

CARTOON  
NETWORK

# SCOOBY-DOO!

TM

## JINX AT THE SPHINX

TM

### User's Guide



## 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 parents, children, and professionals in education. 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 choose with confidence 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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## WELCOME!

Welcome to the Scooby-Doo,<sup>™</sup> Mystery Adventures<sup>™</sup>! 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<sup>®</sup> PC and compatibles—Pentium<sup>®</sup> 166 MHz or faster

### With:

- Windows<sup>®</sup> 95, 98, Me, 2000, and XP
- 32 MB of memory (RAM)
- Hard disk with 40 MB of free disk space\*\*
- 8x or faster CD-ROM drive
- 16-bit color monitor capable of 640 x 480 resolution
- 16-bit Windows-compatible sound card
- DirectX 8.0 or higher (will be installed if needed)\*\*\*
- DirectX-compatible video card
- Speakers
- Mouse

### Recommended:

- Internet browser, such as Netscape Navigator<sup>®</sup> 4.0 or Microsoft<sup>®</sup> Internet Explorer 4.0 or higher
- 28.8 Kbps or faster modem
- Printer

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

*\*\*An additional 9 MB of disk space may be required to install Adobe<sup>®</sup> Acrobat Reader<sup>®</sup>.*

*\*\*\*An additional 30 MB of disk space may be required to install DirectX.*



## SETTING UP AND STARTING THE PROGRAM

*Scooby-Doo™, Jinx at the Sphinx* runs from your CD-ROM drive. However, you need 40 MB of free hard disk space to store some program files.

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 set-up process.
3. Follow the instructions onscreen to complete the set-up 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™, Jinx at the Sphinx™** in that order.

Main Menu



Click here to begin playing the game.

Click here to access the Groovy Goodies. (See *Groovy Goodies*.)

Click here to access the Online Goodies. (See *Online Goodies*.)

Click here to quit the program.

Click here to access this user's guide.

Click here to set up your Internet connection and to register your program.

Click here to uninstall or reinstall the program.



## CHECKING OUT THE GOODIES

Before you begin playing *Scooby-Doo, Jinx at the Sphinx*, be sure to check out some of the goodies that are included on the program CD.

### Groovy Goodies

By clicking on **Groovy Goodies** at the Main Menu, you can access some extra program goodies. You can catch a sneak peek of an upcoming Scooby-Doo movie. You can also open two programs: one that lets you print out Scooby-Doo posters and another one that you can use to add Scooby-Doo wallpaper to the background of your computer monitor.

#### Groovy Goodies Screen

Click here to print out a *Scooby-Doo, Jinx at the Sphinx* poster.

Click here to watch a movie preview of *Scooby-Doo and the Reluctant Warewolf*.

Click here to add Scooby-Doo wallpaper to the background of your computer monitor.



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

Click here to return to the Main Menu.

### 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 Main Menu. 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, Jinx at the Sphinx*, 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. Type your name onto the sign-in list, and then click on **Play** or press the **Enter** key.

#### 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 don't see your name, click on the arrows on the side of the list until you find it. Then click on **Play** or press the **Enter** key 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 the **Delete** key. 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.



**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, start a new mystery game at a different level of difficulty. (See *Using the Main Menu*.)

## MYSTERY IN EGYPT

Scooby-Doo, Shaggy, Daphne, Fred, and Velma are on their way to Egypt to visit Velma's cousin Thelma, an Egyptologist. But when they arrive there, Thelma is nowhere to be found! The gang soon learns that Thelma discovered something very mysterious shortly before she disappeared. To make matters worse, a mysterious Mummy is terrorizing the town and chasing away all the tourists!

Has the recent swarm of treasure seekers and tourists disturbed the Mummy from its peaceful resting place? Or is there someone else behind the Mummy—someone who wants to scare everyone away and raid the Egyptian treasures? Join Scooby-Doo, Shaggy, Fred, Daphne, and Velma as they explore the Egyptian ruins, and help them solve the mystery of the Jinx at the Sphinx!

## EXPLORING THE RUINS

To solve the mystery of the Mummy, explore the area surrounding the Egyptian ruins 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 for hints on how to solve these puzzles. For additional help, click on Scrappy-Doo™ in the toolbar. (See *Getting Help*.)

## Collecting Useful Objects

Search the different rooms and areas of the ruins 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 Mummy! Sometimes when you click on an object, the Mummy will appear and scare you away. The Mummy appears randomly, and its hiding place changes each time you enter a room or area.

## Moving from Place to Place



You can lead Scooby-Doo, Shaggy, and the gang to different places 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*.)

### To give a Scooby Snack to Scooby-Doo or Shaggy:

- Click on the box of Scooby Snacks in your toolbar. The cursor will change to a Scooby Snack. Then click on Scooby-Doo or Shaggy.

## 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 may tell you more information about the mystery, or you may be able to proceed in your mystery adventure.

## Earning Scooby Snacks

You'll need lots of Scooby Snacks to convince Scooby-Doo and Shaggy to enter the scary areas of the game. (See *Entering Scary Areas*.) To collect Scooby Snacks, play the following activities—Watch Out Below and Chase Light Challenge. You'll find these activities while exploring the Egyptian ruins. To stop playing an activity, you can either click on the return arrow button or press the **Esc** key. You can then resume your exploration of the area surrounding the ruins. If you ever need more Scooby Snacks, you can always collect more by playing the Watch Out Below activity 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.



## WATCH OUT BELOW

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

Look at the birds to see how much time you have to play this activity. (When the last bird flies away, you have run out of time.\*)

Click here to exit the activity.



Scooby-Doo and Shaggy have found a cart full of food! But some greedy birds suddenly fly in and steal it! Even worse, the birds start tossing food everywhere.

Can you help Scooby-Doo catch the falling food? Move Scooby-Doo left and right with the mouse so that he can catch each item of food. You will earn one Scooby Snack for each food item that Scooby-Doo catches.

Move quickly! The amount of time you have to play this activity is limited and is determined by your difficulty level (60 seconds in the Spooky level, 45 seconds in the Spookier level, and 30 seconds in the Spooktacular level).\*

*\*Don't worry if you run out of time while playing Watch Out Below. Remember, you can always go back and play as many times as you like!*

## CHASE LIGHT CHALLENGE

Click here to exit the activity.



Come play the Chase Light Challenge, and try to win a box of Scooby Snacks! You may also win part of a Scarab Stone, which will come in handy as you continue your mystery adventure.

To play the game, you must first find a coin and put it into the machine. Then watch as the light bulbs around the machine light up. Try to click on the green button just as one of the red corner bulbs light up.

If you succeed, you will win whatever prize is in that corner of the machine. After inserting a coin in the machine, you can play this game as many times as you like. However, once you win all four items, the machine will break down.



## USING THE TOOLBAR

At any point during your 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 five 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 also click here to feed Scooby Snacks to Scooby-Doo or to Shaggy. (See *Entering Scary Areas*.)

You can collect more objects to fill any 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 quit the program. (Your current game will be saved.)



Click here to go to the Sound Options screen. (See *Setting the Sound Options*.)

Click here to continue playing your current game.



## SETTING THE SOUND OPTIONS

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

Sound  
Options  
Screen



Click here to go back to the Main Menu.

For each sound option, click on the scarab and drag it to the desired volume level. (1 is the softest, and 10 is the loudest.)

## 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 ways:**

- If you click on an exit, Scrappy-Doo will tell you where the exit leads.
- If you click on a character, Scrappy-Doo will tell you who that character is.

## 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—with the exception of Thelma's diary—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. (**Note:** Once you collect Thelma's diary, you can continue to refer to it throughout the mystery adventure to review clues about the mystery and each suspect.)





## PLAYING THE GAME

As you explore the Egyptian ruins, you will encounter six suspects. Your job is to help Scooby-Doo, Shaggy, Daphne, Fred, and Velma figure out which suspect is the mastermind behind the Mummy. Collect clues about the Mummy's true identity by solving puzzles. Then put the clues together to solve the mystery of the Mummy. (See *Examining the Clues*.)

## Meeting the Suspects

Each time you meet a suspect, you must solve a puzzle involving him or her. If you are successful, the suspect will give you a clue about the true identity of the Mummy.

### JOSEPH

Click here to exit the activity.

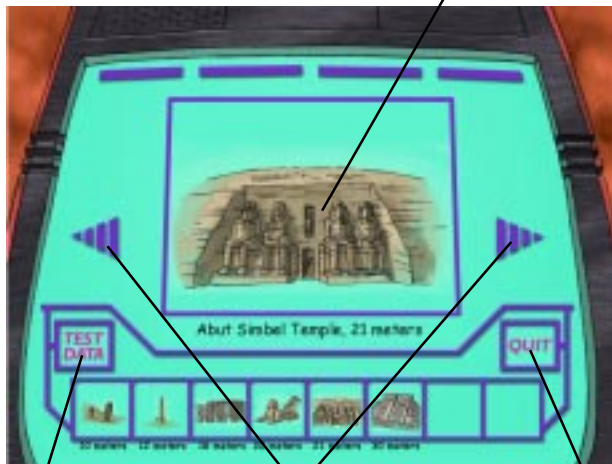


The rugs in Joseph's booth are all mixed up! Can you help Joseph sort through his rugs to match the rugs that have the same pattern?

Click on each rug to see its pattern. When you see two rugs with the same pattern, click on both rugs to match them. (**Note:** You must match a total of 12 rugs in the Spooky level, 16 rugs in the Spookier level, and 20 rugs in the Spooktacular level.)

### STARRY SKIES

Click on the landmark, and drag it to a box at the bottom.



The magnetic resonance from the pyramids has distorted Starry's UFO data. Can you help Starry by arranging eight global landmarks in order from tallest to shortest?

Put the landmarks in order by clicking on each landmark and dragging it to a box at the bottom of the screen. When you are finished, click on **TEST DATA** to check your work.

Click here to check your work.

Click on the arrows to cycle through the landmarks.

Click here to exit the activity.





## ISHMAEL MASTHEAD

Click here to exit the activity.



Ishmael Masthead is trapped in the hold of the boat! Can you help free Ishmael by pulling him out with a rope? To do this, you will have to balance the barrels by filling each one with fish.

**Note:** The number of barrels and types of fish depend on your difficulty level (3 barrels and 2 types of fish in Spooky, 4 barrels and 3 types of fish in Spookier, and 5 barrels and 4 types of fish in Spooktacular).

## BOB AND EDNA TURNBUCKLE

Click here to exit the activity.



Bob and Edna Turnbuckle are trying to remember the tune for "their song." Can you help them re-create the melody by tapping on water bottles with a spoon?

Follow Edna's lead as she taps on different water bottles. Copy her exactly by clicking on the water bottles in the same order that she does. Keep following her until you have re-created the melody.

## HELMUT PITH

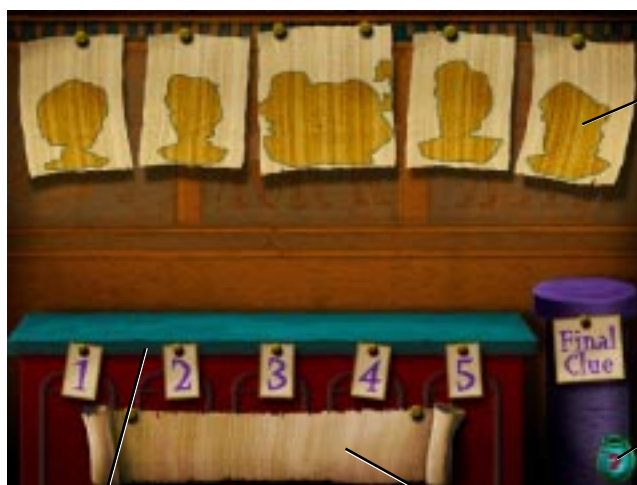


Inside the King's Chamber, Helmut Pith is looking for a special green Egyptian statue. If you find it and give it to him, Helmut will reward you with a clue.

## 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 clicking on the Wanted poster in 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 posters. Click on a suspect's picture to hear a summary of what you've learned about that suspect.

Click here to continue exploring the game.

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 Mummy. Some clues point to a particular suspect because they are objects that the suspect would wear or carry.

When you have gathered all of the clues, put them together to see who is the mastermind behind the haunting of the Egyptian ruins. 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 difficulty 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 Mummy

When you have found the final clue, you'll have a chance to unmask the Mummy. Scrappy-Doo 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 Mummy. 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 additional questions, please visit our website at <http://www.gsp.cc/faq/>

**1. The *Scooby-Doo, Jinx at the Sphinx* 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, Jinx at the Sphinx* 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. Additional space is also required if Acrobat Reader or DirectX need to be installed on your computer.)

- 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, Jinx at the Sphinx* 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, Jinx at the Sphinx* 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 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 **Entertainment** (Windows 98, Me, XP), 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. 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 Direct Sound.

If this does not correct the problem, contact your sound card manufacturer for additional assistance.

**7. 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.)

**8. 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.)

**9. 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.)

**10. 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, make sure you have selected either **Colored In** or **Outlined**.

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

- Check your print quality settings. (See your printer documentation.)
- Replace your printer's ink cartridge.



**12. The printer displays an “out of memory” message.**

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

**13. 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.)





## CONTACTING THE LEARNING COMPANY

### Technical Support

If you have questions about your *Scooby-Doo, Jinx at the Sphinx* program, please refer to the Troubleshooting section. If you do not find an answer to your question, you can obtain technical support and help by filling out an online support request form on The Learning Company Web site <http://www.gsp.cc/faq/>.

You may be asked to provide the following information:

- Your contact information (please make sure you get your e-mail address correct as it saves time and frustration)
- Description of the problem you're having
- Product name and version number (The version number is often printed on the CD label.)
- Brand of computer
- Operating system (for example, Windows 98)
- Processor type and speed
- RAM memory (in MB or megabytes)
- Video card manufacturer
- Sound card manufacturer
- Printer type
- Hard disk space remaining
- Background programs (antivirus programs or screensavers)

### Customer Support

For assistance with product orders, purchases, and refunds, please contact our Customer Support department by visiting our web site at <http://www.gsp.cc>

### Contacting GSP

If you are unable to use the website to contact us for support you may fax or write to us.

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Vandana Mehra  
**QA Manager**  
Dan Mizuba  
**QA Supervisor**  
Andrew Viloria  
**QA Lead**  
Brian Wright  
**QA Team**  
Haw Yu  
Juan Buena  
Jack Tran  
**Quality Engineer**  
Wilfred-Francis Albovias  
**Educational Specialist**  
Gina Morimoto  
**Editorial Manager**  
Gabriele Rennie  
**Editor**  
Elizabeth Robinson  
**User's Guide Writer**  
Emmeline Chen  
**Interface Designer**  
Gerald Broas  
**Vice President, Engineering**  
Hugo Paz  
**Production Engineer**  
John Varela  
**Operations Manager**  
Carole Kochan

### *Voice-Over*

**Scooby-Doo Characters**  
Scott Innes as Scooby-Doo,  
Scrappy-Doo, & Norville  
"Shaggy" Rogers™  
Grey Delisle as Daphne Blake™  
B.J. Ward as Velma Dinkley™  
Frank Welker as Fred Jones™  
**Dialogue Director,**  
**Scooby-Doo Characters**  
Collette Sunderman  
**Additional Characters**  
Ed Furman as Bob Turnbuckle  
& Detective Ahmed  
Debra Downing as Edna  
Turnbuckle  
Martin Garcia as Joseph  
Chris Petschler as Ishmael  
Masthead & Helmut Pith  
Angela Shelton as Starry Skies

**Operations Specialist**  
Patricia Aparicio  
**Package Design Manager**  
Sally Mark  
**Assoc. Package**  
**Design Manager**  
Lisa Wilson  
**Package Design Agency**  
Moore Design Group  
**Package Illustrator**  
Moore Design Group  
**Publicity Manager**  
Evelyn Dubocq  
**Sr. Vice President & GM,**  
**Education Division**  
Eric Stone  
**Vice President, R & D**  
Derek Miyahara  
**Vice President, Marketing**  
Mark Hittie  
**Special Thanks**  
John Hayes  
Erik Zwerling  
Ganean de La Grange  
Kenny Dinkin  
Frances LaDay  
Pat Elliot  
Sallee Green  
Lisa Thomas  
Sherri Wright  
Mazen Wehbe  
Sid Weber  
Marissa Rocha  
Sara Guinness  
Dan Guggenheim  
Douglas Reilly  
Michele Vespa  
Heidi Stifflemire  
Susan Kramer  
Susan Fryer  
Cindy Foster  
Kristina Young  
Luiz DeLima

**Additional Character**  
**Voice-Over Direction**  
Klaus Schuller  
**Scooby-Doo Character**  
**Voices Recorded At**  
Salami Studios, A.P.  
Audio Recording  
Engineer: Ed Collins  
**Additional Character**  
**Voices Recorded At**  
TerraGlyph Studios  
**Talent Agencies**  
SBV Talent  
CED Talent  
Sandy Schnarr Talent  
Special Artists Agency  
Linda Jack Talent  
**AFTRA Signatory**  
LISMAR Productions

### *Warner Bros. Interactive Entertainment*

**Producer**  
Heidi Behrendt  
**Executive Producer**  
Brett Skogen  
**Art Director**  
Peter Tumminello  
**Marketing Coordinator**  
Jim Molinaro  
**Promotions Manager,**  
**Warner Home Video**  
Karen Williams  
**Special Thanks**  
Michael Harkavy  
Rob Sebastian

Scott Johnson  
Charles Carney  
Allen Helbig  
Ames Kirshen  
Sue Montague  
**Special Thanks to**  
**Hanna-Barbera**  
William Hanna  
Joseph Barbera  
Iwao Takamoto  
Davis Doi  
Jim Stenstrum  
Michael Diaz  
Collette Sunderman

### *ImageBuilder Software*

**Executive Producer**  
Sally Marlino  
**Producer**  
Mike Marsden  
**Project Lead**  
Scott Schauer  
**Creative Director**  
Shannon Keegan  
**Artists**  
Michael "Thor" Fritz  
Kathy Tootelian  
**Lead Engineer**  
Ian Noble  
**Engineers**  
Steve Frost  
Greg Williams

**Multimedia Coordination**  
Doug Harvey  
Andre Temkin  
Margaret Yovan  
Heather Zilbauer  
**Sound Design/**  
**Music Composition**  
Edward Heidenreich and  
Electric Lounge Studios  
**Writer**  
Klaus Schuller  
**Quality Assurance**  
Kim Russell  
**Multimedia Framework**  
Roger Bonzer  
Terry Murphy  
Dwayne Towell

### *Mongadillo Studios*

**Executive Producer**  
Ed Anderson  
**Animation**  
Ed Anderson  
Lucas Haley  
Kennon James  
Sam Niemann  
Betty Tang  
**Ink and Paint**  
Lucas Haley

Peter Nguyen  
Aaron Pendland  
**Assembly/Editing**  
Lucas Haley  
Sam Niemann  
**Production Assistants**  
Andy Buzan  
George Holland  
Loren Hoskins

### *TerraGlyph Interactive Studios*

**Vice President/**  
**Creative Director**  
Dick Thorn  
**Producers**  
Ryan Gwynne  
Mike Mason  
**Associate Producer**  
Cindy Siadek  
**Lead Design**  
Tony Sherman  
**Additional Design**  
Klaus Schuller  
Mark Smith

**Tools Programmer**  
Rob Morgan  
**Artists & Storyboards**  
Dave Torronio  
Michael "Thor" Fritz  
Kathy Tootelian  
Joseph Szwajkowski  
**Sound Design/**  
**Music Composition**  
Edward Heidenreich and  
Electric Lounge Studios

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