CARTOON NETWORK

SCOOBY-DOO!™

SHOWDOWN IN GHOST TOWN™

Help Guide

The Learning Company®

WB INTERACTIVE ENTERTAINMENT™

BINK VIDEO

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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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.

SETTING UP AND STARTING THE PROGRAM

Scooby-Doo™, Showdown in Ghost Town™ 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, Showdown in Ghost Town** in that order.

Introductory Screen

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 Help 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, Showdown in Ghost Town*, 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 open 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.

Groovy Goodies Screen

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.

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 in this product may change or be discontinued at any time for any reason.

GETTING STARTED

Before you begin playing *Scooby-Doo, Showdown in Ghost Town*, 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**.

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.

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. To do this, delete your name from the sign-in screen and re-enter it at a different level of difficulty. (See *Using the Main Menu*.)

MYSTERY IN GHOST TOWN

Could there really be a ghost in the deserted ghost town of Los Burritos? An archaeology professor is digging through the town to uncover secrets of its outlaw past. However, his excavation has been rudely interrupted by the appearance of the Faceless Rider—a mysterious figure thought to be the ghost of an outlaw! Is the Faceless Rider a true ghost? Or is there someone else behind the Faceless Rider—someone who wants to keep the secret past of Los Burritos a secret forever? Join Scooby-Doo, Shaggy, Daphne, Fred, and Velma as they investigate the curious characters in Los Burritos, and help them solve the mystery of the Showdown in Ghost Town.

EXPLORING THE TOWN

To solve the mystery of the Faceless Rider, you'll have to explore the ghost town 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. 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 ghost town 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 Faceless Rider! Sometimes when you click on an object, the Faceless Rider will appear and scare you away. You will then have to find your way back to the room or area where the Faceless Rider appeared. The Faceless Rider appears randomly, and the hiding place of the Faceless Rider 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 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 ghost town. (See *Entering the Scary Areas*.) To collect Scooby Snacks, just play the following activities. You'll find these activities while exploring the ghost town. To stop playing these activities,

wait until time runs out in Pie Noon, or click on the yellow star button in Horseshoe Corral. You can then resume your exploration of Los Burritos. 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.

PIE NOON

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

Watch the clock to see how much time you have to play this activity.

The Faceless Rider has challenged Scooby-Doo to a pie fight! Can you help Scooby-Doo throw pies at the ghost? You will earn one Scooby Snack for every pie that hits the ghost.

Move your cursor to the target that you want to hit. Then press the mouse button to let the pie fly!

Move quickly! The amount of time you have to play this activity is limited and is determined by your difficulty level. The activity lasts for one minute in the Spooky level, 45 seconds in the Spookier level, and 30 seconds in the Spooktacular level. But don't worry—you can always go back and play again!

HORSESHOE CORRAL

Click here to exit the activity.

Help Scooby-Doo play a game of horseshoes. You'll earn Scooby Snacks for every horseshoe that lands around a peg.

Press the mouse button to bring back Scooby-Doo's throwing leg. Then press the button again to release the horseshoe. But watch out! If you wait too long, Scooby-Doo will toss the horseshoe without your help!

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.
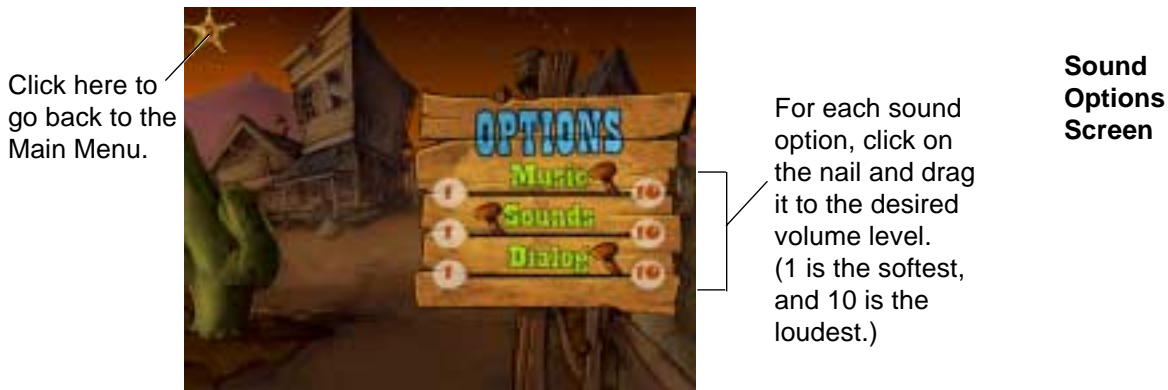
Main Menu Screen

Click here to start a new mystery game.

Click here to 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 sound, music, and dialogue in the program.

Click here to go back to the Main Menu.

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

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 ghost town of Los Burritos 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 Faceless Rider.

Collect clues about the Faceless Rider's true identity by solving puzzles for each of the suspects. Then put the clues together to solve the mystery of the Faceless Rider. (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 Faceless Rider.

PROFESSOR ARTIE FACKT

The Faceless Rider has chained up Professor Artie Fackt! Can you find the keys that will unlock his chains? They are somewhere inside of the saloon.

JENNY LARIAT

Jenny Lariat is trapped underneath the stage of the saloon! Click on the levers to lift the sandbags off the stage.

But be careful! Sometimes when one sandbag goes up, another one seems to go down. Can you figure out the correct order in which to click the levers so that *all* of the sandbags are lifted at the same time?

SHERIFF CHUCK D. WAGON
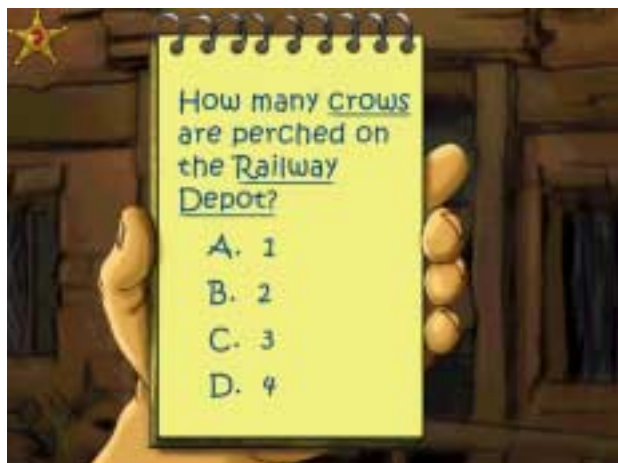
How well do you know your Scooby-Doo, Showdown in Ghost Town trivia? If you choose the correct answers to Sheriff Wagon's questions, he will reward you with a mystery clue!

GUMMY BAYER & DOLORES

Gummy Bayer is sleeping next to his donkey Dolores, and he won't wake up! Help wake up Gummy by clicking on Dolores's bells. Your goal is to copy the musical pattern of Gummy's snores. Watch the bells; they will give you a hint to follow.

I.C. DOUBLE

I.C. Double is trying to put together an artifact from Los Burritos's past. Can you help him put the pieces together? Click on the pieces within the grid to slide them into the right places onto the picture on the side of the screen.

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 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 ghost town.

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 Faceless Rider. 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 Los Burritos.

When you have gathered all of the clues, put them together to see who is the mastermind behind the haunting of the ghost town. 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 Faceless Rider

When you have found the final clue, you'll have a chance to unmask the Faceless Rider. 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 Faceless Rider. 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, Showdown in Ghost Town* 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, Showdown in Ghost Town 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, Showdown in Ghost Town 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, Showdown in Ghost Town 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

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 the 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 Yamaha DS icon
    • Disable the Direct Sound
    If 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.

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.)

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Bruce Reilly
David Daleiden
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John Fearnside
Joe Sibilski
Rick Cronan
Dia Smith
Very Special Thanks
Bruce Reilly

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Scott Innes as Scooby
Doo, Scrappy-Doo, &
Norville "Shaggy"
Rogers™
Frank Welker as
Fred Jones
B.J. Ward as Velma
Dinkley
Grey Delisle as
Daphne Blake

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Scooby-Doo Characters**
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Hanna-Barbera
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Sheriff Chuck D.Wagon
Richard Henzel as
Gummy Bayer
Angela Shelton as Jenny
Lariat

D.J. Howard as
Professor Artie Fackt
Chris Petschler as I.C.
Doubler
Voice Over Direction
Klaus Schuller
Talent Agencies
SBV Talent
CED Talent
Sandy Schnarr Talent
Special Artists Agency
Linda Jack Talent

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Recorded At**
Salami Studios, Audio
Post, North Hollywood
Engineered by Ed
Collins
The Blackwell
Communications Group
Inc., Baton Rouge, LA
Engineered by Jeff
Blackwell
TerraGlyph Studios,
Schaumburg, IL

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