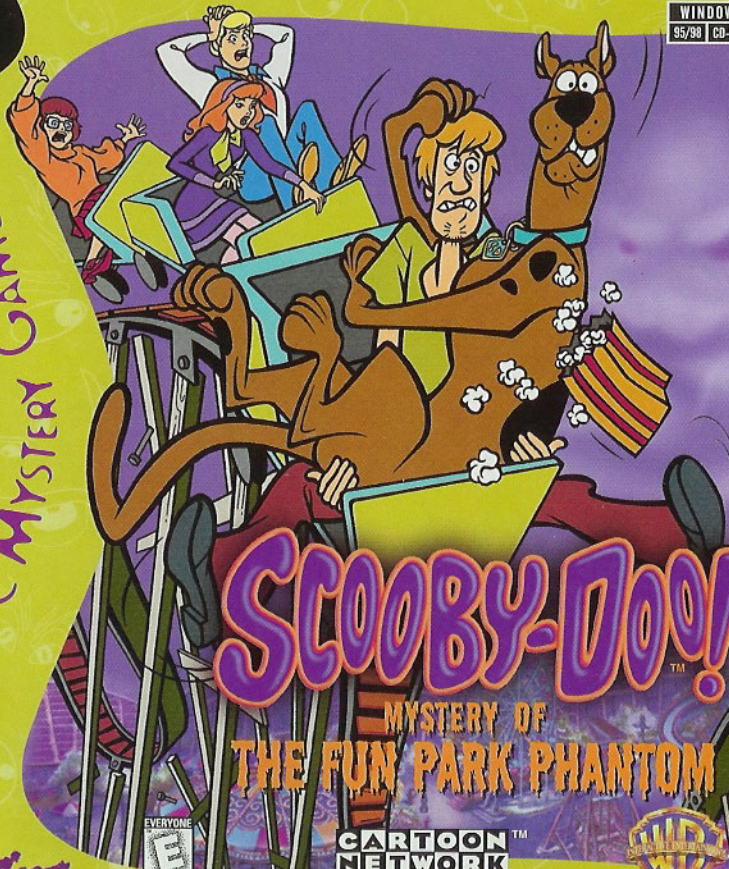



SOUTHPEAK™
INTERACTIVE

WINDOWS®
95/98 CD-ROM

A PC MYSTERY GAME



SCOOBY-DOO!™

MYSTERY OF THE FUN PARK PHANTOM

天天天天

EVERYONE
E
ESRB

CARTOON NETWORK™
CartoonNetwork.com



**IMPORTANT - PLEASE READ THE FOLLOWING TERMS AND CONDITIONS CAREFULLY BEFORE INSTALLING THIS SOFTWARE.
BY INSTALLING THIS SOFTWARE ON YOUR COMPUTER, YOU ACCEPT THIS SOFTWARE LICENSE AGREEMENT AND WILL ABIDE BY IT.**

SOFTWARE LICENSE AGREEMENT

The enclosed Software is provided on the express condition that you consent to the terms of this Agreement. Title to the Software and all other rights and uses not specifically granted in this license are reserved by SouthPeak Interactive LLC.

SouthPeak Interactive hereby grants to you, and you accept, a non-exclusive license to use the Software as authorized in this Agreement. By paying the fee for a single copy of the Software, one user may use the Software on one computer at a time. You may not install the Software on a network accessible by multiple users. You may (1) make one copy of the Software solely for backup purposes, OR (2) place the Software on a single hard disk, provided you keep the original Software only for backup purposes.

SouthPeak Interactive does not guarantee that the Software will meet your requirements, or that the operation of the Software will be uninterrupted or error-free.

You may not sublicense, rent or lease the Software, but you may permanently transfer your license by delivering the original media and materials comprising the Software package, including this Agreement to another person, and by simultaneously destroying all copies of the Software and accompanying materials in your possession. Such a transfer terminates your license to use the Software. The new recipient of the Software and accompanying material accepts this Agreement and is licensed under its terms upon initially using the Software.

This license is effective until terminated. You may terminate your license to use the Software by either returning all copies of the Software and associated documentation or by destroying the copies. This license will also terminate if you fail to comply with any term or condition of this Agreement. You agree upon such termination to destroy all copies of the Software and accompanying materials.

You are not authorized to access the Software source code, which is a SouthPeak Interactive trade secret. You may not decompile, disassemble, reverse engineer, transfer, or otherwise use the Software, except as stated in this Agreement.

Limited Warranty/Limitation of Remedies SouthPeak Interactive warrants, to the original licensee, the media on which the Software is furnished to be free from defects in material and workmanship under normal use for a period of ninety (90) days from the date of delivery of the Software as indicated by your receipt. Your exclusive remedy shall be replacement of the defective media by the supplier from whom you received the Software.

SOUTHPEAK INTERACTIVE AND ITS LICENSOR(S) DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND/OR FITNESS FOR A PARTICULAR PURPOSE WHETHER ALLEGED TO ARISE BY LAW, BY REASON OF CUSTOM OR USAGE IN THE TRADE, OR BY COURSE OF DEALING. IN NO EVENT WILL SOUTHPEAK INTERACTIVE'S OR ITS LICENSOR(S)' LIABILITY FOR ANY ACTION IN CONTRACT, TORT, OR OTHERWISE, INCLUDING LOST PROFITS, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE OR INABILITY TO USE THE SOFTWARE, EXCEED THE FEE YOU PAID FOR THE SOFTWARE EVEN IF SOUTHPEAK INTERACTIVE, ITS LICENSOR(S), OR AN AUTHORIZED DISTRIBUTOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

This limited warranty gives you specific legal rights. Some jurisdictions provide other rights, and some jurisdictions do not allow the exclusion or limiting of implied warranties, including duration, or limiting liability for incidental or consequential damages. As a result, the above limitations and/or exclusions may not apply to you.

GENERAL This Agreement and any invoices relating to the Software constitute the complete Agreement between you and SouthPeak Interactive about the Software and supersede any purchase order, communications, or representations regarding the Software. If any provision of this Agreement shall be unenforceable, then that provision shall be deemed severable from this Agreement and shall not affect the enforceability of the remaining provisions. Any additions or modifications must be approved in writing signed by both parties. This Agreement is governed by the laws of the United States of America and the State of North Carolina.

clg02:2.0008/15598

TABLE OF CONTENTS

System Requirements	2
Installation	2
• Installing the game when AutoRun is disabled	
• Uninstalling the game	
Scooby and the Gang Need Your Help	4
Meet Scooby and His Pals	5
Controls	6
How Does the Game Work?	6
• Difficulty settings	
• Who goes first?	
• What do I do during my turn?	
• Collectibles	
• About hotspots	
• When the Phantom chases your character	
• Analyzing the suspects	
• When you're ready to trap your suspect	
What Does the Game Look Like?	14
• The game bar	
• Menus	
• Escape menu	
Customer Support	22

MINIMUM SYSTEM REQUIREMENTS

166 MHz Pentium® processor

Windows® 95/98

32MB RAM

DirectX compatible video card with 2MB VRAM

DirectX compatible sound card

45 MB of free hard disk space

4X CD-ROM drive

DirectX 6.0 (included)

Microsoft mouse or compatible pointing device

28.8kbs modem for online play

INSTALLATION

Follow these steps to install **SCOoby-DOO! Mystery of the Fun Park Phantom**:

1. Verify that your operating system is Windows 95 or Windows 98.
2. Open your CD-ROM drive and insert the Scooby-Doo CD.
3. After you close the CD-ROM drive, your computer will start installing the game from the CD. Follow the installation instructions that appear on your screen.

NOTE: If nothing happens after you insert the CD, then the Autorun feature on your computer is probably disabled. If that is the case, follow the instructions in the next section to install the game.

Installing the game when Autorun is disabled

If the Autorun feature on your computer doesn't work, follow these directions to install **Scooby-Doo! Mystery of the Fun Park Phantom** on your computer:

1. If it's not already loaded, insert the Scooby-Doo CD into the CD ROM drive.
2. From the **Start** menu, select **Run**.
3. In the Run dialog, type: X:setup.exe, where X is the letter that represents your CD-ROM drive (for example, it might be D).
4. Select the **OK** button. Your computer will start installing the game from the CD. Follow the installation instructions that appear on your screen.

Here's another way to install the game if Autorun is disabled:

1. Open a Windows Explorer window.
2. Find the icon that represents your CD-ROM drive and double-click it.
3. In the right pane of the Explorer window, find the file called Setup.exe and double-click on it. Your computer will start installing the game from the CD. Follow the installation instructions that appear on your screen.

Uninstalling the game

To uninstall the game, from the Start button, select **Programs > SouthPeak Interactive > SCOoby-DOO > Uninstall**. The Uninstall program will remove the game from your computer.

SCOOBY AND THE GANG NEED YOUR HELP

Shaggy, Velma, Fred, Daphne – and Scooby. Of course – were on their way to visit Shaggy's uncle. But, as usual, they were side-tracked by a mystery. George and Betty Gob are about to be forced to shut down their amusement park for good – thanks to the **FUN PARK PHANTOM** – a decidedly unfriendly character who has ruined their business by frightening away customers.

The gang needs your help to sort through the possible suspects and trap the Phantom. This will be a test of your mystery-solving skills and your reflexes – that Phantom tends to chase anyone who starts getting too close to the truth. Be ready – for anything.



MEET SCOOBY AND HIS PALS

Scooby and his pals are your typical mystery-loving teen sleuths.

SCOOBY-DOO

Scooby is, of course, the Great Dane that lives with Shaggy. Scooby will do anything for a Scooby Snack, and despite his fear of spooky situations, he is often instrumental in nabbing villains.



SHAGGY



Shaggy's real name is Norville Rogers, but if you call him Norville, you will not make him happy. Shaggy and Scooby have been best pals since Scooby was a puppy. Shaggy is happiest when he is snacking, and he and Scooby are not what you'd call the bravest members of the team. Even so, Shaggy usually manages to help catch bad guys in spite of himself.

VELMA DINKLEY

Velma is the brains of the team. She has a real knack for spotting clues and putting them together to solve a mystery. Velma loves a challenging mystery so much, she sometimes wanders away from the group to follow a clue. Whenever she finds something important, you'll hear her favorite saying: "Jinkies!"



DAPHNE BLAKE



Daphne's not just a pretty face. She wants to be a famous mystery writer some day, so she's always eager to help the group dig into a new mystery. And it doesn't hurt that her wealthy father paid for their van – The Mystery Machine.

FRED JONES

Fred helps keep the team together with his cool head and leadership skills. He's almost as good as Velma at spotting clues. He's the gang's official driver – since he's the only one with a driver's license.



CONTROLS

You control everything in this game with your mouse.

Click the left mouse button when:

- You want to select an item.
- To indicate the location you want your character to move to.
- To select a new location for your character.
- To choose an option from the menu bar at the bottom of your screen.

Tip: You can stop any of the movies, such as the opening and closing cartoons, by clicking the mouse or pressing any key on the keyboard.

HOW DOES THE GAME WORK?

You can play by yourself against the computer, or you can play with friends. You pick the character you want to be – Fred, Daphne, Velma, or Shaggy – Scooby will help everyone. To win the game, you must figure out which of six suspects is the Fun Park Phantom, gather all three pieces of one of the traps (there's one trap for each part of the park, but the pieces are scattered everywhere), and then trap the Phantom. As your character wanders around the park, you'll find useful things to pick up, like Scooby Snacks – those will come in handy often – and also clues about the suspects.

Difficulty settings

Before starting a game, you can make the game easier or harder for all players by changing the difficulty setting. You can choose from three settings: Easy, Medium, and Hard. As the difficulty setting gets harder, fewer clues are hidden about, and bad things (such as Phantom chases) are more likely to happen.

If you decide to play by yourself against computer-controlled opponents, you assign an intelligence level to each opponent, which determines how well the opponent plays the game.

Who goes first?

Player turn sequence depends on the character. Whoever picks Fred always goes first, then Daphne, then Velma, then Shaggy. The park is divided into nine sections. When you start the game, your character is randomly assigned to one of the nine areas. Then it's your job to start moving your character around, looking for clues to solve the mystery. Every turn begins in the area that you ended your last turn in, and you must start every turn by resolving any wheel spins.

What do I do during my turn?

If one of your opponents has used a Scooby Snack to force you to spin the Wheel O' Chaos, you must spin it before you begin your turn and then do whatever the wheel says. Of course, if you've got a Scooby Snack to spare, you can spend one of those to avoid spinning the wheel. Whenever you spend a Scooby Snack, your pal Scooby will follow your character around for the rest of your turn.

If you've got another Scooby Snack you're willing to spend, you can try to gain an advantage over your opponents by spinning the Wheel O' Fun. Every action on this wheel will help you in some way.



If it's still your turn after the wheel spins, you can spend three action points per turn. Here's the breakdown of what you can do and what it costs you:

ACTION POINTS

Action	How Many Action Points It Costs You
• Explore a hotspot	1
• Pick up a trap component	1
• Talk to a suspect	1
• Use a manhole to randomly move to another area	2
• Move to an adjacent area	3
• Set a trap	3

Your cursor changes when you find something interesting, and it shows you how many action points it will cost you to click on the spot. For example, if you find a piece of a trap, it will cost you 1 action point to pick it up. If you want to move to another area next to the one you're in, it'll cost you three action points. As soon as you've spent 3 action points, your turn is over (If you're playing a timed game, your turn is over when time runs out).

TIP: At the end of your turn, if you have any Scooby Snacks, the game will ask if you wish to assign a Wheel O' Chaos spin to one of your opponents – and if you do, then to which character – before your turn ends. This is a good way to slow down an opponent if you think he/she is getting closer to solving the mystery than you are.

You cannot move your character to an area that is diagonal to the one your character is in (only the ones above, below, and on either side). If your character is in a corner area of the park, you can use the train to move him/her to the area in the opposite diagonal corner.

Collectibles

You can pick up three kinds of collectibles and store them in your inventory. When you start the game, you have no collectibles of any kind in your inventory. The collectibles are:

• Trap Pieces

Trap pieces are not hidden in hotspots. You'll find them lying all over the playing field. Each trap is made from three pieces, and there are 9 traps – one for each area of the park. The pieces are randomly scattered all over the park, so, for example, you might find a piece for the Fun House trap in the Ferris Wheel area.

To make things more interesting, some trap pieces are common – meaning you'll find duplicate pieces in several areas. But other pieces are rare – no duplicates – you'll have to work harder to find those. Some trap pieces may have no use at all. In your inventory, you may carry 1 rare piece and 3 common pieces at one time.

NOTE: All traps require 1 rare and 2 common pieces.

You can drop a trap piece any time you want. After a trap component is dropped or used in an unsuccessful attempt to trap a suspect, the pieces return to their original locations.

• Clues

Clues are hidden beneath hotspots, but not every hotspot hides a clue. And the same clue may be hidden in several different spots. You'll have to spend an action point to find out if a hotspot is hiding a clue – or something else.



For your six suspects, five will have two clues apiece hidden in the park, but the one who is really the Phantom will have three clues hidden. So if you find three clues pointing the finger at the same suspect, you'll know you've found your Phantom. Then you just have to build a trap and catch him – or her.

Your character will tell you when you find a clue, but the clue is not revealed right away. When you're playing a multiplayer game locally (not on the internet or network LAN), the clues you find are hidden in your inventory. You must go into our inventory and click and hold the mouse cursor on the **Reveal** button to reveal the clue – after your opponents have turned their backs, of course.

TIP: When your character first enters an area, keep a sharp eye out for the Phantom. If you spot it running away, check out the area where the Phantom was standing – he or she may have left a clue behind.

• Scooby Snacks

Sometimes hotspots are hiding Scooby Snacks. You can carry up to 6 of these in your inventory at one time. You'll need these to pay for wheel spins and to set traps. When you're playing with friends locally, the interface will display how many Scooby Snacks each player has. If you're playing alone or with a friend over the Internet or LAN, only your count is displayed.

About hotspots

You can tell which objects are hotspots by watching your cursor. The cursor will change colors and display the action point cost of clicking, if the object is seeded with an item.

Clicking on hotspots is a bit of a gamble – sometimes you find something good – and sometimes something not-so-good may happen.

In the good category, when you click on the spot, you will use one action point, and you may find:

- A Scooby Snack (Scooby Snack counter increases by one).
- A clue (check the Clue table).
- On the other hand, sometimes when you click on an object, you don't gain or lose anything.

Then there are the not-so-good hotspots. When you click on one of these, you will lose one action point and:

- Something bad happens to your character and you lose the rest of your turn.
- You interrupt the Phantom – he doesn't like that, so he'll begin chasing your character – you'll need quick reflexes to escape! You will have to beat the Phantom Chase game to make your getaway.

TIP: Hotspots work once for each player. So, for example, if you see your opponent get something useful from a hotspot and you haven't tried that spot yet, you can go there and click on it to get something useful for yourself.

When the Phantom chases your character

When a chase begins, you'll see floor tiles begin to light up in a pattern. After the pattern is completed, you must click your mouse on these tiles in the same pattern to escape the Phantom. If you miss a tile or take too long – yikes! The Phantom catches you and you lose the rest of your turn and the next one too.

If you manage to click on the tiles correctly, your character will outrun the Phantom, but you'll still lose the rest of your turn. During your next turn, your character will appear in an area adjacent to the one he or she ran out of.



Analyzing the suspects

In every game, one of six suspects is the Fun Park Phantom. By finding clues, you must figure out who is the Phantom. You'll discover that all six people have reasons for wanting to see the park close. Your suspects are:



Security Guard:
Daisy Gordon



Magician: Chase Hoffman
(also known as The Great Hoffmini)



Farmer:
Logan Patterson



Groundskeeper:
Louis Crawford



Skippy the Clown:
Jonathan Owens



Banker:
Abigail Ritchie

In every game, the suspects are randomly assigned to one of the nine areas of the park, where they will linger for the whole game – so at least you'll know where to find them. When you find a suspect, you can ask him or her one of three things:

- The area where you can find a Scooby Snack.
- The area where you can find a clue.
- The area where a specific trap component is located (or if an opponent has the piece, the suspect will divulge that bit of information).

If you see your cursor change to a magnifying glass, this indicates the place where the suspect has put your requested clue. And, if it changes to a bag of Scooby Snacks, this indicates the

place where the suspect has put your Scooby Snack. However, don't expect your suspect to be too cooperative. Some will definitely be more helpful than others.

TIP: Pay attention to the suspects' responses. They may help you find out who the Phantom is. You will get a straight answer about trap locations – but keep in mind that the answer can change, depending on whether an opponent has dropped the piece.

When you're ready to trap your suspect

To trap your suspect, you must have:

- All 3 pieces of a trap for an area.
- Your character (Fred, Daphne, Velma, or Shaggy) in the area where you're setting the trap.
- 3 action points.

Before you identify the Phantom and set your trap, you must persuade Scooby-Doo to be the bait for your trap. He can be persuaded, but this is what it will cost you:

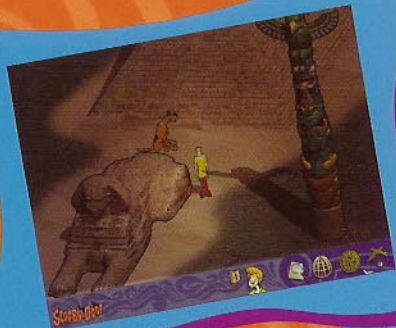
- With all 3 clues pointing to one suspect (a guarantee you've got the culprit), you only need 1 Scooby Snack.
- With 2 clues that point to the same suspect, you must have 2 Scooby Snacks.
- With only 1 clue (you must have at least 1 clue that points to an accused suspect), you need 3 Scooby Snacks.

If you have everything you need for a trap, you can set it any time during the game, but you must do so at the beginning of your turn. If you guess wrong, Scooby will accidentally set off the trap, and you will lose all the trap components you used, plus all your Scooby Snacks.

When you pick the right suspect, you win the game! You'll see the trap catch the Phantom, and Fred will reveal the Phantom's identity to everyone.

WHAT DOES THE GAME LOOK LIKE?

After you've gotten through the menus and you're ready to start the game, you'll see a screen like this:



You can switch between two views of the playing field. The screen shown here illustrates a detailed view of one of the areas of the park.

You can also see an overview of all nine areas of the park by clicking on the View Toggle in your game bar.



In the Overview map, you'll see the nine areas of the park are laid out like this:



Fun House



Midway



Log Flume



Ferris Wheel



Bumper Cars



Pirate Ship



Roller Coaster



Merry-Go-Round



Miniature World

You'll find it helpful to toggle to this overhead view when you're trying to figure out where you want to go next. Remember the rules for moving between areas:

- You cannot move to an area that is diagonally connected to the one your character is currently in.
- If you're in one of the corners of the park (Fun House, Log Flume, Roller Coaster, or Miniature World), you can take the train to get to the area that is diagonally opposite from your current location. For example, if you were in Miniature World, your character could take the train to the Fun House.

- The manholes scattered throughout the park will take you to a different area from your current location. However, the computer randomly chooses your new location, so you may not be happy about where your character winds up. You will find one manhole in each area.

The game bar

Whichever view you're using, the game bar will always be at the bottom of the screen.

These are the components of the game bar:



- **Scooby-DOO logo** – Click this button to access the **Escape** menu.
- **Scooby Snacks counter** – Indicates the number of Scooby Snacks in the current player's inventory.
- **Current player icon** – Provides a picture of the current player's character.
- **Action point counter** – Indicates the number of action points remaining in the player's turn.
- **Clues toggle** – Click this toggle to access the **Clues** menu. When you select this toggle, a screen showing all six suspects is displayed. Any clues that the current player has collected are displayed beneath the picture of the appropriate suspect. In multiplayer-local games, clues for other players are grayed out. Click on the picture of a suspect to see a profile screen. It will show a description of the suspect and any clues found by the current player. To return to the game, just click the **Done** button in the lower right corner.
- **Traps toggle** – Select this toggle to access the **Traps** menu. When you select this toggle, the Traps menu displays the components in the inventory of the current player and provides options for dropping any of those components. Use the small map in the upper left corner to switch to different areas of the park. For each area, you'll see the trap pieces in your inventory. When you decide to set a trap, click the **Set the Trap!** button. You'll be given directions for setting the trap. To return to the game, just click the **Done** button in the lower right corner.
- **Wheel toggle** – Clicking this toggle will take you to the Wheel O' Chaos. This will allow you to assign a Wheel O' Chaos spin to an opponent.
- **View toggle** – Click this toggle to change between the detailed view (the view you see when you're moving your characters through the game) and the overhead view of the park (the view you use to see the entire layout of the park).

Menus

The main menu screen offers these choices:

• Single player

Choose this option if you want to play a game with no opponents or against computer opponents. You can choose to pick a computer-controlled character or if not, you will play by yourself. After you select this option, you'll:

- Pick the character you want to be. You can choose to play as Fred, Daphne, Velma, or Shaggy.
- Pick a computer-controlled character. Then choose the character's intelligence/difficulty. If you don't make any choices, there will be no opponents.
- Pick a difficulty setting and whether you want to play a timed game.

About Timed Games – If you choose this option, each player gets 60 seconds to complete a turn. The clock runs until you select an action, stops during the action, and starts again when the action is completed, with the action cost subtracted from the clock. Each action has a time value, and is subtracted from the turn clock as follows:

Action	Number of seconds
• Explore a hotspot	10
• Pick up a trap component	10
• Talk to a suspect	10
• Use a manhole to move to another randomly chosen area	20
• Set a trap	30
• Move to an adjacent area	30

• Start the Game button

This button becomes active when you've selected all necessary choices.

• Multiplayer

Choose this option when you want to play with other people – either on your computer or via a remote connection.

- **For local, multiplayer games** – In this mode, players compete against opponents on the same computer. Also, in this mode, clues are hidden until a player clicks on the magnifying glass in the suspect's screen, so that other players can turn around to avoid seeing their opponent's clues.
- **For multiplayer, online games** – Information about clues, Scooby Snacks, and trap components is not shared between players in this mode. The host is the only player who is able to select whether the game includes any computer-played opponents and whether the game is timed and the difficulty settings. The host player breaks any ties. Only one human player per machine is allowed. When you select this option, you'll see the following choices:
 - **LAN TCP/IP**
 - **LAN IPX**
 - **MSN Gaming Zone**
 - **Return to Main Menu button** – Select this button to return to the main menu.

LAN TCP/IP and LAN IPX: LAN stands for Local Area Network, and TCP/IP and IPX are the two types of protocols you can use. For LAN games, you decide whether you want to host a game or join a game.

- **To host a LAN game**, select **Host**, and follow the instructions provided in the **Host a Game** screen. You'll need to type your name and a unique name for the multiplayer game you want to set up. Then select **Ready**. When you see the **Lobby** menu, select the character you want to be. From this screen, you can also send messages to other players. When you're ready to start, select the **Start** button to begin your multiplayer game.

- **To join a LAN game**, select **Join**, and follow the instructions provided in the **Join a Game** screen. You'll type your name, then select the name of the game you want to join. After you select the name of the game you want to join, select the **Join** button to display the **Lobby** menu. Select the character you want to be, and from this screen, you can send messages to other players if you want.

MSN Gaming Zone. When you select this option, the game closes, and an Internet window is opened to the Microsoft Network (MSN) Gaming Zone. If you have an MSN Gaming Zone account, you will see a list of the games that are available and how many people are in the games. You select the game you want to join, and when there are enough players, the game is launched. When that happens, you'll see the **Lobby** menu, as described for LAN games. When everyone is ready, whoever was picked as host starts the game.

- **Load Game**

This menu lists up to 8 saved games

When you save a game, if you don't type in a name for the game, it will be called the default name in the save game slot.

Click on a previously saved game, a **Start Game** button appears. Click **Start Game** to begin. Press **Cancel** to return to **Main** menu.

- **Rules**

Choices reflect the various rules screens that provide details about different aspects of the game.

- **Preferences**

Choose this option to change how the game appears. Your choices are:

- **Dynamic Lighting** – ON or OFF. If ON, there are special lighting effects in the game.
- **Shadows** – ON or OFF. If ON, the characters and objects will have shadows.
- **Help Dialogs** – ON or OFF. If ON, Betty Gobb will appear to give you hints as you play the game.

- **Walking Animations** – ON or OFF
- **Music Volume** – Move this slider up or down to control the volume of music in the game.
- **Sound FX Volume** – Move this slider up or down to control the volume of the sound effects in the game.

- **Exit**

When you're ready to quit, select this option. You can reach this option from the **Main** menu or the **Escape** menu.

Escape Menu

You will see the following options when you press the **Esc** key or click on the Scooby logo in the game bar:

- **Resume Game**
- **Save Game**
- **Options**
- **Rules**
- **Main Menu**
- **Quit**



CUSTOMER SUPPORT

Technical Support

If you have questions, contact SouthPeak's Technical Support toll free at (888) 774-6918, between 8 a.m. and 12 Midnight Eastern Standard Time Monday-Friday, Saturday and Sunday between 8 a.m. and 8 p.m. E-mail: support@southpeak.com

Please have the following information available when you call Technical Support:

- Name
- E-mail address
- Product name and platform
- Basic system configuration: model, operating system, total memory, type and make of monitor, video card, printer, modem and external or internal CD-ROM drive
- Description of your problem and when it occurs

To view our other products on the Web, go to: <http://www.southpeak.com>

To order a title, call (800) 774-6183, 24 hours a day,

Customer Service: (800) 732-5818, Eastern Standard Time, Monday-Friday, 9 a.m. to 5 p.m.

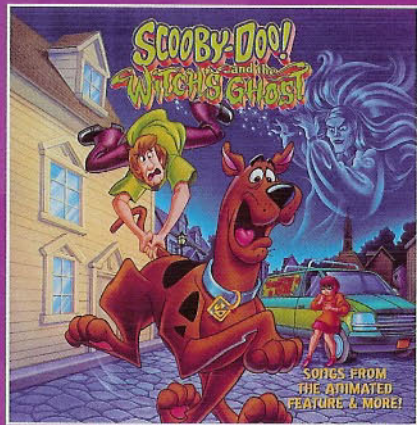


© 1999 SouthPeak Interactive LLC. All rights reserved. SouthPeak Interactive and the SouthPeak Interactive logo are trademarks or registered trademarks of SouthPeak Interactive LLC. ® indicates U.S.A. registration. Other brand or product names are trademarks or registered trademarks of their respective companies.

SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera © 1999. CARTOON NETWORK and logo are trademarks of Cartoon Network © 1999.

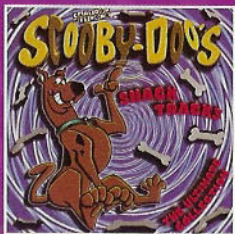
The MSN Gaming Zone is used under license from Microsoft Corporation. All rights reserved. Other brand or product names are trademarks or registered trademarks of their respective companies.

ZOINKS! Two Great Scooby-Doo!™ Albums Available on CD and Cassette



Scooby-Doo!™ And The Witch's Ghost

... And Don't Forget
the Ultimate Album
From the Ultimate Dog!



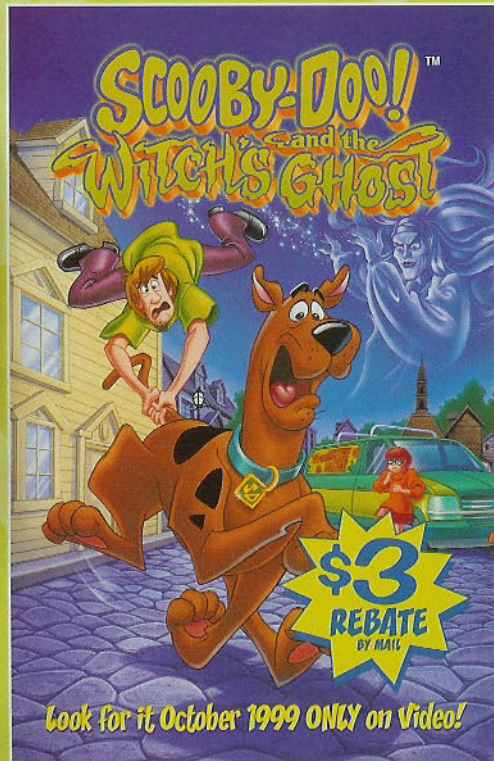
Scooby-Doo
Snack Tracks:
The Ultimate
Collection
(75504/75505)



SCOOBY-DOO and All Related Characters Are Trademarks of Hanna-Barbera © 1999.

Songs from the animated feature, new songs from the Hex Girls, and bonus tracks from Scooby-Doo!™ On Zombie Island. (75692/75693)

Get \$3.00 Back by Mail When You:



Buy: The "Scooby-Doo and the Witch's Ghost" video, available October 1999, plus \$5.00 worth of any specially marked Scooby-Doo merchandise.

Mail: A) The original completed rebate form found inside the "Scooby-Doo and the Witch's Ghost" video package. (Copies not accepted.)

B) The original sales receipt for the video "Scooby-Doo and the Witch's Ghost" and the original sales receipt for the specially marked Scooby-Doo merchandise, with the purchase prices clearly circled and dated no later than 03/31/2000.

C) Proof-of-Purchase tab or UPC from the "Scooby-Doo and the Witch's Ghost" video package.

OFFER EXPIRES 03/31/2000. SEE REBATE FORM IN VIDEO PACKAGES OF "SCOOBY-DOO AND THE WITCH'S GHOST" FOR FURTHER DETAILS.

This is an offer of Warner Home Video, a Division of Time Warner Entertainment Company, L.P., ©1999 Warner Home Video. SCOOBY-DOO and all related characters and elements are trademarks of Hanna-Barbera ©1999

SCOOBY-DOO!

MYSTERY OF
THE FUN PARK PHANTOM

SOUTHPEAK INTERACTIVE

SCOOBY-DOO™ Mystery of the Fun Park Phantom is just one of many innovative products from award winning SouthPeak Interactive. For more information about SouthPeak's products, visit us on the World Wide Web at <http://www.southpeak.com>

or write to us at:
SouthPeak Interactive
Attn: New Products Catalog
One Research Drive
Cary, NC USA 27513
email: info@southpeak.com

