

CARTOON
NETWORK

SCOOBY-DOO!

Phantom of the Knight™

Help Guide



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About The Learning Company®

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every Scooby-Doo product undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

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Table of Contents

Welcome!	4
Hardware and System Requirements	4
Setting Up and Starting the Program	5
Checking Out the Goodies	6
Groovy Goodies	6
Online Goodies	6
Getting Started	7
Signing In	7
Choosing a Difficulty Level	7
Mystery in the Castle	8
Exploring the Castle	8
Collecting Useful Objects	8
Moving from Place to Place	9
Entering Scary Areas	9
Talking to Characters	9
Earning Scooby Snacks	9
Knights of the Snack Table	10
Wizard Anziani Says	10
Using the Toolbar	11
Using the Main Menu	11
Setting the Sound Options	12
Getting Help	12
Using an Object from the Toolbar	12
Playing the Game	13
Meeting the Suspects	13
Sir Lacksalot	13
Ewan McHaggis	13
Maria Hernandez	14
Chester the Jester	14
Wizard Anziani	14
Hedge Maze	15
Examining the Clues	16
Unmasking the Black Knight	16
Troubleshooting	17
Credits	20
License Agreement	22

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Welcome!

Welcome to the Scooby-Doo™, Mystery Adventures™! Join Scooby-Doo™, Shaggy, Daphne, Fred, and Velma as they travel in the Mystery Machine™ in search of unsolved mysteries and spooky adventures. In each Scooby-Doo, Mystery Adventure, a ghost-like figure is scaring the local residents. Can you help Scooby-Doo, Shaggy, and the gang investigate the mystery scene and find out who's really behind all the spookiness?



Hardware and System Requirements

Runs on: IBM® PC and compatibles—Pentium® 166 MHz or better

With:

- Windows® 95/98/Me/2000/XP
- 32 MB of memory (RAM)
- Hard disk with 40 MB of free disk space*
- 8x CD-ROM drive
- 16-bit color monitor capable of 640 x 480 resolution
- Windows-compatible sound card
- DirectX 8a or higher (will be installed if needed)
- DirectX compatible video card
- Speakers
- Mouse

Recommended:

- Internet browser, such as Netscape® Navigator® 4.0 or Microsoft® Internet Explorer® 4.0 or higher
- 28.8 Kbps or faster modem
- Printer (color preferred)

**An additional 7 MB of disk space may be required to install Adobe® Acrobat Reader®.*

In the interest of product improvement, information and specifications represented here are subject to change without notice.

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Setting Up and Starting the Program

Scooby-Doo™, *Phantom of the Knight™* runs from your CD-ROM drive. However, you need 40 MB of free hard disk space to store some program files. You can also register this product via modem using a toll-free number.

These instructions assume that the AutoPlay feature of Windows is turned on. (AutoPlay is usually enabled when you install Windows on your computer. See your Windows documentation for more information.)

To set up the program:

1. Insert the program CD into your CD-ROM drive.
2. Click on **Yes** at the install prompt to begin the setup process.
3. Follow the onscreen instructions to complete the setup process.

Once you've completed the setup, the program will run automatically any time you insert the program CD into the CD-ROM drive.

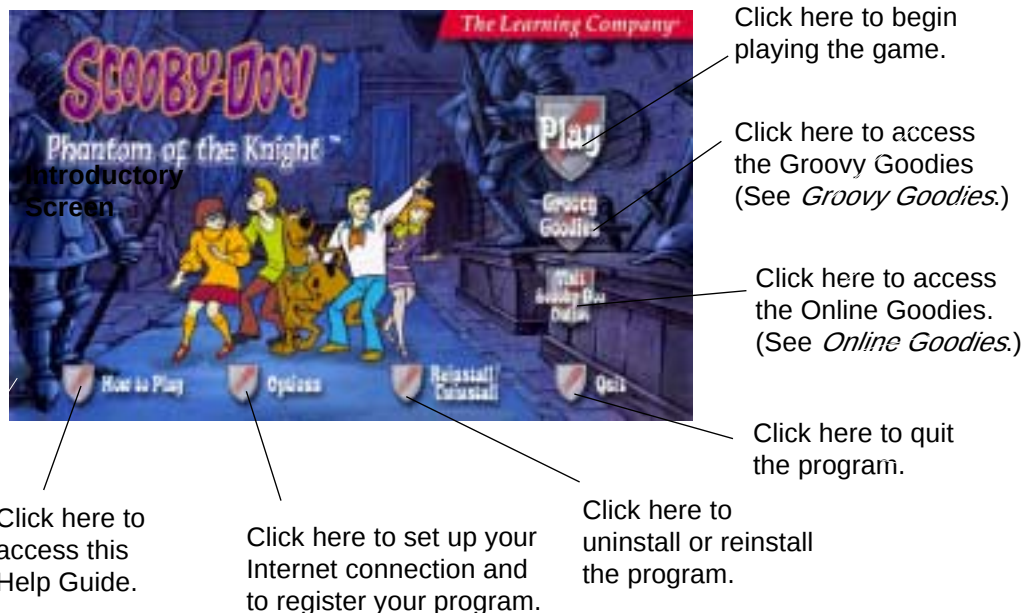
To start the program:

1. Insert the program CD into your CD-ROM drive.
2. Click on **Play**.

Whenever you exit the program, you return to the desktop. You can restart the program directly from the Start menu as long as the program CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

To start the program from the Start menu:

- Click on the **Start** button. Then choose **Programs, The Learning Company, and Scooby-Doo, Phantom of the Knight** in that order.



Checking out the Goodies

Before you begin playing *Scooby-Doo, Phantom of the Knight*, check out some of the goodies that are included on the program CD.

Groovy Goodies

By clicking on **Groovy Goodies** at the introductory screen, you can access a number of extra goodies. You can catch a sneak peek of an upcoming Scooby-Doo movie. You can also download two programs: one that lets you print out a Scooby-Doo movie poster and another one that lets you send virtual postcards of Scooby-Doo, Shaggy, Daphne, Fred, and Velma to all your friends.

Click here to watch a movie preview of *Scooby-Doo and the Alien Invaders™*.

Click here to send virtual Scooby-Doo postcards.

Click here to print out a Scooby-Doo movie poster.

Click here to return to the introductory screen.



Groovy Goodies Screen

Online Goodies*

You can also visit some fun online Web sites that are of special interest to Scooby-Doo mystery fans. Just click on **Visit Scooby-Doo Online** at the introductory screen. Then start surfing the Web to learn more about Scooby-Doo, Shaggy, and the gang.

Note: You'll need to set up your Internet connection before you can visit these online Web sites. (See *Setting Up and Starting the Program*.)

**The online services advertised as part of this product may be changed or discontinued at any time for any reason.*

Getting Started

Before you begin playing *Scooby-Doo, Phantom of the Knight*, you'll need to sign in and choose a difficulty level for your mystery game.

Signing In

First, sign in by entering your name. The sign-in screen lists all players who have already entered their names. Your name will automatically be saved until the mystery is solved and the game is completed. Then click on **Play**.

Sign-In Screen

Click on a name in the sign-in list to choose it.

Click here to quit the program.

Click on the letters of your name to sign in.



Click on the arrows to scroll through the sign-in list.

Click here to begin playing the game.

To pick up your game where you left off, find your name on the list and click on it. If you haven't completed the mystery and you don't see your name, click on the arrows on the side of the list until you find it. Then click on **Play** to continue on your way.

When the sign-in list has 99 names, it is full. You'll need to remove a name before you can enter a new one. Click on the name you want to remove and press **Delete**. This will permanently erase that player's game information from the hard disk.

Choosing a Difficulty Level

Whenever you start a new game, you'll need to choose a difficulty level. You can choose from three levels of difficulty: Spooky (Easy), Spookier (Medium), and Spooktacular (Hard).

Difficulty Level Screen



To start the game at a particular difficulty level, click on the picture above that level.

Note: If there is no picture above your desired difficulty level, simply move your mouse to the empty spot above that level. The picture will fill in, and you can then click on it to choose that difficulty level.

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Note: You can't change the difficulty level in the middle of a game. If you begin playing a game and find that it is too easy or too hard, you'll have to start a new mystery game at a different level of difficulty. To do this, delete your name from the sign-in screen and re-enter it. (See *Using the Main Menu*.)

Mystery in the Castle

Jane McHaggis is the co-owner of Joust for Fun, a medieval-themed restaurant and family fun center that is located in a real Scottish castle. Jane has a problem. Her niece Bernice, the star princess of Joust for Fun, has mysteriously disappeared. To make matters worse, there's a fire-breathing dragon roaming the castle grounds! Has the Black Knight—the ghost of the castle's original owner—returned with his pet dragon to claim his castle and all that lies within? Or is there someone else behind the Black Knight and his dragon—someone who wants to scare everyone away from Joust for Fun and ensure its utter failure? Join Scooby-Doo, Shaggy, Daphne, Fred, and Velma as they explore the castle, and help them solve the mystery of the Phantom of the Knight.

Exploring the Castle

To solve the mystery of the Black Knight, you'll have to explore the castle in search of clues and other useful objects. Sometimes you will need to solve a puzzle before you can proceed in your adventure. Listen to the characters in the program for hints on how to solve these puzzles. You may need to make a few choices and go back to a place you have already visited. If you need additional help, you can click on Scrappy-Doo™ in the toolbar. (See *Getting Help*.)

Collecting Useful Objects

Search the different rooms and areas of the castle by clicking on objects on the screen. If you find objects that you can use later in the game, collect these objects by clicking on them. These objects will then be stored in your inventory on the toolbar. (See *Using the Toolbar*.)



Whenever you move your mouse near a clickable object, your cursor will change to a Scooby-Doo paw that opens and closes. (If the clickable object is an exit, the cursor will change to a pointing Scooby-Doo paw. See *Moving from Place to Place*.)

Watch out for the Black Knight! Sometimes when you click on an object, the Black Knight will appear and scare you away. You will then have to find your way back to the room or area where the Black Knight appeared. The Black Knight appears randomly, and the hiding place of the Black Knight changes each time you enter a room or area.

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Moving from Place to Place

You can lead Scooby-Doo, Shaggy, and the gang to different rooms or different parts of the town by clicking on onscreen exits. When you are near an exit, your cursor will change to a pointing paw. The paw points in the direction that you will travel when you click on that exit.



Note: If you click on Scrappy-Doo in the toolbar and then click on an exit, Scrappy-Doo will tell you where that exit leads. (See *Getting Help*.)

Entering Scary Areas

Scooby-Doo and Shaggy are easily spooked. If a certain area or room seems particularly scary, they will not enter unless you give them Scooby Snacks. The number of Scooby Snacks needed varies according to the difficulty level of your game.



To enter a scary area, you'll need two Scooby Snacks in the Spooky level, three in the Spookier level, and four in the Spooktacular level. You can see how many Scooby Snacks you have by looking at the toolbar. (See *Using the Toolbar*.) If you do not have enough Scooby Snacks to enter a scary area, you can collect more Scooby Snacks by playing the activities in the program. (See *Earning Scooby Snacks*.)

Talking to Characters

If you meet a character in the game, you can find out information about the mystery by talking to that character.

To talk to a specific character:

- Click on the character. Then continue clicking on the character until the character runs out of new things to say.

Note: Pay attention to what each character says. If you find an object that the character wants, give it to that character. The character will then tell you more information about the mystery.

Earning Scooby Snacks

You'll need lots of Scooby Snacks to convince Scooby-Doo and Shaggy to enter the scary areas of the castle. (See *Entering the Scary Areas*.) To collect Scooby Snacks, play the following activities. You'll find these activities while exploring the castle. To stop playing these activities, click on the shield button. You can then resume your exploration of the castle. If you ever need more Scooby Snacks, you can always collect some more by going back and playing these activities again.



Note: You can carry up to 99 Scooby Snacks at a time. After that, you'll have to give some Scooby Snacks to Scooby-Doo and Shaggy before you can collect some more.

Knights of the Snack Table

Look here to see how many Scooby Snacks you have earned in this activity.

Look here to see how many mugs Shaggy can break before the activity ends.



Help Shaggy serve root beer to the thirsty Knights of the Snack Table.

When a knight slides his mug down a table, move Shaggy to that table so he can catch and refill the mug.

If the knight is still thirsty, press the mouse button to slide the mug back. Or move Shaggy to the next knight's table, and press the mouse button to serve him instead.

Be careful! If Shaggy doesn't catch a mug, the mug will break. The activity ends when a certain number of mugs have been broken (five mugs in the Spooky level, four mugs in the Spookier level, and three mugs in the Spooktacular level).*

Wizard Anziani Says

Click here to exit the activity.



Scooby-Doo is learning how to make potions that can be used to cast spells. Can you help him copy Wizard Anziani's movements?

Each time the wizard moves, one of the potion bottles will light up. Watch the order in which the bottles light up.

Then click on the bottles in that same order so that Scooby-Doo can make the correct potion.

Try not to make too many mistakes! The activity ends when Scooby-Doo has made a certain number of mistakes (five mistakes in the Spooky level, four mistakes in the Spookier level, and three mistakes in the Spooktacular level).*

**Don't worry if an activity ends. Remember, you can always go back and play each activity as many times as you like!*





Using the Toolbar

At any point during the game, you can check your progress by looking at the toolbar at the bottom of your screen. To close the toolbar, click on the Mystery Machine. To open the toolbar, click on the Mystery Machine again.

Objects that you collect are stored in your inventory on the toolbar until you use them. You can store up to four objects at the same time. You can also use the toolbar to go to the Main Menu, to get help from Scrappy-Doo™, and to go to the Suspects and Clues screen. The toolbar also helps you keep track of your supply of Scooby Snacks.

Toolbar



- Click here to go to the Main Menu.
- Look here to see how many Scooby Snacks you have.
- You can collect more objects to fill these empty slots in your inventory.
- Click here to close or open the toolbar.
- Click here to get help from Scrappy-Doo. (See *Getting Help*.)
- Click here to go to the Suspects and Clues screen. (See *Examining the Clues*.)
- Click on an object to use it. (See *Using an Object from the Toolbar*.)

Using the Main Menu

From the Main Menu, you can choose to start a new mystery game, access the Sound Options screen, or quit the program. If you start a new mystery game, you will be asked to sign in again.

Note: Be sure to sign in under a different name if you want to save your current game.

Main Menu Screen



- Click here to start a new mystery game.
- Click here to go to the Sound Options screen. (See *Setting the Sound Options*.)
- Click here to quit the program. (Your current game will be saved.)
- Click here to continue playing your current game.



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Setting the Sound Options

At this screen, you can set the volume levels for the sound, music, and dialogue in the program.



**Sound
Options
Screen**

Getting Help



If you need help while playing the game, click on Scrappy-Doo in the toolbar. Your cursor will become a question mark. As you move your mouse across the screen, the question mark will wiggle on top of certain objects. Click on these objects to hear helpful information about them from Scrappy-Doo.



Scrappy-Doo can help you in the following way:

- If you click on an exit, Scrappy-Doo will tell you where the exit leads.

Using an Object from the Toolbar

While playing the game, you may want to use an object that you have collected. For example, you may want to give an object to a character or use a key to unlock a door. To use an object, simply click on that object in the toolbar. Then click on the place where you want to use the object. For example, you can click on a character or click on a door.

Each object that you collect can only be used once. If you successfully use an object, it will disappear from the toolbar. If you cannot use the object, it will remain in the toolbar so that you can use it at another time.

Playing the Game

As you explore the castle with Scooby-Doo, Shaggy, Daphne, Fred, and Velma, you will encounter five suspects. Your job is to help Scooby-Doo, Shaggy, and the gang figure out which of these suspects is the mastermind behind the Black Knight.

Collect clues about the Black Knight's true identity by solving puzzles for each of the suspects. Then put the clues together to solve the mystery of the Black Knight. (See *Examining the Clues*.)

Meeting the Suspects

Each time you meet a new suspect in the program, you will have to solve a puzzle involving that character. If you are successful, the suspect will give you a clue about the true identity of the Black Knight.

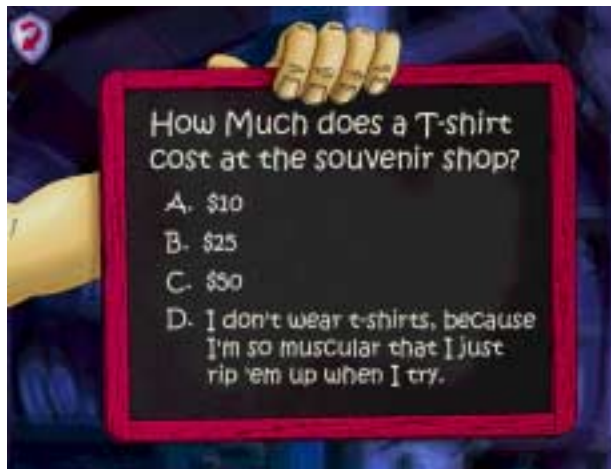
Sir Lacksalot



Sir Lacksalot is buried under a pile of armor! Can you help him get up by removing the armor?

Click on the pieces of armor, and drag them off of Sir Lacksalot. The pieces are wrapped around each other, so be sure to choose carefully which piece to move first and in what direction.

Ewan McHaggis



Ewan McHaggis will test your observation skills with his questions about the castle and its grounds. Choose the correct answers, and Ewan will reward you with a clue!

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Maria Hernandez



Can you help Maria stack all the dishes on her two trays? Make sure that you keep the trays balanced. If you stack too many dishes on either side, they will all fall off!

Note: 1 plate weighs the same as 2 bowls or 4 cups. And 1 bowl is just as heavy as 2 cups.

Chester the Jester



Chester the Jester has lost his juggling balls. Find all three of his juggling balls, and Chester will give you a clue.

Chester also knows a couple of secrets. Each time one of his juggling balls is found, he will give you more hints.

Wizard Anziani



To find Wizard Anziani, you'll have to learn how to turn his collection of skulls. Can you figure out which way you need to turn each skull? (Hint: The secret can be found after reflecting the reflection in the Royal Gallery room.)

Note: Each time you click on a skull, it will turn one position clockwise.

Hedge Maze

You will need to visit the Hedge Maze to find your way to the castle balcony. Go through the maze a few times to locate other important clues that will help you solve this mystery. Keep an eye on the pathway, it will help lead you through. You can earn a map to the maze by visiting the Wizard. This map will show you the maze's secrets and help you find the missing jewel.

Spooky

Just a few turns here.



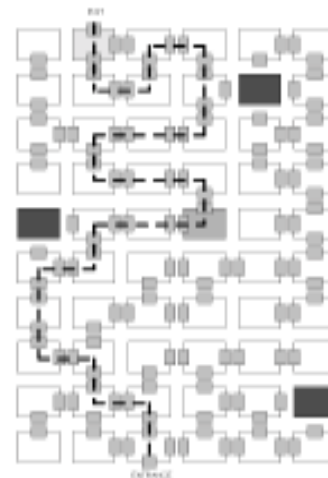
Spookier

A few more turns. Can you find your way?



Spooktacular

Lots of turns to keep you on your feet!



Examining the Clues

Each time you receive a clue from one of the suspects, you will be taken to the Suspects and Clues screen so that you can examine the clue. You can also go to the Suspects and Clues screen at any time in the game by using the toolbar. (See *Using the Toolbar*.)

**Suspects
and Clues
Screen**



If you've talked to a suspect, the suspect's picture will appear in one of these picture frames. Click on a suspect's picture to hear a summary of what you've learned about that suspect.

Click here to continue exploring the castle.

Clues that you've collected will appear on this shelf. Click on a clue to hear its description.

When you move your mouse over a clue on the shelf, a description of that clue will appear here.

Use the clues to figure out the true identity of the Black Knight. Some clues point to a particular suspect because they are objects that the suspect would wear or carry. Other clues give you information about why a particular suspect might want to scare everyone away from the castle.

When you have gathered all of the clues, put them together to see who is the mastermind behind the haunting of the castle. But watch out! Some clues are "red herrings." These clues try to mislead you by pointing to the wrong suspect. Be on the lookout for one red herring clue in the Spooky level and two red herring clues in the other levels.

Once you have collected clues from all the suspects, you will need to find an object that is the final clue. This clue will help you put all of the pieces together and solve the mystery!

Unmasking the Black Knight

When you have found the final clue, you'll have a chance to unmask the Black Knight. Fred will bring you back to the Suspect and Clues screen. Click on the picture of the suspect that you think is behind the mystery of the Black Knight. Then watch to see if you're right!

Troubleshooting

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have questions, contact our Technical Support Center at: <http://www.gsp.cc/faq/>

1. The *Scooby-Doo, Phantom of the Knight* program icon does not appear on the desktop or in the Start menu.

- Reinstall the program.

2. You see a message telling you that there is not enough available space on the hard disk.

Scooby-Doo, Phantom of the Knight requires 40 MB of hard disk space for the program's data and executable files. (Additional hard disk space will be required to save player information for more than five players.)

- Remove some files after backing them up.

3. You see a message telling you that there is not enough memory to run the program.

Scooby-Doo, Phantom of the Knight needs at least 32 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

- Close any other applications that are running, and restart the program.

4. Program speed is very slow.

Scooby-Doo, Phantom of the Knight needs at least a Pentium 166 MHz computer with a 8x CD-ROM drive for basic performance.

- Close any other applications that are running.
- Make sure that you have the latest Windows video drivers with DirectX compatibility for your graphics card. (Contact the video card manufacturer for latest drivers.)

5. You do not hear music, sound, or speech.

- Check that the speakers are properly connected to your computer. Make sure they are getting power and are turned on, and that the volume is turned up.
- Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set. See the manufacturer's documentation for information relating to your sound card.
- Make sure the mixer level setting is correct. Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **Accessories**. Then choose **Multimedia** (Windows 95) or

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Entertainment (Windows 98), and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

6. There is no music **for the Message Mate** (virtual Scooby-Doo postcard). Check to see if ADPCM driver is installed.
 - Click on the Start button.
 - Choose **Settings**.
 - Choose **Multimedia**
 - Then choose the Device tab and choose **Audio Compression CODC**. Make sure that Microsoft ADPCM CODEC is installed. If not, install it from your Microsoft Windows 95 or 98 software. (See your Windows documentation).
7. **Game crashes after feeding Scooby-Doo or Shaggy a Scooby Snack.** This may be because your computer does not have a sound card that is DirectX certified. A possible remedy is to:
 - Open the Control Panel from the Start menu of Windows
 - Click on the sound card icon
 - Disable the Direct SoundIf this does not correct the problem, contact your sound card manufacturer for additional assistance.
8. **Strange graphics appear; the game action stops unexpectedly.**
 - Try using the 640 x 480, 16-bit color display mode driver that came with your video card. (See your Windows documentation for more information.)
 - Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)
9. **Colors don't look right.**
 - Adjust your monitor's color and brightness.
 - Make sure the color display is set to 16-bit.
 - Turn off your screensaver.
 - Close any other applications that are running.
 - Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)
10. **The program window seems small.**

The program window may not fill the entire screen.

 - For maximum window size, make sure the display mode is set to 640 x 480. (See your Windows documentation.)
11. **Nothing prints.**
 - Make sure the printer is plugged in and switched on.
 - Check the indicator light on the printer to be sure the printer is "online" or "selected."
 - Make sure the printer cables are connected tightly.
 - Make sure you have selected at least one print item from the Printing area. Where applicable, and either **Colored In** or **Outlined** is selected.

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12. When you print, pictures or text look faint, blurred, or streaky.

Black ribbons wear out fairly evenly. Multicolor ribbons wear out unevenly, causing the printout to look streaky or blurred.

- Replace your printer ribbon or ink cartridge.

13 The printer displays an “out of memory” message.

- Make sure your printer has at least 1 MB of memory.

14. You are not able to connect to our online Web sites.

This feature requires a browser.

- Make sure that you have a browser properly installed. See your browser and Windows documentation for more information.
- Make sure that the files with an .HTM extension (for example, “bookmark.htm”) are associated with the browser of your choice.

To check this, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager. (See your Windows documentation for more information.)

Credits

The Learning Company

Producers

Elizabeth K. Perrault
Erik B. Zwerling

Executive Producer

Mimi Leinbach

Brand Managers

Barbara Griffin
Deborah Kalin

Senior Brand Manager

Tom Craven

Director of Licensed Brands

Karen Peterson

QA Manager

Dan Mizuba

QA Supervisor

Andrew Vioria

QA Leads

Wilfred Albovias
John Varela

QA Team

Sarah Burlingame
Sabrina Fahmi
Michael Fraser

Jennifer Kim

Sean Sy

Haw-Yuan Yu

Educational Specialist

Janet Lafler

Documentation Editor

Fedora Chen

Help Guide Writer

Emmeline Chen

Interface Designer

Todd Wong

Vice President Engineering

Hugo Paz

Production Engineer

Matt Archumbault

Operations Specialist

Alaleh Hatamaria

Design Manager

Sally Mark

Design Agency

Moore Design Group

Illustrator

Moore Design Group

Media Manager

Princess Evelyn Dubocq

Senior Manager, Publicity

Susan Salminen

Vice President Research & Development

Thom Ackerman Maslow

Vice President Marketing

Ellen Holbrook

Special Thanks

Salami Studios

Blackwell

Communications Group

Robyn Braverman

Don Dacanay

Ganean De La Grange

Kenny Dinkin

Pat Elliott

Sallee Green

Chris Hoge

Greg Long

Christa McClintock

Gina Morimoto

Tim Nelson

Gabriele Rennie

Kevin Richardson

Elizabeth Robinson

Lisa Thomas

Jana Wilson-Wade

David Wilmore

Sherri Wright

Warner Bros. Interactive Entertainment

VP Worldwide Publishing, Kids' WB!

Music and Interactive Entertainment

Michael Harkavy

Director, Interactive Entertainment

Rob Sebastian

Manager, Interactive Entertainment

Scott Johnson

Executive Producer

Brett Skogen

Producer

Heidi Behrendt

Creative Manager

Charles Carney

Art Director

Allen Helbig

Art Director

Peter Tumminello

Marketing Coordinator

Jim Molinaro

Executive Assistant

Zachary Monge

Special Thanks to

Hanna-Barbera

William Hanna

Joseph Barbera

Iwao Takamoto

Davis Doi

Jim Stenstrum

Michael Diaz

Collette Sunderman

.....

TerraGlyph Interactive Studios

Vice President & Creative Director

Dick Thorn

Producer

Mark Smith

Lead Designer

Tony Sherman

Additional Design

Mark Smith

Ryan Gwynne

Assistant Producer

John F. Kelly

Lead Programmers

Steve Ellmore

Rob Morgan

Tools Programmers

Steve Briggs

Christian Gustaffsson

Writer

Andy Cobb

Klaus Schuller

Original Music & Orchestration

Stephen Geering

Title Screen Music

Eddie Heidenreich

Lead Sound Designers

Mike Connelly

Eddie Heidenreich

Dialogue Mastering

Curtis Marolt

Additional Sound

2D Animation

TerraGlyph Productions

Limited, Dublin, Ireland

James Bauer

Design & Engineering

Stephen Geering

Eddie Heidenreich

Curtis Marolt

Lead Artist

Kathy Tootelian

Background Artists

Kathy Tootelian

Joe Szwajkowski

Mike “Thor” Fritz

David Torronio

Moro Studios SL,

Madrid, Spain

Fernando Moro,

Studio Director

Brownbag Studios,

Dublin, Ireland

3D Animation

Jim Rodda

2D Tools and Graphics

Tony Sherman

Nick Munteen

Tamra L. Sherman

Production

Coordinator

Cindy Siadek

Production Assistant

Chris Reczek

Rob Schoenbacher

Lead Tester

Mike Casso

Product Testers

Nick Munteen

Dave Casso

Andy Hanson

Geoff Zailyk

Michael Archuleta

Donald Jobe

Development

Technical Support

Mark Maxon

Voice-Over

Scooby-Doo Characters

Scott Innes as Scooby-Doo, Scrappy-Doo, and Norville “Shaggy”

Rogers™

Frank Welker as Fred

Jones™

B.J. Ward as Velma

Dinkley™

Grey Delisle as Daphne

Blake™

Dialogue Director

Scooby-Doo

Characters

Collette Sunderman,

Hanna-Barbera

Secondary Characters

Chris Petschler as Ewan

McHaggis & Chester

the Jester

Richard Henzel as

Anziani the Wizard

Michael Greco as Sir

Lacksalot (Brad)

Maria K. Burke as Jane

McHaggis

Susan Gillan as Maria

Hernandez & Bernice

Talent Agencies

SBV Talent

CED Talent

Sandy Schnarr Talent

Special Artists Agency

Linda Jack Talent

Scooby-Doo Characters

Voices Recorded At

Salami Studios A.P.,

North Hollywood, CA

Audio Recording

Engineer: Ed Collins

The Blackwell

Communications Group

Inc., Baton Rouge, LA

Audio Recording

Engineer: Jeff Blackwell

Secondary Character

Voices Recorded At

TerraGlyph Studios,

Schaumburg, IL

Recording Engineer:

Mike Connelly

Special Thanks

Brian Flynn

Patrick Daleiden

Bruce Reilly

David Daleiden

John Fearnside

Rick Cronan

Stephen Geering

Joe Sibilski

Dawn Geering

Roxanne Geering

Dia Smith

Very Special Thanks

Bruce Reilly

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