOY COLOR

CARTOON NETWORK

SCOOBY-DOO!

Classic Creep Capers

©GB-BCC-E-USA

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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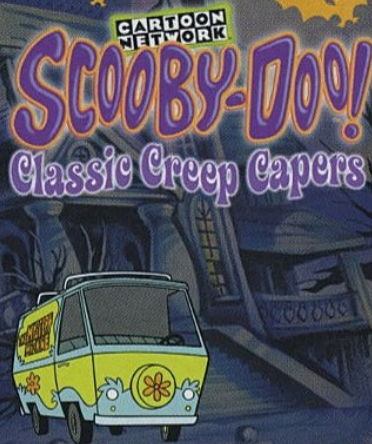


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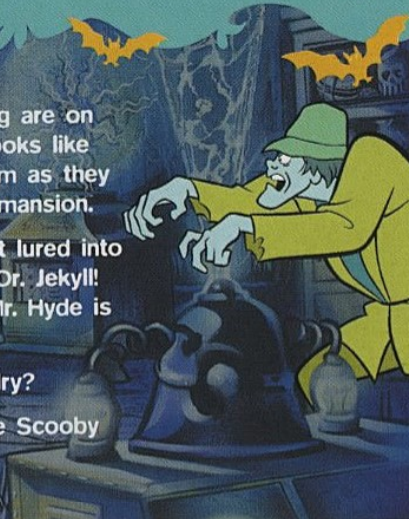
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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NOWHERE TO HYDE

A cartoon illustration of a man in a green trench coat and hat, looking surprised or excited, standing in a dark, industrial-looking laboratory. He is surrounded by various pieces of machinery and equipment. The scene is dimly lit with blue and green tones.

Like Wow! Scooby and the gang are on the trail of a jewel thief who looks like the ghost of Mr. Hyde. Join them as they track him into a super spooky mansion.

Once at the house, the kids get lured into a creepy lab where they meet Dr. Jekyll! Could it be that the ghost of Mr. Hyde is actually Dr. Jekyll?

Who is stealing all of the jewelry?

Zoinks! It's your job to help the Scooby gang solve the mystery...

SET UP

1. Turn the POWER switch OFF on your Nintendo Game Boy® Color. Never insert or remove a Game Pak when the power is on.
2. Insert the SCOOBY-DOO! CLASSIC CREEP CAPERS Game Pak into the slot on the Game Boy. Press firmly to lock the Game Pak in place.
3. Turn the POWER switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
4. When the Title screen appears, press START to proceed to the Main Menu.

PRECAUTIONS

- Always turn the POWER OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods of time.

CONTROLS



MENU CONTROLS

CONTROL PAD	Select option/item.
A BUTTON	Confirm selection.
B BUTTON	Cancel selection/Open Inventory screen (see page 14).
START	Confirm selection/Pause game (see page 15).
SELECT	Open Character Select screen (see page 16).



GAMEPLAY CONTROLS

↑/↓	Move character up/down.
←/→	Move character left/right.
A BUTTON	Use item. Hold down the A Button to select the item, and then press the Control Pad to use it, as follows: A + ↑ Examine item. A + ← Talk to someone/Eat item. A + → Take item/Use item.
START	Pause game (see page 15).

MAIN MENU

- **START GAME** – Start a new game from the beginning.
- **CONTINUE** – Using a password, access a previously completed level to continue where you left off. See page 23 for more information.
- **OPTIONS** – Customize the game before solving the mystery! See page 9.



SCOOBY-DOO!
CLASSIC CREEP CAPERS
 START
 CONTINUE
 OPTIONS

OPTIONS

- **TEXT SPEED** – Speed up the on-screen text display, or slow it down.
- **SOUND FX** – Turn the game's sound effects ON or OFF.
- **MUSIC** – Turn the game's music ON or OFF.
- **DONE** – Return to the Main Menu.



OPTIONS

TEXT SPEED	NORMAL
SOUND FX	ON
MUSIC	ON
DONE	

HERE'S OUR PLAN ...

Your goal in **SCOOBY-DOO! CLASSIC CREEP CAPERS** is to solve the mystery of Mr. Hyde. To achieve this goal, you need to search for clues, collect items, talk to people, explore rooms and make traps!



Here are some tips to help you out:

- Be smart! Carefully read what each character has to say. Their dialog could give you a clue!
- Good luck, you're going to need it!

All this talk is making me hungry.
I want some cheese.



GAME SCREEN



Search Icon Talking Icon Use Item Icon

- The status bar at the bottom of the screen will let you now what actions are available.
- If the character you are talking to has nothing to say, no icon will appear.

TALK ICON

Hold down the A BUTTON and press the CONTROL PAD ← to talk to a character. If the character has nothing to say, you will not see any text.

SEARCH ICON

Hold down the A BUTTON and press the CONTROL PAD ↑ to highlight the Search Icon. Your character will search for clues in the section he or she is standing near.

USE ITEM ICON

Hold down the A BUTTON and press the CONTROL PAD → to highlight the Hand Icon. Your character will then perform an action such as opening a door, placing an item, or turning a switch.

INVENTORY SCREEN

- Press the B BUTTON to open up the Inventory screen.
- Use the CONTROL PAD to highlight an item.
- Press the A BUTTON to select a highlighted item. When you move your cursor, the character will automatically “examine” the object.
- Press the B BUTTON again to exit this screen.
- When you return to playing the game, hold down the A BUTTON and press the CONTROL PAD ↓ to use the Inventory item you selected.



PAUSE

Press START during play to pause the game. While paused, you can access the following options:

- START – Un-pause and return to the game.

Press SELECT during play to go to the Character Select screen, where you can change your character. See page 16 for details.



CHARACTER SELECT SCREEN

- During play or while on the Pause screen, press SELECT to open up the Character Select screen.
- Press the CONTROL PAD ←/→ to cycle through characters.
- Press the A BUTTON to select a character as your player and return to the game.
- Press the B BUTTON to cancel and exit the screen.



GAME CHAPTERS

CHAPTER 1: IT'S A MYSTERY

Help Scooby and the gang get into Jekyll Labs! Navigate Velma as she searches the mansion for a secret code that will open the lab door. You will also have to help Velma search for clues in another part of the mansion. Remember to explore every area in each of the rooms. Look at items such as books and pictures – They might hold clues. Watch out for lab worker robots and ghosts! Zoinks!



CHAPTER 2: BOO'S CLUES

"Like wow, Scoob, it looks like we need to cut the cheese." "Reah!" It looks like it's up to Scooby and Shaggy to solve this part of the mystery. Of course, they come to a dead end, but it's not just any dead end - it's a dead end made of cheese. Find a way to get past the cheese. Search for clues that will help you find something to...cut the cheese. Help Shaggy and Scooby get into the attic to search for a key. Don't forget to search for Fred.



CHAPTER 3: CHEMO-SABOTAGE

Uh-oh, it looks like Scooby and Shaggy have to help out with an experiment being conducted on Daphne. Of course our heroes will have to find a way to rescue her. In this level, Scooby and Shaggy have to gather items the mad scientist asks for. Try to figure out a way to stop the mad scientist. Make sure you watch out for Lab Robots and try and turn off their power. Just like Fred always says, "Would you do it for a Scooby Snack?"



CHAPTER 4: JAIL BREAK?

Our heroes need to free Daphne and Fred from their captors who are holding them under lock and key. Don't forget to ask Scooby about the key. Next, help the gange discover the identity of the Ghost of Mr. Hyde. Who could it be?



CHAPTER 5: THE PLAN

Now it's up to the gang to capture their ghost. Of course, the gang will have to go in disguise so they don't get caught. Help Velma and Shaggy explore the mansion for items to make a good trap. Once you have enough items, you will be taken to the next level. Watch out for the Ghost of Mr. Hyde. He looks a little green!



CHAPTER 6: THE FINALE

Zoinks! It's time for a chase, Scooby style! Watch out! Fred has a plan so listen carefully if you want to trap that ghost.

Watch out! Ghosts tend to run after the gang. Make sure you don't let Scooby and Shaggy get caught. You never know what might happen. "Relp!"



PASSWORDS

After successfully completing a level, you will be given a password. The password lets you resume your game at the end of your last completed chapter.

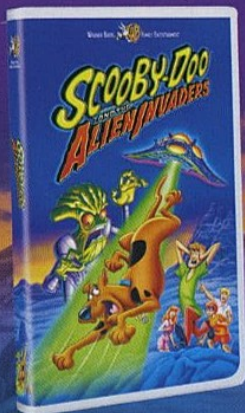
To enter your password, select **CONTINUE** from the Main Menu. Then use the Control Pad to highlight a symbol and press the A button to select it. Select the B button to delete a symbol. When your password is complete, press the Start button to proceed to the game. If you have entered the password correctly, you will be prompted with the Chapter introduction screen.

ENTER PASSWORD

* * * * *



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CARTOON NETWORK

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JEEPERS!

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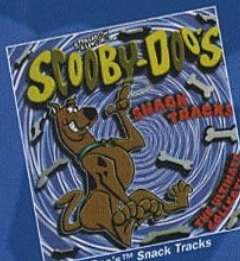
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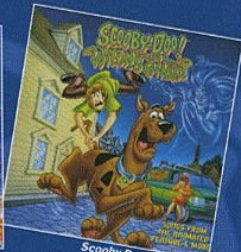
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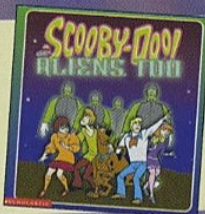
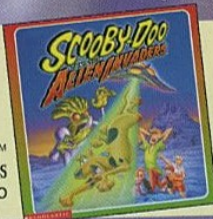
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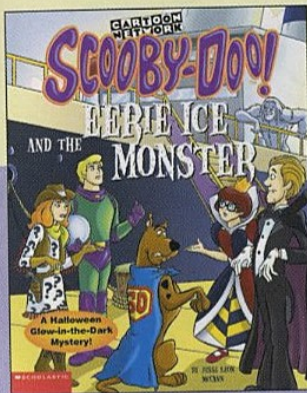
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