

Scooby-Doo! and the Cyber Chase FAQ/Walkthrough

by GTADriver1

Updated to v1.51 on Jun 11, 2008

This walkthrough was originally written for Scooby-Doo! and the Cyber Chase on the PSX, but the walkthrough is still applicable to the GBA version of the game.

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1. Game/Author Info

Name/Author: Brian Tyler Hinkle

Version: 1.51

Game: Scooby-Doo and the Cyber Chase

Game System: Playstation 1

Date of FAQ Creation: 5/23/08

Date of FAQ Finishing: 6/3/08

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Note: It might be hard to see since the letter l and number 1 look so similar, but after the word driver is the number 1. The [at] and [dot] stand for the @ and . of a normal email address. Just replace the [at] and [dot] with an @ and . to contact me. I use this because it is used to avoid getting spam and because many other FAQ writers use it.

Note 2: If you would like to host my FAQ on your site PLEASE ASK!!!

Note 3: If you want to contact me about my FAQ then PLEASE put the game's title and system in either the Subject, message, or both. If you'd like to contact me (to say thanks, discuss things, or anything else positive) then feel free to do so. However if you email me anything negative (Chain letter, viruses, spam,

etc.) then I WILL delete it.

Note 4: The following websites have my permission to use my FAQ/FAQS. If you find my FAQ/FAQS on any other sites other than the ones listed below then email me ASAP.

AOL	www.aol.com
Cheat Happens	www.cheathappens.com
GameFAQs	www.gamefaqs.com
GameSpot	www.gamespot.com
IGN	http://faqs.ign.com
Neoseeker	www.neoseeker.com
Supercheats	www.supercheats.com
Yahoo! Games	http://games.yahoo.com/games/front

I choose these sites because they do not take advantage of anyone's FAQS (I know, I checked them out.), and because they are recommended by other Gamefaqs Users.

Note 5: The most recent update of any FAQS I have are always at GameFAQs.

Note 6: Last note, whenever I have a word or words in all caps I'm not yelling, I'm just stating something important.

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 3. It's on, Phantom Virus!

Ruh-Roh!

The Phantom Virus has spread his evil virus through your game, and given Shaggy and Scooby-Doo a challenge. He tells you that no matter how many times you play this game you will lose, and success will be his. Now it up for The Mystery Inc. gang to stop him. You play as Scooby and Shaggy thwarting the Phantom's plans every time. Velma will stay in the Control Room to find out where the Phantom Virus is hiding, while Daphne and Fred will look for a trap. It's up to you to find, and defeat the Phantom Virus.

4. Main Menu

New Game

Choosing this will start a new game.

Load Game

Select this to load a game you're already in progress of.

Options

Choose this to change Sound, Voice, and Music settings.

View Movie Trailer

Selecting this will show you the Scooby-Doo and the Cyber Chase Movie Trailer.

5. Controls

Menu Controls

Button	Action
Up/Down Directional Buttons	Search Menu
X Button	Yes, or "go forward"

Game Controls

Button	Action
START Button	Pauses Game
Directional Buttons	Move Shaggy/Scooby
Triangle Button	Receive Messages
Square Button	Throw Pies

NOTE: While holding the Square Button, use the Directional Buttons to aim and release the Square Button to throw the Pie.

Circle Button	Duck
X Button	Jump

Special Moves

Button	Action
X Button + X Button	Double Jump

NOTE: This is used to jump Large Gaps, like near the end of the 1st Classic Japan level.

X Button + Circle Button	Bounce
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NOTE: This is used to break open containers scattered throughout the levels to collect items. This is also used to kill enemies, just bounce on top of their heads! :)

X Button + Circle Button + Circle Button	Double Bounce
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NOTE: This one I discovered while playing. If you bounce successfully on an

enemy or container and then press the Circle button immediately after you will do a second bounce. This is useful when trying to get two enemies/items that are very close to each other.

Bobsled Controls

Button	Action
Directional Buttons	Move Bobsled
X Button	Slow Down

Skateboard Controls

Button	Action
X Button	Jump
Directional Buttons	Move Skateboard
Hold Directional Down Button	Slow Down

6. The Game Screen

Health

Your health is represented by the five bars in the bottom right-hand corner. When Scooby or Shaggy take a hit, your health will decrease. If the health bar is gone you lose a chance. You can increase/repair your health bar by eating Hamburgers.

Pies

The numbers of pies you have left are shown just under the health bar.

Chances

The number of chances left in a level is shown to the right of the health bar, and to the right of how many pies you have left.

Communicator

Whenever the communicator flashes in the top right-hand corner press the Triangle button and a member of the gang will give you information on what's ahead.

Scooby Snacks

The number of Scooby Snacks you've collected is shown at the bottom left-hand corner of the screen.

Boss's Health

In a Boss Level, the Boss's Health will be shown in the bottom left-hand corner of the screen.

7. Items/Pick-Ups

NOTE: Hamburgers, Pies, and Chance Tokens are found hidden in containers in various levels. The only way you can open them is by using the bounce move.

Checkpoints

Checkpoints are represented by Scooby's dog tag, which have the letters SD on them. When you collect one, if you lose a chance, you will only be reset to your last checkpoint, and not to the beginning of the level.

Hamburgers

Hamburgers are represented as well, hamburgers. If you have lost part of your health collecting one of these will restore part of your health.

Scooby and Shaggy Tokens

These are represented as a token with Scooby's or Shaggy's face on them. Scooby's Tokens are Gold, while Shaggy's are Green. If you happen to find one, collect it and you'll gain an extra chance.

Pies

Pies are represented as Pies. You use these to attack your enemies. If you run out then find pies immediately. So basically to summarize, collect as many pies as possible.

Individual Scooby Snacks

These are represented as triangle shaped dog snacks. If you collect a row of them, then the number of Scooby Snacks you've collected in that row will multiply. Collect as many as you can, because if you collect 100 Scooby Snacks you earn an extra chance.

Scooby Snacks Box

This is represented as your average Scooby-Doo Dog Treat Box. When you collect this you have completed the level, and have unlocked the next level in the game.

8. The Control Room

In The Control Room you can access the levels and save your game. To play a level walk up to the environment's circle and choose a level. To unlock a locked level, win the level before it. When you complete the third level or 'Boss Level' you unlock a new environment. If you want to play an unlocked level again to beat the high score, or to play for fun then just go back to the level and play as many times as you like.

If you want to save your game find Velma, or find the giant screen with a Memory Card on it and go to Save Game.

9. Walkthrough

To the right of Velma and the Save/Load Area is the Area, Classic Japan. Each of the next Areas are to the right of the previous Area. So for example, The Arctic Circle Area would be to the right of The Ancient Rome Area.

SPECIAL BONUS: If you can finish a level without losing a Chance you will earn 5,000 Bonus Points! :)

9.1 Area 1: Classic Japan

You play in this Area as Scooby-Doo.

9.1A: Level 1

You start each level with 5 Pies and zero Scooby Snacks.

At the start collect the two rows of Scooby Snacks and jump the gap. Grab the three Pies, jump the second gap, and smash the boxes for three more Pies. Throw a Pie at the two Guards, go through the door, then up the stairs, collecting the two Hamburgers, and Pie as you go. At the top of the stairs, go to the right, grab the Pie, and use it to attack the Ninja. Then go back to the top of the stairs, get the Scooby Snacks (unless you've gotten them already), and smash the box for a Hamburger.

Get the pie, attack the Ninja, and then get the Scooby Snacks and Pie in the box. Attack the guards and go through the door. Then grab the Checkpoint.

Checkpoint

Jump the gap, getting the Pie and Scooby Snacks, then jump the next gap, collecting the two Pies and Scooby Snacks. Attack the Ninja and smash the box for a Pie. Then attack the next Ninja and grab the Pie and Hamburger. At the foot of the two bridges kill the Ninjas and grab the Hamburger. While going along the next bridge, collect the Scooby Snacks, three Pies, and Hamburger, and when you reach the end of the bridge throw a Pie at the two Ninjas.

Collect the three Scooby Snacks, and two Pies, then attack the two Martial Arts Fighters. Continue along, grabbing the Pie and Scooby Snacks, and jump the gap, getting the Hamburger straight after. Kill the two Martial Arts Fighters, get the Pie, attack the next two, and grab the Checkpoint.

Checkpoint

Go up the stairs, collecting the Scooby Snacks and Pie at the top, and throw a Pie at the Ninja. Collect the Scooby Snacks, kill the Ninja, and then get the Hamburger and Pie in the boxes ahead. Go through the next door and collect the Chance and Pie on the stairs steps. When you get to the top, grab the Pie and attack the two Ninjas. Now go back to the top of the stairs and collect the Scooby Snacks, the Hamburger in the box, and the rest of the Scooby Snacks beside it.

When you reach the end of the bridge, kill the three Martial Arts Fighters, and then grab the Hamburger and Pie in the boxes. Then get the Checkpoint.

Checkpoint

Double Jump over the stream and grab the Chance, Hamburger, and Pie. Now double jump over the next stream and collect the Scooby Snacks. Throw a Pie at each of the Sumo Wrestlers and grab the ten Scooby Snacks. Now get the Box of Scooby Snacks and you've beaten Level 1.

End Of Level 1

9.1B: Level 2

When you start smash the two boxes for Pies and go through the door. Collect the Scooby Snacks and Hamburger, and kill the Samurai at the beginning of the next hallway. Then get the Scooby Snacks, attack the two Ninjas, and smash the boxes for Pies. Attack the Samurai in front of the next row of Scooby Snacks, then get the snacks. Smash the box for a Chance Token and grab the Scooby

Snacks.

Smash the next two boxes, getting the Hamburger and Pie, then get the Scooby Snacks and attack the Ninja at the end of the hallway. Climb up the stairs, grabbing the Pie on one step and the Pie in the box at the top, and then crawl under the spears, collecting the Scooby Snacks. Grab the pie at the end of the hallway and in the next room smash the boxes for a Pie and Hamburger. Then grab the Scooby Snacks, and kill the Ninja and Samurai. Grab the Pies, one of which is in a box, and climb up the stairs, collecting the Scooby Snacks as you go.

When you reach the top, grab the Checkpoint.

Checkpoint

Bounce on the two boxes and get the Pie and Hamburger. Then get the Scooby Snacks, and immediately kill the Sumo Wrestler. Going into the next room kill the Ninja, and then in the hallway smash the box on the left for a Pie, being careful to avoid the spears. Crawl under the spears on the right to get the Scooby Snacks, and then smash the two boxes ahead to get a Pie and Hamburger. Around the corner attack the two Ninjas and grab the Pie.

Get the Scooby Snacks and then, while climbing up the stairs, grab the two Hamburgers, and Pie. At the top, kill the Ninja and Fire-Breathing Ninja around the corner, and then get the Pie in the box. Then, avoiding the spears once again, smash the boxes for two Pies and a Hamburger. In the next room grab the Checkpoint.

Checkpoint

When you go into the next room throw a pie at the two Ninjas. In the hallway kill the Ninja, grab the Scooby Snacks, jump the gap, and smash open the box for a Pie. Kill the Fire-Breathing and other Ninja up ahead, and then grab the Scooby Snacks. At the next turn you should see a box and a Fire-Breathing Ninja up ahead. Attack the Ninja first then smash the box for a Hamburger.

At the end of the hallway collect the Chance Token. In the next room smash the boxes for three Pies. Almost immediately kill the Ninja on the left at the beginning of the hallway. Following down the hallway attack the Ninja and get the Scooby Snacks. Throw a Pie at the Ninja that shows up before the gap, and the Fire-Breathing one ahead of the gap. Then jump the gap, and collect the Scooby Snacks and Checkpoint up ahead.

Checkpoint

Attack the Sumo Wrestler and grab the Hamburger in the box in the next room. Then get the two Pies in the boxes and throw one at the Martial Arts Fighter. In this next room kill the Samurai, collect the Scooby Snacks, and quickly attack the Samurai before he hits you. While going down the hallway, kill the Ninja, get the Scooby Snacks, and smash the box for a Pie. Right when you go into the next room, hit the two Fire-Breathing Ninjas and collect the Scooby Snacks.

Then attack the Ninja, smash open the three boxes for two Hamburgers and a Pie, and kill the other Ninja near the door. Kill the Samurai, collect the Scooby Snacks and Pie, and kill the Ninja in the next room. Grab the Scooby Snacks Box to end Level 2.

End of Level 2

9.1C: Boss Level
Boss: Shogun Boss

For The Shogun Boss's first attack he will jump into the air and when he lands he will slash his sword. This will make three flames come from three of the dragon statues mouths. Quickly run to the statue the boss is in front of and you should miss all three. Then the Shogun Boss will charge at you and try to slash you. Run to the left or right and dodge it. The word CHANCE should show up on the screen. When the word pops up throw a Pie at him.

The Boss should now repeat the flame attack. Only this time when he slashes at you he will then charge back at you again. Dodge again (although it is extremely difficult), and then the boss should jump in the middle of the Dragon statues and laugh. When the word CHANCE shows up throw a second Pie at him.

His third and final attack should be slowly walking towards you and slashing you. He will do this three times so dodge all of them. On his final time he will slash his sword into the ground, and you will have a CHANCE to throw a Pie at him for your final time, (if that is your final time) defeating him.

If he repeats any of his attacks just dodge them. When you defeat him pick up the Scooby Snacks Box that is falling down to the ground to end the Boss Level and the Area that is Classic Japan.

End of First Boss Battle

9.2 Area 2: Ancient Rome

In this Area you play as Shaggy.

9.2A: Level 1

When you start smash the jars and collect the two Pies, then climb the blocks collecting the Pie at the top. Now to jump the moving platforms, jump on them when they're at their highest and when your shadow lands on the platform STOP jumping. When you land on the wall get the Scooby Snacks, throw a Pie at the Bone-Throwing Skeletons, and grab the Hamburger and Scooby Snacks. When you walk on the platform STOP, and wait for it to stop moving. Then get the Scooby Snacks, and Double Jump the gap, grabbing the Checkpoint when you land.

Checkpoint

Bounce on the jars, and double jump the large gap, still running before the platform falls. Jump on the column and then to the next column, collecting the Scooby Snacks. Then jump on the wall grabbing all the Scooby Snacks and Pie at the end, and jump to the next column and wall up ahead. Then jump on the spring and land on the wall above you. Kill the Bone-Throwing Skeletons, and collect the Pie.

Jump the next gap and attack the other Bone-Throwing Skeleton, getting the Hamburger and Pie in the jars ahead. When you reach the end of the wall, climb the steps and get the Scooby Snacks. Then grab the Checkpoint up ahead.

Checkpoint

Walk past the Skeleton Guards when they aren't guarding the way and collect the Pie and Hamburger in the Jars. After that grab the Scooby Snacks and Pie, throwing a Pie at the Bone-Throwing Skeleton while you collect them, and then jump up the steps. Kill the Skeleton ahead of you and get the two Pies and Hamburger from the jars. Collect the Scooby Snacks and kill the Skeleton Swordsman. Then climb up one of the sides, (I Recommend the left) smash the jar for a Pie, then double jump to the other side and smash the jar for another Pie.

Jump on the moving platform, and then on the next platform, collecting the Scooby Snacks. Then double jump on the next platform and hit the Skeleton with a Pie. Smash the jars for two Pies and double jump to the platform on the right. Double jump to the next platform on the right, and collect the Scooby Snacks and Checkpoint.

Checkpoint

Jump to the moving platform and the two platforms on the left, grabbing the Scooby Snacks as you go. Then jump to the platform on your right and hit the Skeleton with a Pie. Go to the platform on your left and then to the moving one when it's at it's lowest, then jump to the platform on your right and collect the Scooby Snacks. Head to the moving platform, and then to the one on your left. Jump to the platform ahead, and then to the wall.

Grab the Scooby Snack and Checkpoint up ahead.

Checkpoint

Jump to the difficult moving platform and get the Scooby Snacks. Then jump to the wall, get the other Scooby Snacks, and then grab the Pie in the jar at the end. Jump across the moving platform, wall, and then three more moving platforms. Double jump to the wall at the end and climb the stairs. At the top, grab the Scooby Snacks and Checkpoint.

Checkpoint

Listen to Fred's Warning, and then RUN as fast as you can away from the Skeleton Chariot, collecting as many Scooby Snacks as you can. When you reach the Chance Token you can slow down. Collect the Scooby Snacks and smash the jar for a Pie. Then when you get to the second row of Scooby Snacks collect them SLOWLY so you don't fall of the edge. After that jump the gap and when you reach the bridge smash the three jars for a Hamburger and two Pies.

Then collect the Scooby Snacks Box to end the level.

End of Level 1

9.2B: Level 2

Right when you start get the Scooby Snacks and go up the door. Collect the Scooby Snacks and jump over the spears when they fall down. In this new hallway smash the jars for two Pies and collect all the Scooby Snacks while going down the hall. When you reach more jars smash them for a Pie and Hamburger. Then jump the gap and grab the Checkpoint.

Checkpoint

Grab the Scooby Snacks and smash the two jars for Hamburgers. Kill the Skeleton Swordsman and grab the Chance Token. Bounce on the two Jars for a Pie and Hamburger and run past the Guard when the spear isn't blocking the way. In the new room collect the Scooby Snacks and throw a Pie at the two Skeletons. Then collect the three Scooby Snacks and attack the Skeleton Swordsman.

Then in the new room grab the Checkpoint.

Checkpoint

Watch the movement patterns of the Skeletons and jump the two gaps. Then collect the three Scooby Snacks. Smash the two jars for a Pie and Hamburger. In this room jump the gap when you can, kill the Skeleton Swordsman and collect the Scooby Snacks. Then get the Checkpoint.

Checkpoint

Grab the Scooby Snacks and attack the Bone-Throwing Skeleton. When you get in the new room smash the two jars for Hamburgers, jump the gap, collecting the Scooby Snacks, and attack the Skeleton Swordsman at the end. Collect the Scooby Snacks, and kill the Bone-Throwing Skeleton. Then smash the jars for a Pie and Hamburger, and throw a Pie at the Skeleton. Smash the next jar for a Pie, jump the spear, and get the Checkpoint.

Checkpoint

While collecting the Scooby Snacks, jump the gap and throw a Pie at the Skeleton Swordsman. Collect the Scooby Snacks, kill the Skeletons, and then collect the Scooby Snacks that are on the ground. At the end of this confusing hallway smash the three jars for Pies. While running down the red carpet, kill the Skeleton Swordsman and grab the Box of Scooby Snacks to end the level.

End of Level 2

9.2C: Boss Level

Boss: Lion

There are four Skeletons and each throw two spears at the beginning, so dodge them all. The Lion will come out and jump at you five times. Dodge all of his attacks and then when the word CHANCE shows up throw a Pie at him.

Now the Skeletons will throw three spears at random times so just run around the Coliseum. Then The Lion will attack five more times so dodge all of them. After that throw a Pie at him.

The Skeletons will now just throw one spear at the same time at you so dodge. Once again The Lion will come out to attack you three more times so just repeat and dodge. When he stops throw the last Pie at him.

You might think you're done but the Skeletons will throw one spear at you each, again at the same time so dodge. Then grab the Scooby Snacks Box to move onto the Arctic Circle.

End of Second Boss Battle

9.3 Area 3: Arctic Circle

Shaggy is the character you play in this Area.

9.3A: Level 1

When you start collect the Scooby Snacks and kill the Polar Bears while smashing the two Ice Blocks for Pies. Then grab the rest of the Scooby Snacks, and attack the Seal while smashing the block for a Pie. Bounce on the two blocks before the large ice block for a Hamburger and Pie. Run when the Ice Block isn't blocking the path, smash the small Ice block for a Hamburger and go past the next large ice block. Attack the Polar Bear and slide along until you reach the Checkpoint.

Checkpoint

Throw a Pie at the two seals, get the Scooby Snacks, and smash the ice blocks for Pies. Climb up the steps, attacking Polar Bears and Seals along the way, and when at the top kill the Seal while smashing the block for a Hamburger. Grab the Scooby Snacks (and the Chance Token if you want), then smash the block for a Pie. Kill the Seal and Polar Bear, and then slide up the path to the second Checkpoint, while trying to get the Scooby Snacks and Hamburgers and Pies in the blocks.

Checkpoint

Collect the Scooby Snacks, Hamburgers, and Pies, while dodging all enemies and large blocks. When you start sliding you'll reach the third Checkpoint.

Checkpoint

Kill the Seal and smash the block up ahead for a Pie. Then smash the two blocks up ahead, while avoiding icicles, for a Hamburger and Pie. Grab the Scooby Snacks and timing the blocks, run past them, getting the Scooby Snacks as you go. Attack the three Seals and slide along, while also collecting the Scooby Snacks, and get the fourth Checkpoint.

Checkpoint

Avoid the Icicles and Birds, and when you get past the blocks throw a Pie at the two Seals and Polar Bear. Then run to the end of the cave, kill the Seal, and grab the Box of Scooby Snacks to end the level.

End of Level 1

9.3B: Level 2

In this level you'll be using the Bobsled. Refer back to the controls if you've forgotten them. Avoid as many Penguins, and Collect as many Scooby Snacks as possible. Slow down when the outer wall disappears. Also try to collect the Checkpoints when they appear.

The first Checkpoint will appear after the long turn after the tunnel. The second will appear after a lot of 'S' turns, but before the outer wall is missing on the right. After the second Checkpoint slow down and steady your Bobsled as there will be a jump up ahead. After you clear the jump and after a few more turns you'll reach the Box of Scooby Snacks and move on to the boss

level.

End of Level 2

9.3C: Boss Level

Boss: Phantom Virus on Polar Bear

"You can run Phantom, but...well, yeah you can run. PLEASE RUN!"-Shaggy :)

It's tough to run away from the Phantom Virus because of the slippery ice which can make you fall off the edge so just try your best. The Phantom's first attack will consist of charging at you, so dodge. He will do this five times. After the fifth time hit him with a Pie.

The second attack will be The Phantom and his Polar Bear spinning at you. While also dodging them you have to dodge The Phantom's spinning blades. This attack he will do five times also. When he stops spinning hit him with a second Pie.

His final attack will be throwing snowballs at you. They will grow each time, so avoid them as good as you can. When he throws his final snowball hit him with a Pie, and you'll have won. Grab the Scooby Snacks Box to end Level.

End of Third Boss Battle

9.4 Area 4: Prehistoric Jungle

You get to play as Scooby-Doo again in this Area.

9.4A: Level 1

Jump over the logs and hit the two Dinosaurs with a Pie. Collect the Scooby Snacks, dodging the falling Dinosaur Bones, and smash the eggs for a Pie and Hamburger. Then hit the Dinosaur and grab the Scooby Snacks, and repeat for the next row. Then keep collecting Scooby Snacks until you reach the first Checkpoint.

Checkpoint

Smash the three eggs for two Hamburgers and a Chance Token, then get the Scooby Snacks. Throw a Pie at the Dinosaur, and then smash all three eggs for Pies. Attack the next Dinosaur and while collecting the Scooby Snacks, double jump the first gap. Kill the next Dinosaur, jump the second gap, and smash the egg for a Hamburger. Grab the Scooby Snacks and attack the Dinosaur.

After the Dinosaur Bone falls, grab the two Scooby Snacks, kill the Dinosaur, and collect the rest of the Scooby Snacks until you reach the Chance Token. Then grab it, smash the eggs for two Pies and a Hamburger, get the Scooby Snacks, and throw a Pie at the Dinosaur. When you reach the egg, smash it for a Pie, and jump both gaps, collecting the Scooby Snacks as you go. Then get the Checkpoint.

Checkpoint

Bounce on the two eggs for a Hamburger and Pie and kill the Dinosaur. Get the

first three Scooby Snacks, then attack the Dinosaur and get the remaining two Scooby Snacks. Break the eggs for two Pies and a Hamburger, kill the Dinosaur, and jump the gap to the next egg, which when smashed reveals a Pie. Hit the Dinosaur on the left, jump to where he was last walking, and kill the Dinosaur on the right. Then attack the Dinosaur and collect the Scooby Snacks until you reach the second checkpoint.

Checkpoint

While collecting the Scooby Snacks, jump the gap, and jump to get the Chance Token. Kill the three Dinosaurs and smash the egg for a Hamburger. Then smash the three eggs up ahead for two Pies and a Hamburger. Attack the three Dinosaurs, and collect the eight Scooby Snacks and two Pies from the eggs. After dodging the two Dinosaur Bones, collect the Box of Scooby Snacks to end the level.

End of Level 1

9.4B: Level 2

Break the egg for a Pie and get the Scooby Snacks. Kill the Dinosaur, smash the egg for a Pie, and kill the Dinosaur ahead of it. Then jump onto the small island.

NOTE: For the Crocodiles who are facing toward or away from you, jump on or off of them when their mouth is CLOSED. For the Crocodiles that are facing the left or right of the screen jump on or off of them when they are above the surface, because they go underwater after a while. And for the blue Sea Serpent creature when you jump on them be quick to jump off as they will hit you in a few seconds.

Jump on the Crocodile, then the Sea Serpent, on the other Crocodile, then on the other small island, trying to collect as many Scooby Snacks as you can. Then when you jump back on the mainland, kill the two Dinosaurs. After you jump onto the next island, jump on the two Crocodiles, Sea Serpent, and next Crocodile to get to another island and reach the first Checkpoint.

Checkpoint

Jump on another Crocodile, a Sea Serpent, and a Crocodile to reach an island. Jump from the next Crocodile to reach a big island. Smash the three eggs for two Pies and a Hamburger. Then jump the next four Crocodiles, to reach an island that will lead back to the mainland. Collect the Scooby Snacks and at the end of the mainland is the second Checkpoint.

Checkpoint

Jump on the Crocodile, Sea Serpent, and next Crocodile to reach another island. Jump from that island to the second island and smash the egg for a Pie. When you're on the third island, jump some more Crocodiles to reach the mainland and the next Checkpoint after grabbing a few Scooby Snacks.

Checkpoint

Grab the Scooby Snacks, then Jump the gap, then climb up the hill, getting the Scooby Snacks while dodging Boulders. When you reach the top smash the eggs for a Hamburger and Pie. Quickly dodge the Dinosaurs attacks and after the first one smash the egg for a Hamburger. Then dodge the next two and smash the eggs

for a Pie and Hamburger, also getting the Checkpoint.

Checkpoint

Double jump across each gap on the first bridge. Be careful though, because the darker planks fall when you step on them. When you reach the end of the first bridge smash the egg for a Chance Token. Continue double jumping across the next bridge and when you reach the end throw a Pie in the Dinosaur's face. Then grab the Scooby Snacks Box to end the level.

End of Level 2

9.4C: Boss Level

Boss: T-Rex

Watch the shadows on the ground so you can avoid the Lava Balls that are falling at you. Then when The T-Rex comes out he will charge at you five times so dodge each one. When he does his fifth charge throw a Pie at him.

Again dodge the Lava Balls so you don't get hit. Now when The T-Rex comes out he will charge and then swish his tail, just like the Dinosaurs before the bridge on the previous level. He will do this five times. After he swishes his tail the fifth time, throw a second Pie at him.

Once again dodge all Lava Balls that fall until The T-Rex comes out. He will slam his tail into the ground which will make you freeze until he attacks you. To dodge this, double jump when he's going to slam it. Then he will charge and swish his tail so just repeat and dodge. Again he will do this five times, so after his final time hit him with another Pie and he will have been beaten.

Then get the Box of Scooby Snacks to leave the Prehistoric Jungle.

End of Fourth Boss Battle

----- 9.5 Area 5: The Big City -----

In this Area you go back to playing as Shaggy.

9.5A: Level 1

You'll be using the Skateboard in this level. Again refer to the controls if you need them. When you start, dodge falling plants, and collect as many Scooby Snacks as you can. After jumping a few cars and caution signs you'll reach large gaps. Jump over them and after you pass the bulldozer you'll reach the first Checkpoint.

Checkpoint

Go to either the left or right (I recommend right), and collect more Scooby Snacks. After passing a few more caution signs you'll go down a long hill. At the bottom of the hill is the Second Checkpoint.

Checkpoint

Once you pass a few more gaps, (don't forget to pick up the Chance Token) you'll go down a long hill in which the road will again break off so choose a path. When you reach the end of the hill and some gates Shaggy will jump off the Skateboard and you've reached the third Checkpoint.

Checkpoint

Climb up the hill collecting the Scooby Snacks while avoiding the barrels and when you reach the top smash the trashcan for a Pie. While grabbing the other Scooby Snacks, break the three trashcans for two Pies and a Hamburger. Get the Scooby Snacks ahead of you and smash the trashcans ahead of you for a Hamburger and two Pies. When you reach the steam crawl under it getting the Scooby Snacks and smash the trashcan at the end for a Hamburger. Then stand on the left and middle Sewer Grates and when it reaches the top jump for a Hamburger and Chance Token.

Throw a Pie at the Break-dancer, and then climb up the left path, grabbing the Scooby Snacks and Hamburger in the trashcan at the top. Go back down, go up the right path, killing the Break-Dancer, and collect the Scooby Snacks and Pie in the trashcan. Then once you attack the Break-Dancer at the top, dodge the steam, plants, and Break-Dancers to reach the Box of Scooby Snacks and finish this level.

End of Level 1

9.5B: Level 2

Avoid the Security Camera's Beams while collecting the Scooby Snacks, smashing the boxes for Pies, and getting the other Scooby Snacks until you reach the next room. Grab the Scooby Snacks while crawling under the lasers and break the box before the Conveyor Belt to get a Hamburger. On the Conveyor Belt jump and crawl when needed, while collecting Scooby Snacks. When you get to the Chance Token, grab it and the Checkpoint up ahead.

Checkpoint

Dodge the lasers and follow the Phantom Virus down the hallway, dodging his attacks along the way. While going down the hallway, get the Pies, Scooby Snacks, and Hamburgers until you reach the second Checkpoint.

Checkpoint

Jump onto the Conveyor Belt and again jump and crawl when needed until you reach the stairs. After you go up the first flight of stairs, grab the Scooby Snacks. Then climb up the second flight of stairs and get the Checkpoint.

Checkpoint

Crawl under the lasers and avoid the Security Camera. Then grab the Scooby Snacks and smash the box for a Pie. Once you go around the corner throw a Pie at the Guard. When you reach the end of the hall avoid the lasers and jump onto the Conveyor Belt. Jump and crawl when you have to, collecting as many Scooby Snacks as possible.

Then at the end jump to the hall, climb up the stairs, and kill the next Security Guard. Now go down this long hallway, and after attacking the Security Guard, grab the Scooby Snacks Box to end the level.

9.5C: Boss Level

Boss: Funland Robot

When the boss battle starts, the garage door will close and the Conveyor Belt will start, so go the opposite way the Conveyor Belt is going to stay on the Belt. When the door comes back up the Funland Robot will swing his hammer and bombs will fall. Dodge these and throw a Pie at him. He will repeat this for his other two attacks so just repeat.

The only tough part of this Boss Battle is hitting him while staying on the Conveyor Belt and dodging the bombs, but it's easy to figure out after a while.

Once you hit him three times you've defeated him and are able to move onto Egypt.

End of Fifth Boss Battle

9.6 Area 6: Egypt

You play as Scooby-Doo in Egypt.

9.6A: Level 1

Collect the Scooby Snacks while bouncing on Bats and smash the two vases for Pies. Then grab the Scooby Snacks near the vases and avoid the flames. Climb the stairs while getting the Scooby Snacks and grab the Hamburger in the vase, killing the bat also. Then attack the next Bat, grab the Scooby Snacks, and after turning the corner jump on the moving platforms until you reach the first Checkpoint.

Checkpoint

Now, while avoiding the moving blocks, smash the three Vases for a Hamburger and two Pies. Then smash the next one ahead for a Pie, and the two ahead of that for two more Pies. Grab the Chance Token, kill the Bat, and get the Scooby Snacks. Break the three vases for two Hamburgers and a Pie. After that kill the two Mummies, get the Pie in the vase, then kill the other two Mummies.

While climbing the stairs, attack the two bats, and get the Scooby Snacks and Pies from the vases. At the top, throw a Pie at the two Mummies, and jump the moving platforms, collecting the Scooby Snacks as you go, to reach the second Checkpoint.

Checkpoint

Continue jumping platforms and getting Scooby Snacks, then when you reach the hallway kill the two Bats, and grab the Scooby Snacks. Collect the two Pies and Hamburger from the vases, get the Scooby Snacks, and attack the two Mummies, and two Bats. Then follow the hallway and smash the vase for a Pie. Once you reach the floor that has colors of green, orange, and black, jump only onto orange and green squares. Then grab the Checkpoint.

Checkpoint

Grab the Scooby Snacks, kill the Mummies, and smash the vase for a Pie. Next, smash the two vases for a Pie and Hamburger, then throw a Pie at the next two Mummies. After you climb up the stairs, kill the Bats, get the Scooby Snacks, and Pies at the end of the hallway, the grab the Scooby Snacks Box to end the level.

End of Level 1

9.6B: Level 2

Immediately kill the Bats, and then collect the Scooby Snacks, while killing the three Mummies. Smash the three vases for Pies, and then jump from the moving platforms to the first Checkpoint, while getting the Scooby Snacks.

Checkpoint

Kill the Mummies, and then grab the Scooby Snacks and Pie. After that, grab the other Scooby Snacks, smash the vase for a Hamburger, and attack the Bat. Get the Scooby Snacks and Pie in the vase, then kill the nearest Mummy, and get the Hamburger and Pie in the vases next to it. Throw a Pie at the next Mummy, and grab the Hamburger and Pie in the next two vases. Grab the second Checkpoint around the corner.

Checkpoint

Attack the Bat that is coming towards you, and then jump from platform to platform until you reach the platform that isn't moving. Collect the Scooby Snacks, and jump the next platforms until you reach the third Checkpoint.

Checkpoint

Kill the Mummy, and then after jumping onto the platform, smash the vase for a Pie. Jump to the next platform, kill the Mummy, and then grab the Scooby Snacks and two Pies in the vases up ahead. Attack the next Mummy, jump the gap, break the vase for a Hamburger, attack the Mummy on the platform in front of this platform, and double jump to the platform in front of you. Then throw a Pie at the Bat, smash the vase in front of you and to the left for a Pie and Hamburger, and jump back to the hallway. Kill the Bats and Cobras, and smash the vases for two Pies and a Hamburger.

Grab the fourth Checkpoint up ahead.

Checkpoint

Jump the moving platforms and collect the Scooby Snacks while avoiding the flames. Then jump some more platforms, kill the Bat and Cobra, and smash the two vases for a Hamburger and Pie. Collect the Scooby Snacks, and smash the vase for a Pie. Grab the fifth Checkpoint after that.

Checkpoint

Jump to the platform on the left for a Hamburger. After that double jump, watching out for the boulder in the middle, and smash the vase on the right for a Chance Token (you'll need it). Jump to the platform in front of you, kill the Mummy and Bat, then jump to where the mummy was standing, and jump to the platform that is left but a little bit farther up from you. Then jump to the platform with a vase, smash it for a Hamburger, then jump to the vase to the

right of you and break it for a Pie. Kill the Mummy, smash the vase to the left of you for a Pie, and kill the Bat.

Then get the Pie in the vase to the right of you, and the Pie in the one to the left of you. After that jump to the platform in front of you, and jump to the platform in front of that one. Attack the Bat, and then smash the vase farther ahead, to the right for a Pie, collecting the Scooby Snacks along the way. Kill the two Cobras (you can reach them from here), and then double jump to the middle platform, and collect the Scooby Snacks. Grab the Scooby Snacks Box after that to complete Level 2.

End of Level 2

9.6C: Boss Level

Boss: Phantom Virus on Camel

At the start The Phantom's shield will go up and four Mummies will drop from onto the floor. Use your bounce move or throw a Pie at the Mummies to throw them off the edge. Once all the Mummies are gone The Phantom's shield will go down so throw a Pie at him.

The next attack will be the same except they will grow in size and an extra one will be added. So use the same strategy to defeat the Mummies and hit the Phantom Virus a second time. His last attack is also the same because they grow very large and another one is added. So do the same thing and attack him with the last Pie. However, right when you hit him a third time run to the left or right as he will charge at you.

Once he leaves get the Scooby Snacks Box and move on to the Amusement Park Area.

End of Sixth Boss Battle

9.7 Area 7: Amusement Park

You play for the final time, as Scooby-Doo.

9.7A: Level 1

When you start collect the Scooby Snacks and break the Chests for two Pies. Get the Scooby Snacks, while ignoring the Bunnies, and smash the next two chests for Pies. Kill the two Clowns, grab some more Scooby Snacks, and attack the next Clown. Smash the chests for two Pies and a Hamburger, get the two rows of Scooby Snacks, and smash the next two chests for Pies. After that grab some more Scooby Snacks and the Pie in the chest up ahead.

Kill the two Bunnies and get the Checkpoint after that.

Checkpoint

Jump from log to log, collecting the Scooby Snacks, and attack the Clown at the end. Then get the Scooby Snacks, and the Pie and Hamburger in the chests. Get more Scooby Snacks across the bridge and kill the Bunny. Grab even more Scooby Snacks, and the Pie in the chest, and then get the second Checkpoint up ahead.

Checkpoint

Again jump each log, getting the Scooby Snacks and Chance Token, and at the end collect more Scooby Snacks. Then kill the Clown. Smash more chests for Pies, attack the Clown, and get the Scooby Snacks and the two Pies in the chests ahead of you. When you go in the Haunted House, get the Hamburger in the chest, and the Scooby Snacks. Now there is a platform up ahead. Walk on it and wait until it takes you down to the third Checkpoint.

Checkpoint

Collect the Scooby Snacks, and kill the Vampire. Then immediately attack the middle Bat and smash the chest for a Hamburger. After going past the first swinging blade, kill the Ghosts, smash the chest for another Hamburger, and kill the next Vampire. Jump past the next swinging blade, and after turning around the corner jump the next Blade, kill the Vampire, and get the Scooby Snacks. Jump the gap, kill the Vampire, and after climbing the stairs get the fourth Checkpoint.

Checkpoint

Grab the Scooby Snacks and the Pie and Hamburger in the chests, then throw a Pie at the Clown. Smash the chests for another Hamburger and Pie, get the Scooby Snacks, and attack the next Clown. Up ahead, kill the Bunnie and Clown, then get the Scooby Snacks and Pie in the chest. Attack the next Clown, collect the Scooby Snacks, and throw a Pie at the Clown ahead of you. Break the chests for two Pies and a Hamburger, and climb the stairs.

At the top, smash the chest for a Hamburger, and get the Scooby Snacks, and Chance Token. Then grab a few more Scooby Snacks, kill the Clown, and get the Box of Scooby Snacks to end the level.

End of Level 1

9.7B: Level 2

When the level starts get the Scooby Snacks and two Pies in the chests up ahead. Once you enter the maze if you want to get everything in here go ahead. But if you just want a straight-forward path to the first Checkpoint then follow these directions.

Go straight forward and go left at the second opening on the left. Then go right at the first opening on the right which will put you back in the middle. After that go to the next opening on the right and get the first Checkpoint. Just remember to kill the Roses along the way.

Checkpoint

Get the Scooby Snacks, and the two Pies, and Hamburger in the chests ahead. Then in the next maze go right twice so you are on the right path, then at the end go left twice to go on the left path. After that Double Jump while in the air from the catapult to get through the large gap. Then again go right, left, and right again to reach the second Checkpoint.

Checkpoint

Double Jump the next Catapult, then the one in the middle path, and then the

one in the left path. After that kill Roses and grab Items until you exit the maze. Once you exit collect the Scooby Snacks and the next Checkpoint up ahead.

Checkpoint

In the Castle, get the Scooby Snacks, jump the gap, and kill the Castle Spearmen and Archer. Climb the stairs while grabbing the Scooby Snacks and attack another Archer and Castle Spearmen. Then jump the moving logs, get the Scooby Snacks, and climb more stairs. When you get to the top kill the Castle Spearmen, get the three Scooby Snacks, and smash the chests for a Hamburger and Pie. Then get the Checkpoint.

Checkpoint

Double Jump the next catapult, kill the Knight when he gets tired, and jump the next Catapult. Collect the Scooby Snacks, jump three more rows of moving logs, and smash the chests for two Hamburgers. After you climb the stairs, get the Scooby Snacks and the fifth Checkpoint around the corner.

Checkpoint

Kill the two Archers and Knight, then jump the Catapults until you reach the next Knight. Attack him, and jump the next Catapult to reach the sixth Checkpoint.

Checkpoint

Attack the two Castle Spearmen and the Archer at the bottom of the stairs. Then climb the stairs, collecting the Scooby Snacks and Pie in the chest. When you reach the top, throw a Pie at the two Archers and Knight, and jump the Catapults. Then smash the chest for a Chance Token, jump more Catapults, and kill the Castle Spearman and two Knights when you land. After that get the Scooby Snacks Box to end the level.

End of Level 2

9.7C: Boss Level

Boss: Phantom Virus

For the Phantom Virus's first attack he will teleport to the middle of the Area and move around as if he is making an eight. Then he will flip and charge at you, doing this about five times. I suggest only dodging when he charges at you so you don't get badly damaged. When he stops throw a Pie at him.

For his second attack he will throw lighting down at you. However, just run around the edge of the room to easily dodge them. When he splits into three they will spin around you, flip, and charge at you, but only once. Again do what I said for the first attack and you should be fine. Then they will come closer to you so hit one with a Pie.

He will grow a bit big before his final attack. This attack is him slowly charging at you and hitting you with his right hand. He does this five times. For this attack dodge by heading to where his left hand is but not directly at him and when you get your chance hit him with a final Pie.

Grab the final Box of Scooby Snacks to end the Game.

End of Last Boss Battle and Game!

10. Enemies

The Enemies of the game will be listed in Alphabetical Order, but the Bosses will be last.

10.1 Area 1: Classic Japan

Martial Arts Fighters, Ninjas, Samurais, Speared Soldiers, Sumo Wrestlers, and The Shogun Boss.

10.2 Area 2: Ancient Rome

Bone-Throwing Skeletons, Skeleton Chariots, Skeleton Spear Soldiers, Skeleton Swordsmen, and The Lion.

10.3 Area 3: Arctic Circle

Black Birds, Snowball-Hurling Seals, Somersaulting Polar Bears, and The Phantom Virus.

10.4 Area 4: Prehistoric Jungle

Crocodiles, Dinosaurs, and The T-Rex.

10.5 Area 5: The Big City

Meddlesome Skateboarders, Pesky Breakdancers, Security Guards, and The Funland Robot.

10.6 Area 6: Egypt

Bats, Cobras, Mummies, and The Phantom Virus.

10.7 Area 7: Amusement Park

Archers, Carrot-Hurling Bunnies, Castle Spearmen, Ghosts, Juggling Clowns, Knights, Vampires, and The Phantom Virus.

11. Copyright/Trademark Information

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12. Version Information

Version 0.0 (Friday, May 23, 2008) Started Walkthrough. Was able to write Copyright/Trademark Information, half of my Game/Author Info, It's on, Phantom Virus!, Controls, and The Game Screen.

Version 0.01 (Saturday, May 24, 2008) Wrote Items/Pick-Ups, and The Control Room. The rest of the day I was busy.

Version 0.10 (Sunday, May 25, 2008) Today I wrote the rest of my Game/Author Info, the Walkthrough part of my Table of Contents, added Main Menu, and Enemy list. Was also able to write Levels 1 and 2 of Classic Japan

Version 0.10 (Monday, May 26, 2008) I was busy today so I was unable to do anything.

Version 0.46 (Tuesday, May 27, 2008) I was able to finish the Classic Japan Area, and I was able to write the Ancient Rome and Arctic Circle Areas. Also I finished the first two levels of the Prehistoric Jungle.

Version 0.84 (Wednesday, May 28, 2008) I finished the Prehistoric Jungle Area. Also I finished The Big City and Egypt Areas.

Version 0.84 (Thursday, May 29, 2008) I had the Stomach Virus so I was unable to do anything.

Version 0.84 (Friday, May 30, 2008) Again The Stomach Virus prevented me from doing anything.

Version 0.98 (Saturday, May 31, 2008) With the little energy I had I was able to finish the Walkthrough.

Version 0.98 (Sunday, June 1, 2008) I was busy today so I didn't finish up.

Version 0.99 (Monday, June 2, 2008) I finish half of the Thanks part.

Version 1.00 (Tuesday, June 3, 2008) I finished the Guide.

Version 1.01 (Monday, June 9, 2008) Fixed errors that I found since it was rejected.

Version 1.10 (Tuesday, June 10, 2008) Fixed an error as soon as it was rejected again that I saw when I resubmitted it.

Version 1.50 (Wednesday, June 11, 2008) Fixed formating errors that Gamefaqs Users Prometheusx303, phisheep, and Lagoona found/suggested.

Version 1.51 (Friday, August 22, 2008) Just a small update. You might not even notice the change.

13. Thanks

I would like to thank the following people.

My Grandma ~ For buying this Game, and my Playstation One.

Myself ~ For writing this Guide.

You ~ For reading this Guide.

CJayC ~ For creating GameFAQs.

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<http://www.network-science.de/ascii/> The ASCII Generator ~ For the ASCII.

GameFAQs User: Michael Sarich and his "FAQ Hosting Sites. Good Or Bad?" Topic ~ For helping me choose which sites should host my FAQs.

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GameFAQs Help Files and The FAQ General Board ~ For helping me understand how to write s FAQ.

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The Game Manual ~ For most of the Information I put in my FAQ.

Thank You for using this guide, and I hope you use any FAQs I make in the future. :)

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~ Brian Hinkle

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