

Scooby Doo Mystery Game Script

by KFHEWUI

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This walkthrough was originally written for Scooby Doo Mystery on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

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Scooby Doo Mysteries Script

By KFHEWUI

Started August 13, 2007

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|1. Read this first|

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Welcome to my Scooby Doo Mystery Script guide. This guide covers the script for the SNES version of Scooby Doo Mystery. The Genesis and SNES versions of Scooby Doo Mystery are two different games. The Genesis version has only 2 levels,

while the SNES version has 4 levels.

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|2. Story|
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If you have the story from the instruction booklet then please e-mail me the story. I will mention you in this guide for giving me the story. See final word on information on how to contact me.

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Level 1: Mystery of The Red Ryan

(The scene starts with the Mystery Machine driving down the road. In the background are buildings and a few street lights. In the foreground, is trees and grass.)

Shaggy:- Sh.. Sh.. Ship wreck. That doesn't sound like the sort of place I'd like to spend a vacation!!

(The Mystery Machine passes by one last house then the Mystery Machine drives by a hill. After passing the hill, there is a lake in the background.)

Scooby:- Reah! R.R.Right Raggy!!

Freddy:- No need to be scared guys! It's just an empty wreck! There aren't any monsters or ghostly pirates! Just barnacles and maybe.. Some treasure!

(The Mystery Machine comes to a stop in front of a light house.)

(Scooby and Shaggy walk through a door and stop. Velma, Daphne, and Freddy walk over (from the right side of the screen) to Shaggy and Scooby.)

Shaggy: Like, isn't this the h-haunted sh-sh-shipwreck? Zoinks! No way I'm spending a day on any spooky wreck!!

Scooby: Reah! R-R-Right Raggy!!

Freddy: No need to be scared, Guys! It's only an empty wreck. Those newspaper stories are just hog wash. There aren't any ghostly pirates!

Velma: Come on gang, it's a great day to go exploring!

Daphne: Groovy! Come on Shaggy, I'll give you guys a Scooby Snack if we solve the mystery of the Red Ryan!

(After going right from beginning of the level, One-Eyed Matt appears)

One-Eyed Matt: Grrrr... Get off this ship now... I won't give you a second chance!

(One-Eyed Matt disappears)

(Go right from Matt)

Freddy: Velma can solve this mystery if we find clues for her.

(Go south from Freddy)

Velma: Hey guys, bring suspicious objects to me and I will tell you if they are clues.

(Go north two rooms from Velma)

Daphne: Hey, guys. If you get frightened come and see me and I will give you a Scooby Snack! Be careful because I only have a few!

(Show Velma the treasure chest)

Velma: A chest full of treasure... Hmmm, but what's it doing on The Red Ryan? Ill-cotton gains, I bet! You found a clue, guys! Mystery update guys... The

treasure chest inside is corroded by the sea!

(Go north from Velma)

One-Eyed Matt: I warned you to leave this ship. Now you're in for it!!

Freddy: Quick guys, bowl him over with the trolley!!

(Shaggy throws the trolley at Matt. Matt shoots backward)

Freddy: One Eyed Matt opened the door!!! Let's, explore the ship some more!

(When you talk to Daphne)

Daphne: Have a Scooby Snack!

(Go south from Treasure Map)

Freddy: Hey, guys. Go and show that map to Velma!

(Show treasure map to Velma)

Velma: A map of the local area... It has all the caves used by smugglers. Hmmm, a great clue! Mystery update guys... The local network of caves could be used for smuggling!

(Go right from Velma)

Freddy: You have all ready explored that area! Try looking outside for some clues!

(Show Velma the Pirate Bear)

Velma: Hey, guys. It's a pirate teddy! Hold on.... There's a key hidden inside! Mystery update guys... The local network of caves could be used for smuggling!

(Go east one room (from Freddy) then north 2 rooms the go left then go south)

Freddy: Hey Scoob, get something to cover the rat in the next room before Daphne sees. She hates rats!

(Show Velma the eye patch)

Velma: Hmmm... An eye patch just like that pirate wears. Hold on it has a hole to see through! Groovy clue guys!!! Mystery update guys... Any real pirate ghost wouldn't need a hole in his eye patch to see!

(Go right, in kitchen; where you get the soap, then go south then right)

Daphne: Can you guys clean up this mess on the floor, please?

(Go right from Daphne)

One-Eyed Matt: I warned you to leave this ship. Now you're in for it!!

Daphne: Throw the soap at One Eyed Matt!!!!

(Throw soap at Matt. Matt slides backward)

Daphne: One Eyed Matt opened the door!!! Let's explore the ship some more!

(Show Velma the scrap of paper)

Velma: A scrap of paper? Hmmm, it details the wrecks in this area that have been robbed recently! Great clue, guys! Mystery update guys... Any real pirate ghost wouldn't need a hole in his eye patch to see!

(Go right one room from Velma)

Freddy: Hey, guys. This gun powder, and these matches will let us open that locked door! Follow me to the door.. And stay close!!!

(Follow Freddy to the locked door)

Freddy: Hey, guys. Stand back, I'm going to blow the door.

(After blowing open the door)

Freddy: Good work guys! Now we can explore some more of the ship!

(Go through the door)

Freddy: Hey, guys. This is an electronic door. We need something to open it!

(Return with the generator and power cable)

Freddy: Hey, guys. This is an electronic door. We need something to open it!
Great, guys. Maybe we can power the door lock with the generator. Hmmm, we may need something to connect it to the power line. That power cable is just what we need.

(The lights start flickering)

ZZZ..Z.ZZZZ.Z...

Freddy: It worked! The door is open now.

(Show Velma the gold bar)

Velma: A bar of gold, hmmm, and it's still warm! I bet that peg leg pirate melted down stolen gold! It's a great clue! Good work guys, I think we can solve this mystery! Now go and see Freddy!

(Go left one room from Velma)

Freddy: Great work, guys! Now we have to build a trap to catch that pretend pirate! Find these trap items... I've seen them nearby. Bring them to me, so I can build the trap!

(The blue prints come up. Written at the top of the plans is Trap Plans for the Pesky Pirate. The trap is a teddy bear on a rug that covers a trolley. Written besides the Teddy Bear is Teddy Bear (lure). Written besides the rug is rug (obscuring trolley). Written underneath the trolley is Pirate's trolley.)

(Give Freddy the trap items)

Freddy: Great, guys. This will take his feet out from under him! (Talking about trolley) I'll cover his head with this so he can't see what he's doing!

(Talking about the rug) You hold onto the teddy and use it to entice him into our trap! Good job, guys! Now go and find one-eyed Matt and make sure he follows you into our trap! OK, guys?

Shaggy: Z-Z-Zoinks! F-F-Find the p-p-pirate and get him to ch-ch-chase us!

Scooby: R-R-Ronster, Ro-Ray-Raggy, Ro-Ray!!

Daphne: Oh, come on guys.. I'll give you a Scooby Snack!

Scooby: R-R-Rooby Rack, Reah-reah-reah!!

Shaggy: Like... I guess we're sold on the idea! Come on Scoob, let's go!

(Go left one room)

One-Eyed Matt: I warned you to leave this ship. Now you're in for it!!

(Go right)

Freddy: Hit the lights, Daphne!

(The lights go out of a few seconds. When the lights come on, Freddy is standing on the left side of the screen. Next to Freddy is Velma, who is standing to the left of the pirate. Shaggy is on the other side of the pirate and Scooby is standing behind Shaggy. Velma is on the left side of the screen)

Freddy: We did it! Here guys, have a Scooby snack for being so brave.

Velma: Well done, gang. We managed to foil One-Eyed Matt's attempt to steal the treasure and melt it down so he could sell it!!

Freddy: Now I want to find out just who's behind this mask!!

(Matt's mask is removed)

Freddy: Oh! Captain Porter! Why did you do it?

Captain Porter: No one really wanted that treasure! They were just going to exhibit it in a museum what good would it do in there! So I decided to scare everyone off the wreck with ghost stories, and get to the treasure before the museum!! I would've gotten away with it, too, if it weren't for you meddlin' kids poking your noses around!!

Level 2: Mystery at the Fun Fair

(The Mystery Machine is driving down the road. It is night time. In the background is buildings and a street lights. In the foreground are trees.)

Freddy:- I think we have all earned a well needed break.

(The Mystery Machine passes one last building then it starts passing by water.)

Velma:- Yeah. Why don't we go to the Fun Fair?

Shaggy: Like groovy. I love the Fun Fair: Hot dogs. Cotton Candy. Oh. And great rides.

Freddy:- Let's go to Bing-Bong Brothers.

Scooby: Rooby, Rooby-Roo...

(The Mystery Machine comes to a stop in front of Bing Bong Bros. Fun Fair.)

(Scooby and Shaggy walk forward and stop in front of the big top. Velma, Daphne, and Freddy walk onto the screen)

Shaggy: Like, I'm not going near a ghost train!

Daphne: Come on Shaggy, we're suppose to be relaxing.

Freddy: Hold it guys, the rides look closed.

Velma: Hey yeah! This place is dead.

Scooby: R..R..Read! R..Roikes!

Freddy: Hey guys, there's a sign!

Velma: It says the Fun Fair is closed due to a ghost!

Scooby: R-R-R-Rhost!!!

Velma: Looks like another mystery!!

Shaggy: Like, th.. That's good news? Gulp!!

Freddy: We'll get to the bottom of this!

Velma: Come on guys, let's find some clues!

(Velma, Daphne, and Freddy walk off)

(Go north from entrance then go right)

(Clown appears)

Clown: Leave the Fun Fair now, or never leave again...

(Clown disappears.)

(After picking up key)

Daphne: Hey guys, you found a key! Now go and talk to Freddy.

(Go south then left)

Freddy: Well done, guys! Now we can investigate more of the Fun Fair.

(Go north 2 screens then go right)

(Clown appears)

Clown: I warned you kids to leave the Fun Fair!!!!

(Show Velma the newspaper)

Velma: A local newspaper. The cover reads 'Fun Fair failing due to attendance. This clue reveals the fair's in deep trouble! Mystery update guys... Hmmm... Who would want to close the Fun Fair?

(After getting the doll from crane game)

Velma: Well done, guys. You've won a doll!.. Hold on. There's some sort of a pass inside! Show this to Freddy!

(Go south from Velma then right)

Freddy: You're doing well, guys! The pass allows us to search some more of the Fun Fair!!

(Show Velma the clown mask)

Velma: Hey guys, you found some spare clown masks! Mystery update guys...
Hmmm... Who would want to close the Fun Fair?

(Show Velma the clown shoes)

Velma: Big floppy clown shoes. Oh yuck!.. They're covered in ice cream!.. The clown must hide in the ice cream van! Great clue, guys! Mystery update guys...
What would a ghost need with a spare mask?

(After getting key on the crazy slide)

Freddy: This key will open up another area of the Fun Fair..

(Show Velma the mop)

Velma: A mop! That evil clown's hair looked like a mop. Hold on, there are pieces of balloon caught in it. Hmmm, a clue! Mystery update guys... A real ghost doesn't have to put a mop on it's head for a wig!

(At the entrance of the big top)

Freddy: Hey guys, that welding gear will allow us to break the lock!!!

(Show Velma the letter)

Velma: A letter for the old janitor... It says he was fired for putting visitors in danger. It's an excellent clue, guys! Mystery update guys... Why would a ghost clown need a spare red nose?

(Go right after talking to Velma)

Velma: Hey guys, I found this key! See if you can use it any where!

(Leave trailer)

Velma: You found a clown costume just like the evil clown's... With this clue I think we can solve the mystery!

(Velma walks off, and Freddy walks over)

Freddy: Well done, guys. You found all the clues! Now we can build a trap to catch the evil clown. Collect the items and bring them to the big top.

(Blueprints come up. Written at the top is Trap plan for the evil clown. The page shows a cannon with a long string and a X. Two arrows are pointing to the mouth of the cannon. Written above one of the arrows is cannon ball, and written above the other arrow is gun powder. At the end of the string is an arrow. Written above the arrow is matches. Above the X is an arrow, and written above the arrow is glue.)

(After trapping the clown)

(Daphne is standing on the left side of the screen. Next to her is the clown. Shaggy is standing next to the ghost and Scooby is behind him. Velma is standing next to Shaggy, and Freddy is standing by Velma.)

Daphne: We've got him, guys!

Velma: Now that cunning clown can't con any more! And the Fun Fair can get back its reputation back.

Freddy: Now, just who's hiding in this clown costume!

(The clown's mask is removed)

Freddy: Just as I thought, Mickey Mindang, Bubba's ex-janitor!

Mickey: The fair is in my blood, but my family tradition was wiped out when my grandfather died trying to save his job. My nephew helped with the hauntings. We planned to close this place, and buy it back at a reduced price!! And it would've worked if it weren't for you crazy kids!

(The Mystery Machine is driving down the road. In the background is a swamp. In the foreground, is trees and fog.)

Shaggy:- I can't wait 'till we find this lake. Boy. Do I love fried fish with French fries!

Freddy:- This road is getting worse. I can hardly see the road!

Daphne:- Drive carefully, Freddy. We don't want to have an accident.

Freddy: Don't worry. Daphne I'm an expert driver.

(The Mystery Machine comes to a stop. There is a sign in front of the Mystery Machine that says Swamp.)

Velma:- Hey! This isn't a lake. It's a Swamp!

(A monster appears behind the Mystery Machine)

Scooby:- Ro-Ro-Ronster!

Shaggy: Where? Scooby?

Scooby:- R-R-R-Rere!

Shaggy:- Zoinks! It's a black oily thing!

(The Mystery Machine starts driving down the road. The monster chases, but is quickly left behind.)

Freddy:- It's OK gang. We're past it now. Hmmm. This all seems a bit fishy to me.

Velma: Look. An old man. Let's see if he knows what is going on.

(The Mystery Machine comes to a stop.)

Freddy:- OK. Velma.

(An old man walks over to the Mystery Machine.)

Grumper:- If Dean Drabwell finds you. You'll be in for it!

Freddy: Dean Drabwell. Who's that?

Grumper:- He owns most of the land around here. But not this piece! It's mine and I'll never sell it!

Freddy:- We saw a monster back there. Have you ever seen it?

Grumper:- I've seen many strange things in the swamp over the years. You should leave. Now. Get off my land!!!

(The Mystery Machine drives off screen to the right. The scene switches over to a picture with a hill with a house on the top of the hill. There is also a dirt road leading up to the house. To the left of the screen is a tree and grass. Written under the picture is The ranch of Dean Drabwell.)

(The level starts with Freddy talking)

Freddy: I wonder why Dean Drabwell is so keen to buy the old man's land.

Shaggy: Like yeah, who would want this place. It's really creepy...

Scooby: Reah, reepy!

Freddy: Come on, guys. Lets look around.

(Freddy walks off)

Shaggy: Hey, Scoob! Do you think the General Store has some food?

Scooby: Reah, rood!

(Go right)

(The Tar Monster appears)

Tar Monster: ROOAAAAR!

(Go right from Tar Monster)

Freddy: This General Store is abandoned. That's strange...

(Go south then right)

Daphne: Hi guys. I wonder if any of this garbage might come in handy.

(Go north then right)

Velma: Make sure you hunt around for clues, guys. We have a mystery to solve!

(Show Velma the boots)

Velma: A pair of boots, yuck! They're covered in tar! I wonder where it's all

coming from? Neat clue!

(Talk to Freddy after getting the fan)

Freddy: Hey! If I had some power I could blow away the leaves with this!

(Talk to Freddy after getting the generator)

Freddy: Great! I can use this to power the fan! OK! Now to get rid of those bothersome leaves.

(The fan will blow away the leaves)

Freddy: There they blow. If we have to use the generator again we'll need more gas.

(Go north 2 screens then go right)

Freddy: I can see a way through up a head, but I can't jump high enough to reach the lowest branch.

(Show Velma the geological sample kit)

Velma: A geological sample kit, hmmm... For analyzing soil. Someone must be interested in this land. Groovy clue!

(After passing the treetops, go right then south)

Daphne: I think I saw something around here.

(Show Velma the mask)

Velma: A sinister mask. It looks just like the tar monster! Monsters don't need masks to be scary! Groovy clue, guys!

(Show Velma the second pair of boots)

Velma: A pair of boots, yuck! They're covered in tar. I wonder where it's all coming from? Neat clue!

(Show Velma the map)

Velma: A geological map. It shows detailed exploration of this area! Why is this site being searched? It's a clue, guys!

(Show Velma the boiler suit)

Velma: A dirty boiler suit, covered in tar! Whoever wore it must've been up to their necks in it. Great clue guys!

(Show Velma the geological report)

Velma: A geological report, commissioned by Drabwell but on Grumper's land. Drabwell must be behind all this!

(Show Velma the pot)

Velma: A pot filled with tar. Hmmm, it could be a good disguise if you painted yourself in it! Yuck! A sticky clue, guys!

(After showing Velma all the clues)

Velma: That's it! I think I understand what's going on here!

(Go left)

Freddy: We need to catch this crook, and I have a plan! Here's my plan, guys!

(The trap plans come up. Written at the top is Trap plan for the Tar monster. The plans show a fan connected to a generator, and there is a gas tank below the generator. Written beside the fan is fan dries out monster. An arrow is pointing to the generator. Written above the arrow is generator. There is also an arrow pointing to the gas tank. Written by the arrow is gas.)

Freddy: Come and find me at the far end of the plank bridge.

(At the far end of the bridge)

Freddy: Groovy! Now all I need is a generator to power it. (Talking about the fan) Good work! All I need now is some gas for the generator. (Talking about the generator) All right! The trap is complete... (Talking about the gas tank) Good work, guys! Now all you have to do is lure him here...

(After trapping the monster)

(Velma is standing on the left side of the screen. Next to her is Shaggy then Freddy. Daphne is standing next to Freddy, and the Tar monster is standing next to Daphne.)

Velma: Great work, gang! We foiled the tar monster's scheme! Now we'll find out who the villain is behind tar monster!

(Tar monster's mask is removed)

Velma: Dean Drabwell! Oh! But why? Why did you do it?

Dean: Old Grumper's land, is worth a fortune, and he was prepared to just waste it! Well, I wasn't. So I plotted to scare old Grumper into selling his land.

Me, as the tar monster and my wife, Nina, dressed up as a zombie. And I nearly had his signature too. Until you kids started to poke your noses in!

Level 4: Mystery of Bradshaw Manor

(The Mystery Machine is driving down an old dirt road. In the background is tombstones and it is lightning. In the fore ground are trees.)

Shaggy:- Are we almost there? I'm starving.

Scooby:- Reah, rarving.

Freddy:- Relax you guys. There's a sign. Bradshaw Manor one mile.

Shaggy:- Great I can hear the kitchen calling me from here...

Daphne:- There won't be much food there Shaggy. It's been abandoned for years...

(The scene switches over and shows a manor in the background. There is a dirt road that leading up to the manor. On the left side of the scene, is a tree. It is raining and lightning.)

Shaggy:- Zoinks! Is that it?

Daphne:- It looks like the place my aunt described.

Shaggy:- She said it looked. Like. Really spooky?

Velma:- So what's the mystery here Daphne?

(The gang is standing at the front door inside the manor. Shaggy is standing on the left side of the screen. Velma is standing next to Shaggy, and Daphne is standing next to Velma. And Freddy is standing on the right side of the screen.)

Daphne: My aunt Mabel works here. She told me this house is haunted by a ghostly count! The owner J.D. Morgan, went insane! His business nearly went broke! He blames it all on Count Bagosi!

Shaggy: Like, let's go somewhere else!

Daphne: No, Shaggy. I told my aunt we would solve this mystery and that's what we're gonna do.

Freddy: ... That's right. You're not scared are you Shaggy?

Shaggy: The first sign of this Count Spaghetti and I'm going home!!

Velma: That's Count Bagosi, you dummy!

Shaggy: Whatever!... I love Italian food... Right Scoob?

Scooby: Reah right Raggy! Rooby, Rooby-Roo!

(The lights flicker then a bat flies onto the screen and disappears in smoke. When the smoke clears, Bagosi is standing there)

Count: I've cursed this house, and I'll curse you, if you don't leave now!!

(The count disappears)

Shaggy: Okay, you heard the man. Let's get going guys...

Freddy: We're not leaving until we solve the mystery...

(Go right)

Freddy: You and Scooby help Velma. I'm going to look around...

(Go right)

Velma: There's a mystery to solve here. See if you can find any clues. Remember to bring me anything that looks suspicious..

(Show Velma the blank paper)

Velma: Hmmm, high quality blank paper. This grade is only used for bank notes. It's a clue, Scoob!! Mystery update guys! Someone is using a lot of blank bank note paper.

(Go right)

(A bat appears and turns into the count)

Count: Ha! Ha! HA! You can never catch me!

(The count turns into a bat and flies through a door)

Velma: The vampire unlocked that door... Hmmm. Follow him Scoob!

Shaggy: Ahhh.. Can't we just go and have a sandwich instead?

Scooby: Reah! Randwich!!

Velma: Follow him you guys... How else are we going to solve this mystery?

(Go south)

Velma: Hi guys, have you found anything?

(Show Velma the bottle)

Velma: Printing dye. What a lovely shade of green. Hmmm... It's exactly the color of money. It's a clue, Scoob. Mystery update guys! Someone must be doing a lot of printing...

(Go north then right)

(The bat will appear then transform into the count)

Count: You're all cursed! You'll never catch me now!!

(Count runs off to the right)

Freddy: The vampire's gone upstairs!... Quick let's go after him!

(Show Velma the make-up)

Velma: Hey, make-up, I could use a dab of face powder... Oh yuck! It's stage paint, what's it doing here? It's a clue. Mystery update guys! Someone must be doing a lot of printing...

(Show Velma the bat)

Velma: A rubber bat on a string I've seen it before, but where? Hey, it was before Bagosi appeared!! It's a clue. You're doing great guys! Look at what I've found. Mystery update guys! Why would a vampire need a rubber bat and some make-up?

(Show Velma the tuxedo)

Velma: It looks like that vampire's tuxedo... Why would the vampire need a spare tux? It's a clue, guys. Mystery update guys! A real vampire wouldn't need a spare tuxedo.

(Go right)

Velma: This door is stuck. Guys. Can you help me get it open? Great! It's opening. It just needed both of us to push it.

(Show Velma the false teeth)

Velma: Some false teeth. Hey, they look like vampire's teeth... Why does a

vampire have a set of false teeth? Great clue!! Mystery update guys! Count Bagosi can't suck much blood with false teeth!

(Show Velma the printing plate)

Velma: A printing plate. This shows what the press will print... Hey, it's etched with a five dollar bill! Great clue guys! That's the last piece of the puzzle guys. Freddy will know how to trap the greedy vampire.

(Go left)

Freddy: I've got a plan to catch the vampire. We need a clever trap... This is what we need to build it.

(The blueprints come up. At the top is Trap plan for the vampire. The blue prints have a plank of wood on top of a barrel. On top of the plan is another barrel, and there is a peg holding the barrel in place. There is an arrow pointing to the peg and written besides the peg is peg. There are arrows pointing to the barrels and written above the barrels are barrel.)

(After getting the trap parts)

Freddy: That looks heavy, guys. Let me give you a helping hand! (Talking about the barrel) A small object, but vital! (Talking about the peg) Great work guys! Thanks for getting that! (Talking about the plank)
Great work, guys! I'll set up the trap and you go find the vampire.

(When you find the vampire)

Count: Ha ha ha. I've got you now! Run while you can.

(While capturing the vampire)

Freddy: Hit the lights Daphne!

(The lights go off for a few seconds. When they come back on, Velma is standing on the left side of the screen. Freddy is standing next to her, and Daphne is standing next to Freddy. In front of Daphne is Shaggy. Then in front of Shaggy is the Count Bagosi.)

Freddy: We've got him! Great work, guys!

Velma: Well guys, let's find out who the imposter is behind Bagosi!

(The vampire's mask is removed)

Daphne: Oh! J.D. Morgan! It was you all the time!

J.D. Morgan: Yes! It was me and my business partner. Our company was doomed if we didn't find some money from somewhere, that's when we started scheming to print out own. We used the ghost stories to keep people like you away... And we would have gotten away with it if it hadn't been for you crazy kids!!

Shaggy: Right, Scoob. Time for us to check the refrigerator!

Scooby: Reah, right Raggy! Rooby, Rooby-Roo!!

(A screen comes up. In the background is the Mystery Machine. Velma is standing on the left side of the screen. Next to Velma is Scooby. Shaggy is standing next to Scooby, and he has his hand on Scooby's head. Daphne is standing next to Scooby and Freddy is standing next to Daphne. The word Congratulations falls down from the top, and the U covers up Shaggy's face.

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|4. Final Word|
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4. You have the story from the instruction booklet.

Credits

I would like to thank

Acclaim, for publishing this game

Sunsoft, for making this game

Nintendo, for making the SNES

My friends

And a big thanks to CJayC for creating Gamefaqs.

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