

Part I

SCOOBY-DOO

Character Reference Guide





SCOOBY

DOOBY-DOO,

WHERE ARE YOU

WE GOT SOME WORK

TO DO NOW

SCOOBY

DOOBY-DOO

WHERE ARE YOU

WE NEED SOME HELP

FROM YOU

NOW






© 1995 Hanna-Barbera Productions, Inc.
a Turner Company.
All Rights Reserved.

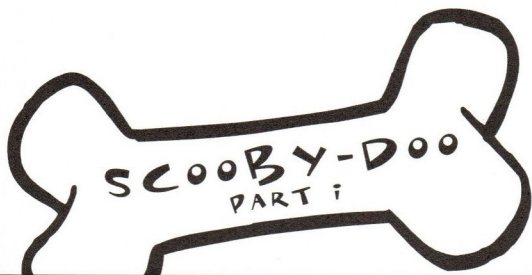
No part of the contents of this book may be reproduced or
utilized in any form or by any means, electronic or mechanical,
including photocopying, recording, or by
any information storage and retrieval system, without written
consent of the publisher.

“Scooby-Doo”®, and all related characters are trademarks
of and copyrighted by
Hanna-Barbera Productions, Inc.

First Edition 10 9 8 7 6 5 4 3 2 1
ISBN: (1-56039-400-5)
Published by Hanna-Barbera Classics, Inc.
a Turner Company.
3400 Cahuenga Boulevard
Hollywood, CA 90068-1376

Printed in the U.S.A.





CHARACTER REFERENCE GUIDE

FOUNDERS

William Hanna
Joseph Barbera

WRITTEN BY

Joe LoCicero

EDITED BY

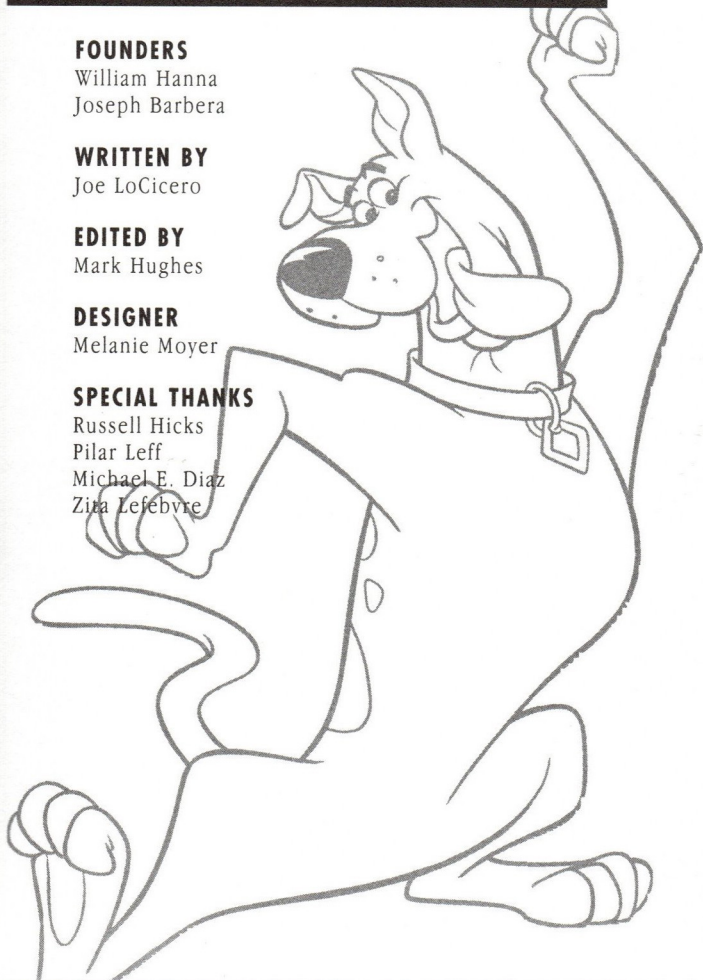
Mark Hughes

DESIGNER

Melanie Moyer

SPECIAL THANKS

Russell Hicks
Pilar Leff
Michael E. Diaz
Zita Lefebvre





CONTENTS





section
1

THE CHARACTERS

Character Profiles	1 - 14
Character Summaries	15 - 27



section
2

THE SHOW

History	28 - 37
Timeline	38 - 39
Series Fact Sheets	40 - 55



section
3

FACTS AND TRIVIA

Trivia	56 - 67
Licensing & Merchandising	68 - 69
Lyrics	70 - 76
Fast Facts	77 - 79
Ghoul Tally	80 - 87
Voice Casting	88 - 89




section
4

SHOW SYNOPSES

Scooby-Doo, Where Are You!	90 - 103
The New Scooby-Doo Movies	104 - 113

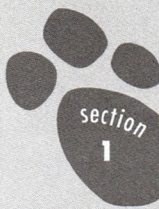
(SHOW SYNOPSES CONTINUED
IN SCOOBY-DOO PART II)





SECTION 1

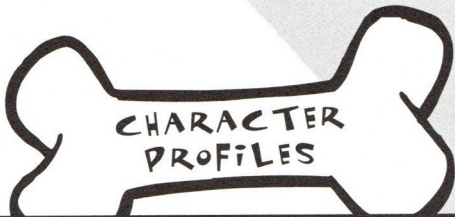




S C O O B Y - D O O

FILE OPENED: September 13, 1969
NAME: Scoobert
NICKNAMES: Scooby-Doo, Scooby
ADDRESS: The doghouse behind Shaggy's house
PHONE: 1-800-SCOOBY-SNACK
SEX: Male
AGE: 7 (in human years)
HAIR: Brown with black spots
HEIGHT: 12 paws high
WEIGHT: 70 pounds
EYES: Black
DRESS: Blue collar with gold diamond—shaped tag stenciled with the initials "SD"
FAVORITE PHRASES: ... "Scooby-Dooby-Do!" "Scooby snack?" "Relp!"
OCCUPATION: Man's best friend (Daphne and Velma's too)
CHILDREN: None
FRIENDS: Shaggy, Scrappy
RELATIVES: Scooby-Dum, Scooby-Dee, Yabba-Doo, Dooby-Dooby, Dixie-Doo, Mommy-Doo, Daddy-Doo, Rooby, Howdy and Skilly
LIKES: Scooby Snacks, pizza, ice cream and assorted junk food
DISLIKES: Anything that goes bump in the night, including assorted witches, ghouls, goblins, demons, ghosts and monsters
VEHICLE DESCRIPTION: The Mystery Machine





S C R A P P Y - D O O

FILE OPENED: September 11, 1979
NAME: Scrapy-Doo
NICKNAME: Scrapy
ADDRESS: Scooby's place
PHONE: 1-800-PUPPY-POWER
SEX: Male
AGE: 5 (in dog years)
HAIR: Brown
HEIGHT: 3 feet
WEIGHT: 40 pounds
EYES: Black
DRESS: Blue collar with a gold tag
FAVORITE PHRASES: ... "Puppy Power!," "Charge!"
OCCUPATION: Puppy
MARITAL STATUS: Single
FRIENDS: Scooby, Shaggy, Fred, Daphne and Velma

LIKES: Making a hero out of his Uncle Scooby

DISLIKES: Losing, getting into trouble
SERIES: *Scooby and Scrapy-Doo, The Richie Rich/Scooby-Doo Show, Scooby, Scrapy and Yabba-Doo, The New Scooby and Scrapy-Doo Show, The New Scooby-Doo Mysteries, The 13 Ghosts of Scooby-Doo.*



S H A G G Y

FILE OPENED: September 13, 1969
NAME: Norville Rogers
NICKNAME: Shaggy
ADDRESS: 224 Maple Street, Coolsville
PHONE: 1-800-LIKE-WOW
SEX: Male
AGE: 17
HAIR: Brown
HEIGHT: 6'0"
WEIGHT: 160 pounds
EYES: Black
DRESS: Olive V-neck T-shirt, brown jeans
and black shoes/sneakers
FAVORITE PHRASES: ... "Scooby-Doo, where are you?,"
"Here we go again!,"
"Like wow!,"
"Zoinks!"
OCCUPATION: Beatnik teenager
MARITAL STATUS: Single
FRIENDS: Scooby-Doo, Scrappy-Doo, Fred,
Daphne and Velma
LIKES: Food — lots of it — and
particularly pizza
DISLIKES: Ghosts, monsters and the
general domain of scary stuff
HEROES: Jerry Garcia, Jerry Seinfeld
**WHEN HE
GROWS UP:** Never really does
VEHICLE DESCRIPTION: . The Mystery Machine





D A P H N E

FILE OPENED: September 13, 1969
NAME: Daphne Blake
ADDRESS: 9000 Easy Street, Coolsville
PHONE: 1-800-TROUBLE
SEX: Female
AGE: 16
HAIR: Red
HEIGHT: 5'7"
WEIGHT: 125 pounds
EYES: Dark
DRESS: Eggplant-colored dress with pink stripes at the waist and hemline, chartreuse scarf, light purple head band, violet pumps with bows

FAVORITE PHRASES: ... "I don't see anything to be afraid of,"
"Ohhh, Scooby."

OCCUPATION: Beautiful teenager
MARITAL STATUS: Single, but may be betrothed to Fred
FRIENDS: Fred, Velma, Shaggy and Scooby-Doo
LIKES: A good mystery even more than Jessica Fletcher does, the spoils of wealth— like the groovy Mystery Machine, and keeping coiffed

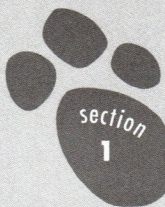
DISLIKES: Abandoning a case, the fact that — in each case — she inevitably becomes trouble's target

HEROES: Cindy Crawford, Angela Lansbury

WHEN SHE GROWS UP: Writes for a detective magazine
VEHICLE DESCRIPTION: . The Mystery Machine



CHARACTER PROFILES



F R E D

FILE OPENED:	September 13, 1969
NAME:	Fred Jones
ADDRESS:	123 Tuna Lane, Coolsville
PHONE:	1-800-CURIOUS
SEX:	Male
AGE:	16
HAIR:	Blond
HEIGHT:	5'11"
WEIGHT:	185 pounds
EYES:	Dark
DRESS:	White sweater, red ascot, blue slacks, brown monkstrap shoes
FAVORITE PHRASES: ...	"Let's split up gang," "I guess that wraps up another mystery," "Here's our plan."
OCCUPATION:	Leader of the pack
MARITAL STATUS:	Single
FRIENDS:	Shaggy, Daphne, Scooby-Doo, Velma
LIKES:	Inventing gadgets, piecing together a mystery before it is solved, being stalwart
DISLIKES:	Getting tricked by a villain
HEROES:	Harrison Ford, Troy Aikman, Michael Crichton
WHEN HE GROWS UP:	Becomes a mystery writer
VEHICLE DESCRIPTION: .	The Mystery Machine





V E L M A

FILE OPENED: September 13, 1969
NAME: Velma Dinkley
ADDRESS: 316 Circle Drive, Coolsville
PHONE: 1-800-I'M-SMART
SEX: Female
AGE: 16
HAIR: Dark Brown
HEIGHT: 4'9"
WEIGHT: 110 pounds
EYES: Dark
DRESS: Orange cowl-neck sweater, red skirt, Clark Kent-style frames and red Mary Janes

FAVORITE PHRASES: ... "Jinkies!," "Would you do it for a Scooby snack?," "I think we've got our mystery solved."

OCCUPATION: Super bright teenage detective
MARITAL STATUS: Single
FRIENDS: Scooby-Doo, Shaggy, Daphne, Fred and Scrappy-Doo

LIKES: A good intellectual challenge, reviewing the clues of a mystery after a case is solved, science class

DISLIKES: Recognizing a clue later than when it first appears

HEROES: Dr. Mae Jemison, Jodie Foster

WHEN SHE GROWS UP: Becomes a research scientist for NASA

VEHICLE DESCRIPTION: . The Mystery Machine



CHARACTER PROFILES

D U S T Y

FILE OPENED: September 25, 1982
NAME: Deputy Dusty
ADDRESS: Above the Tumbleweed Jail,
somewhere in the desert land of
the Wild West
PHONE: 1-800-I-DON'T-GET-IT
SEX: Male
AGE: 22
HAIR: Dark Brown
HEIGHT: 5'8"
WEIGHT: 130 pounds
EYES: Dark
DRESS: Denim jacket, blue jeans, white
T-shirt, gray Stetson, wire-frame
glasses and a proudly displayed,
gleaming Deputy badge
FAVORITE PHRASES: ... "What in tarnation happened to
those crazy criminals?"
OCCUPATION: Tumbleweed Deputy
MARITAL STATUS: Single
FRIENDS: Yabba-Doo, Scrappy-Doo
LIKES: Making chili, getting help from
Yabba and Scrappy in tackling
tough desperadoes
DISLIKES: The varmints who keep coming
into Tumbleweed and messing
things up, even the most
insignificant infraction of the law
HEROES: Barney Fife, Kevin Costner
VEHICLE DESCRIPTION: . A blue all-terrain vehicle,
with yellow stripes
SERIES: *Scooby, Scrappy, and Yabba-Doo*



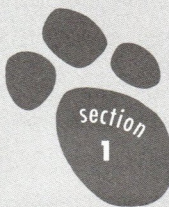
CHARACTER PROFILES

Y A B B A - D O O

FILE OPENED: September 25, 1982
NAME: Yabba-Doo
NICKNAME: Yabba
ADDRESS: With Dusty in Tumbleweed
PHONE: 1-800-CHILI-SNACK
SEX: Male
AGE: 7 (in human years)
HAIR: White with black spots
HEIGHT: 12 Paws
WEIGHT: 70 pounds
EYES: Black
DRESS: Gray Stetson, red kerchief
FAVORITE PHRASES: ... "Yippidy Yabbadie Doooo!", "Well I'll be a coyote's cousin!"
OCCUPATION: Assistant Deputy,
Uncle to Scrappy-Doo
MARITAL STATUS: Single
FRIENDS: Dusty, Scrappy-Doo
LIKES: Chili snacks, Dusty's chili (the hotter the better), helping Dusty out of scrapes, caring for Scrappy, roarin' Wild West adventures
DISLIKES: Thieves and scoundrels taking advantage of Deputy Dusty
SERIES: *Scooby, Scrappy and Yabba-Doo*



CHARACTER PROFILES



S C O O B Y - D U M

FILE OPENED:	September 11, 1976
NAME:	Scooby-Dum
ADDRESS:	Ma and Pa Skillet's house in Hokefenokee Swamp, Georgia
PHONE:	1-800-FUNKY-FRITTER
SEX:	Male
AGE:	7 (in human years)
HAIR:	White with black spots
HEIGHT:	12 Paws
WEIGHT:	70 pounds
EYES:	Black
DRESS:	Red collar around his neck and a red fishing hat that fits squarely over his ears
FAVORITE PHRASES: ...	"Scooby-Dooby-Dum," "Uhhhh," "Duhhhhh."
OCCUPATION:	Hapless hound
MARITAL STATUS:	Single
FRIENDS:	Ma and Pa Skillet, Scooby-Doo, Shaggy, Fred, Daphne and Velma
LIKES:	Funky Fritters, Fenokee Fizz, visits and hugs from Scooby, dreams of becoming a police dog
DISLIKES:	The Gator Ghoul and other ghosts and goblins
SERIES:	<i>The Scooby-Doo/Dynomutt Show, Scooby's All-Star Laff-A-Lympics</i>





S C O O B Y - D E E

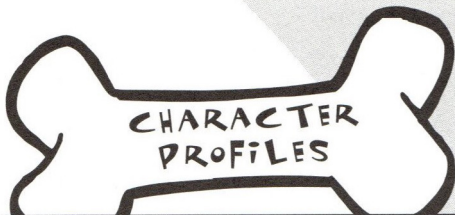
FILE OPENED:	September 11, 1976
NAME:	Scooby-Dee
ADDRESS:	Hollywood
PHONE:	1-800-I'M-A-STAR
SEX:	Female
AGE:	7 (in human years)
HAIR:	Snow-white
HEIGHT:	10 Paws
WEIGHT:	50 pounds
EYES:	Violet
DRESS:	Pink collar with a gold heart
FAVORITE PHRASES: ...	"Fiddle dee dee!"
OCCUPATION:	Glamorous, gentle leading actress
MARITAL STATUS:	Single
FRIENDS:	Scooby-Doo, Scooby-Dum, Shaggy, Fred, Daphne and Velma
LIKES:	Attention from Scooby-Doo and Scooby-Dum, receiving film awards like the Golden Rover
DISLIKES:	Problems on the set
SERIES:	<i>The Scooby-Doo/Dynomutt Show</i>



CHARACTER PROFILES

V I N C E N T V A N G H O U L

FILE OPENED: September 14, 1985
NAME: Vincent Van Ghoul
ADDRESS: Forbidding castle
PHONE: 1-800-WARLOCK
SEX: Male
AGE: Ageless, since he is a warlock, but looks to be about 65 in human years
HAIR: Black with a white streak running through the center of his scalp
HEIGHT: 10 Paws High
WEIGHT: 170 pounds
EYES: Blue
DRESS: Black cape with gray collar; a ruby-encrusted gold medallion hangs around his neck
FAVORITE PHRASES: ... "Only you can return the demons to the chest."
OCCUPATION: Boss, Mentor, Mission-giver, Soothsayer, Warlock
MARITAL STATUS: Single
FRIENDS: Scooby-Doo, Shaggy, Daphne, Flim Flam and Scrappy-Doo
LIKES: His crystal ball, giving orders, catching demons, nightmares, horrorscopes
DISLIKES: The 13 Ghosts plaguing the world since being unleashed from their locked box; Weerd and Bogel
SERIES: *The 13 Ghosts of Scooby-Doo*



F L I M F L A M

FILE OPENED: September 14, 1985
NAME: Flim Flam
ADDRESS: Roams the world, but Mystery Machine based
PHONE: 1-800-IDEABOY
SEX: Male
AGE: 11
HAIR: Black
HEIGHT: 4'3" (pint-sized)
WEIGHT: 65 pounds
EYES: Black
DRESS: Yellow sweat suit, red sneakers
FAVORITE PHRASES: ... "I've got an idea!"
OCCUPATION: Diminutive con artist and detective
FRIENDS: Scooby-Doo, Shaggy, Daphne, Scrappy-Doo and Vincent Van Ghoul
LIKES: Devising schemes, giving the gang orders he believes are brilliant
DISLIKES: Weerd & Bogel
SERIES: *The 13 Ghosts of Scooby-Doo*



W E E R D & B O G E L

FILE OPENED: September 14, 1985

NAMES: Weerd, Bogel

ADDRESS: Wherever a demon is

PHONE: 1-800-LUV-2-AGGRAVATE

SEX: Male

AGE: Hundreds of years old

HAIR: Weerd sports a spikey coif while Bogel barely sprouts two strands

HEIGHT: Hard to measure since they are ghosts, but Weerd towers and Bogel squats

WEIGHT: 65 pounds, each

EYES: Dark

DRESS: Pasty, white, protoplasmic, amorphous shrouds

FAVORITE PHRASES: ... "Let's get 'em!"

OCCUPATION: Troublemaking ghosts

MARITAL STATUS: Both are single

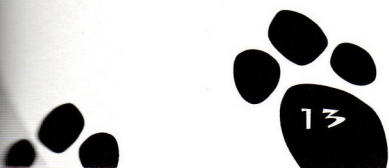
FRIENDS: Each other — most of the time

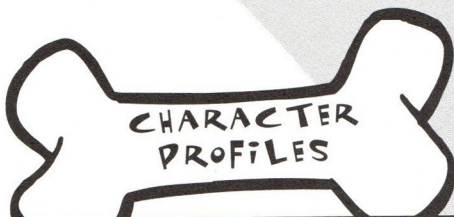
LIKES: Getting the Scooby-Doo gang into trouble, opening up and releasing the contents of the Chest of Demons

DISLIKES: Vincent Van Ghoul, Scooby-Doo, Shaggy, Daphne, Flim Flam and Scrappy-Doo

HEROES: Laurel & Hardy, Abbot & Costello, Siskel & Ebert

SERIES: *The 13 Ghosts of Scooby-Doo*





R E D H E R R I N G

FILE OPENED:	September 10, 1988
NAME:	Red Herring
ADDRESS:	Trouble Trace in Coolsville
PHONE:	1-800-GO-FISH
SEX:	Male
AGE:	12
HAIR:	Red
HEIGHT:	4'7"
WEIGHT:	102 pounds
EYES:	Black
DRESS:	Army-like fatigues and sleeveless jacket, white T-shirt
FAVORITE PHRASES: ...	"I didn't do it."
OCCUPATION:	Neighborhood bully
FRIENDS:	None — it comes with the territory
LIKES:	His bicep-emblazoned tattoo, denying accusations
DISLIKES:	Freddy Jones
HEROES:	Darth Vader, the cast of <i>Married...with Children</i>
SERIES:	<i>A Pup Named Scooby-Doo</i>

CHARACTER SUMMARIES

S C O O B Y - D O O

section
1

A huge, lumbering Great Dane, Scooby-Doo typically covers with fright as the mascot of Mystery, Inc. Lovable but chicken hearted, Scooby must be coaxed into scary situations with the promise of a Scooby Snack — usually delivered from brainy pal Velma. Though afraid of monsters, ghouls, witches, ghosts — and his own shadow — Scooby finesses his way through mysteries as an accomplished thespian. His cowardly spirit may actually usurp his acting abilities. For instance, he may fake an illness to avoid being sent on a really scary assignment. Fortunatley, Scooby always moves past his fright and helps his friends in solving cases, often performing his way out of thrilling encounters. Once entrenched in a mystery, Scooby employs his acting skills with comedic flair, as the teenagers sometimes disguise him in human-like costumes to aid in their investigations. Closest to Shaggy in the throng of teens surrounding him, Scooby and the beatnik consume mass quantities of food, ranging from mango milkshakes to pepperoni pizzas. Their insatiable appetites help fuel them for an endless string of classic chase scenes with a soon-to-be-unmasked villain.

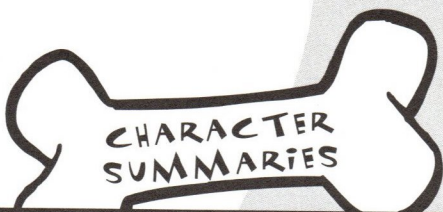


CHARACTER
SUMMARIES

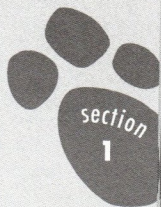
S H A G G Y R O G E R S



Shaggy's furry mane gives him his colorful name. A lanky and clowning dimwit, Shaggy and his sloppy appearance, with ragged T-shirt, jeans and sneakers, could have been a forerunner of the '90's grunge look. He also could be called the human version of Scooby since this gangly teen quivers at the sound of his own squeaking shoes. Perpetually hungry, he would rather dive into a smorgasbord than a new case. He sports a soup spoon in his rear pocket as a symbol of his continuing appetite for food, and often finds himself competing with Scooby for any available cuisine. Although Shaggy never wants to be a part of solving mysteries, he always musters up his courage and does his part in accompanying his friends on every investigation. Shaggy's slang speech carries such phrases as "you buzzed," "outta sight," "no way man," "groovy" and his perennial prefix "like." As an amateur ventriloquist, Shaggy can sometimes give unsuspecting villains the notion that Scooby-Doo speaks. This trick causes even more confusion to reign as Mystery, Inc. — in their gaggle of adventures — encounters an assortment of scoundrels bewildered by Shaggy's ploys.



CHARACTER SUMMARIES



FRED JONES

The 16-year old leader of Mystery, Inc., Fred uses his instincts and insatiable curiosity to lead his fellow detectives into strange places they would ordinarily never enter under any circumstances. His all-American good looks and football player-like agility posture Fred as the group member most-likely-to-succeed-as-the-person-in-charge. In addition to his superior sleuthing, Fred ranks as an amateur "Rube Goldberg" inventor.

Initially in the series, his zany creations helped diffuse Mystery, Inc.'s adversaries. Even without inventions, Fred pieces together the solution to a case with common sense and clear-headed thinking. He and Velma usually put their clues together to determine the culprit. Before each case's conclusion, Fred, with his catchphrase "Let's split up, gang," doles out duties which often pair him searching for information with Daphne, and team Velma with Shaggy and Scooby. Presiding over the activities and mayhem also allows Fred to surmise "Well, I guess that wraps up another mystery," at the end of each show.



CHARACTER
SUMMARIES

D A P H N E B L A K E



A “now generation” 16 year-old teen beauty, Daphne effervesces with a resilient spirit. Though confined to the same purple, pink and chartreuse outfit, Daphne still radiates the image of a fashion plate. Her curious nature — similar to Fred’s — prompts an eagerness to venture into the unknown because she hopes to become a mystery writer. Whenever Fred’s enthusiasm languishes, her urgings for resolution rekindle the leader’s interests. Her father’s wealth allows Mystery, Inc. the privilege of using such equipment as The Mystery Machine, boats and wireless radios, among other devices. Daphne’s single drawback lies in her danger-prone nature. She is truly trouble’s target. When confronted with the choice of opening three doors, she will undoubtedly open the one with a crocodile, monster or phantom lurking behind it.

CHARACTER SUMMARIES



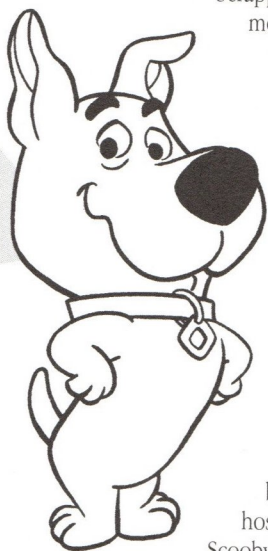
VELMA DINKLEY

The youngest member of the group, Velma projects a plain, tomboy-type presence—complete with spectacles, freckles, and cropped hair—which belies the sophisticated infrastructure of her mind. Velma's brain functions similarly to a computer, programmed to provide scientific and logical solutions to complex mysteries. No matter what perplexing clues the villain leaves behind, Velma deduces their significance. However, despite her reputation as the smartest girl in high school and her consistently correct, clever analyses, Velma rarely gets taken seriously. Her perky, inquisitive demeanor always has her doggedly pursuing the details of the next mystery.



CHARACTER SUMMARIES

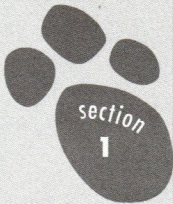
SCRAPPY - D O O



A bundle of energy badly in need of an outlet, Scrappy-Doo and his constant movement usually mean trouble — especially for Uncle Scooby. Scrappy's feistiness and courage is in direct proportion to Scooby's fickleness and cowardice. Like an adrenaline-charged, naive child, Scrappy stands ready and willing to leap, bound — and charge — into any situation. Then, as Scrappy falters in the midst of a crisis, Scooby must rescue him. Scrappy idolizes his famous uncle and often his boasts propel them both into a host of predicaments. While Scooby tries to avoid danger, Scrappy revels in it. As he powers himself into sticky situations, he is usually too busy checking into things and buzzing about to realize the peril he provokes. Yet no matter how much trouble he creates — and he creates a bundle — the gang cannot stay mad at him because he always has good intentions.

CHARACTER SUMMARIES

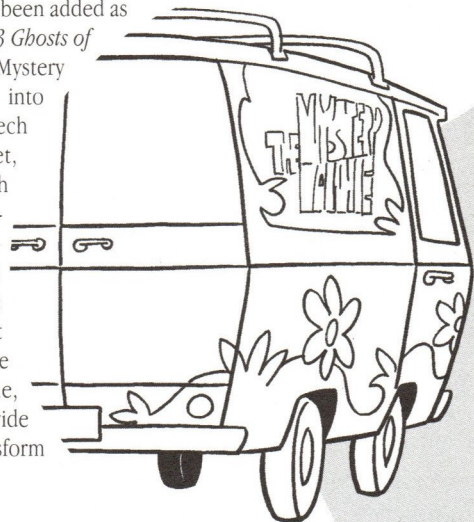
THE MYSTERY MACHINE



A wildly colorful ode to the late 1960's and early 1970's, The Mystery Machine grooves along sporting psychedelic daisies, a luggage/ski rack, and four-wheel-drive. Blue wave shapes careening up its lower sides and front and other 70's-inspired shades of aqua, teal, burnt orange and chartreuse canvassing it, The Mystery Machine has a front seat that can magically fit everyone. The vehicle's features make it a perfect accompaniment to a wealth of mystery treks, as it provides the gang's main means of transportation. Through the years, electronic equipment, control boards

and a phone have been added as options. In *The 13 Ghosts of Scooby-Doo*, The Mystery

Machine evolved into its most high-tech incarnation yet, complete with banks of monitors, computerized controls and other surveillance equipment. That series also saw The Mystery Machine, then red with a wide white stripe, transform into an airplane.



section
1

CHARACTER SUMMARIES

S C O O B Y - D U M

*(first appeared in "The Scooby-Doo/Dynomutt Show,"
September 18, 1976)*



Kin to Scooby-Doo as a Southern-bred cousin, Scooby-Dum lives in Hokefenokee Swamp, Georgia with Ma and Pa Skillet. Always as afraid as Scooby-Doo, Scooby-Dum cannot rely on thespian skills — or intelligence — to get out of scrapes. He just clings instead to Scooby-Doo, hoping the mystery will be solved as soon as possible. In the appetite arena, his fondness for Funky Fritters rivals Scooby-Doo's Scooby Snack consumption. His country accent usually includes a "golly whillickers" tone as he seems perpetually befuddled by the antics of his "citified" cousin Scooby-Doo and the Mystery, Inc. gang.

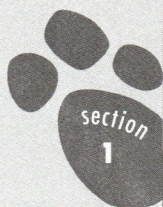
S C O O B Y - D E E

*(first appeared in "The Scooby-
Doo/Dynomutt Show,"
January 29, 1977)*

Another cousin of Scooby-Doo's, Scooby-Dee lives in Hollywood, where she works as a glamorous movie-dog actress. Batting the eyelashes adorning her violet eyes, Scooby-Dee speaks with a gentle, cultured Southern accent. Her beautiful white fur and pretty poise make her irresistibly alluring to her cousins Scooby-Doo and Scooby-Dum, who both dream of romancing her.



CHARACTER SUMMARIES



FLIM FLAM

(first appeared in "The 13 Ghosts of Scooby-Doo,"
September 14, 1985)

A pint-sized con, Flim Flam helps Scooby-Doo, Shaggy and the gang chase ghosts and goblins back into the Chest of Demons. Always ready with an idea that seldom works, Flim Flam and his grand ideas are at odds with his diminutive stature. Happy to be part of the gang, Flim Flam uses his insatiable curiosity to weasel in and out of cases. His compact nature makes him the perfect choice for getting in and out of jams, providing the bait for a creature to chase.



CHARACTER SUMMARIES

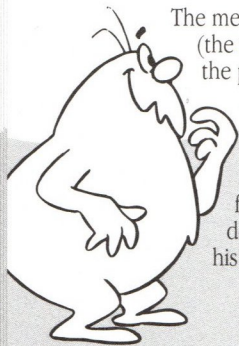
Y A B B A - D O O

*(first appeared in "Scooby, Scrappy and Yabba-Doo,"
September 25, 1982)*

A western version of Scooby-Doo, Yabba-Doo wears a big-brimmed cowboy hat and speaks with a decisive drawl. Unlike the frightened and timid Scooby, Yabba-Doo is always rarin'-to-go and lassoes a heap of problems by charging headlong into situations. Speaking of lassoes, Yabba usually gets one wrapped around himself or an item it was never intended to corral. Yabba may boast of single-handedly rounding up a herd of wild buffalo and fighting off a pack of snarling coyotes, but that expertise never seems to be unleashed when fending off villains, as he crashes into closed doors, falls into open holes, and gets his feet stuck in buckets. Despite his clumsiness, Yabba provides inspiration to his cousin Scrappy, who intently listens to — and then somehow learns — the ways of the Wild West. Chili Snacks, like his cousin's Scooby Snacks, give him the ammunition he needs to ward off danger.

W E E R D & B O G E L

*(first appeared in "The 13 Ghosts of Scooby-Doo,"
September 14, 1985)*



The mean-spirited Laurel & Hardy of the other world, Weerd (the tall one) and Bogel (the short one) do their best to foil the plans of Vincent Van Ghoul, Scooby and the others. Always in cahoots with the Chest of Demons ghoul whom Scooby and the gang are pursuing, Weerd (the thin one) and Bogel (the chubby one) demonstrate their inimitable lunacy by botching the demons quest for freedom. Bungling, fumbling, buffoons, the duo despise Scooby and his good intentions, and always hope his failure will fuel their success — though it never does.

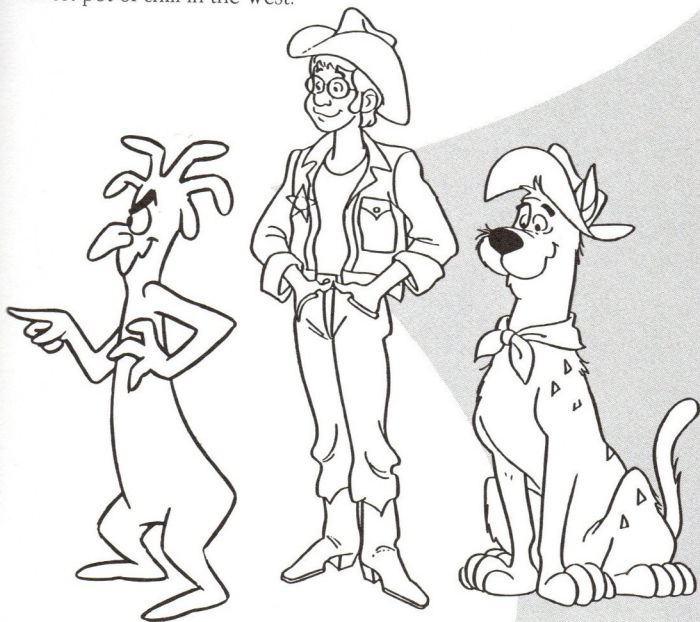
CHARACTER SUMMARIES

DUSTY

section
1

(first appeared in "Scooby, Scrappy and Yabba-Doo,"
September 25, 1982)

A dead ringer for Shaggy, Dusty prefers a neater haircut, dons glasses and speaks with a twang. His zest for fear compares favorably with Shaggy's. Though he wears his deputy badge with pride — and will not tolerate the slightest infraction of the law — Dusty lacks the real courage to back his commitment. Faced with a pack of desperadoes, Dusty must always depend on Yabba and Scrappy to carry him through with *their* abundant supply of bravado. Dusty's culinary charm proves to be more admirable, as — to Yabba's delight — he makes the meanest pot of chili in the West.



CHARACTER SUMMARIES

RED HERRING

*(first appeared in "A Pup Named Scooby-Doo,"
September 10, 1988)*

The town bully of Coolsville, Red Herring often becomes the prime suspect in a Scooby-Doo Detective Agency case. Freddy Jones's chief adversary, Red Herring prides himself on his menacing growl and imposing brawn. Though the gang usually resigns itself to knowing

that Red did not commit the crime, he revels in the fact that he has deterred them from the true culprit. So sure is he that they will initially blame him, Red even has been known to phone the gang from out of the country telling them he has an alibi for whatever case they are working on, since he is on vacation.

Although clues do not even indirectly or remotely point to him, Red has Freddy's undying devotion: Freddy, in hopes of one day catching Red in the act, always assumes his archnemesis has committed the crime in question.



CHARACTER SUMMARIES

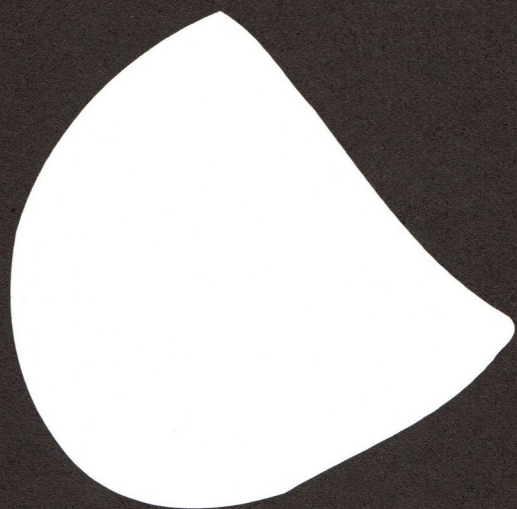
VINCENT VAN GHOUL

section
1

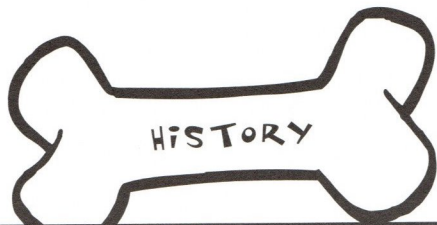
(first appeared in "The 13 Ghosts of Scooby-Doo," September 14, 1985)

A mystical mentor, Vincent Van Ghoul tackles the obstacles facing Scooby, Shaggy, Daphne, Velma and Flim Flam with relish, as he mentally maneuvers around the antics of the Chest of Demons escapees. Typically droll and sour, Vincent could generally be regarded as cranky and mean-spirited. Yet his help always comes through for the gang when they most need it, revealing him gentle and warm at his core. As a warlock, he has lived for centuries, and he treasures the comforts of his creaky castle and his prophetic crystal ball.





SECTION 2



TV'S TOP DOG: SCOOBY-DOO HISTORY

section
2

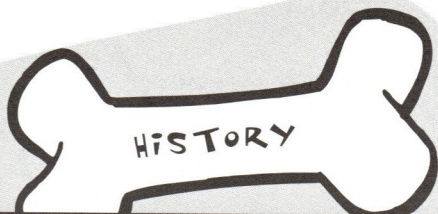
As *Gunsmoke*, *The Adventures of Ozzie and Harriet* and *60 Minutes* have been recognized for their longevity in the networks' prime-time schedules, that same type of accomplishment can be ascribed to this Hanna-Barbera creation. Scooby-Doo bounded into television in September of 1969, became a highly-rated staple of two network's schedules, and did not end its run until 1991 — making it the longest-running cartoon in TV history.

When the character debuted in *Scooby-Doo, Where Are You!*, William Hanna and Joseph Barbera and their staff of artists were taking cartoons in a new direction. Proving to be a risky proposition, Scooby-Doo would be the first cartoon to incorporate an action-adventure format with "humans" (four teenagers) in supporting roles.



In 1969, Fred Silverman, then CBS's head of children's programming who had created the superhero sensation, wanted to bring a new look to Saturday morning TV. Networks had come under attack for violence in cartoons with such programs as *Birdman*, *Super President*, *Space Ghost*, *The Herculoids* and *Superman*.

Silverman suggested Hanna-Barbera develop a mystery show featuring whimsical teenagers. Allegedly, he envisioned it as a mix between *I Love a*



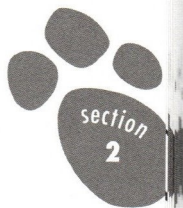
TV'S TOP DOG: SCOOPY-DOO HISTORY

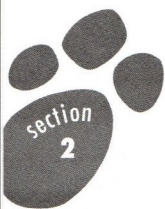
Mystery, a popular radio show in the 1940's and 1950's, and *The Many Loves of Dobie Gillis*, the Dwayne Hickman and Bob Denver 1959 - 1963 sitcom. Many of the elements drawn from these sources survived in the end product. Most prominently, the goateed character of Shaggy, a variation of beatnik Maynard G. Krebs from *Dobie Gillis*, survived in the end product.

Hanna-Barbera first developed the idea that became *Scooby-Doo, Where Are You!* as a concept of four teenagers and a dog traveling the country solving mysteries that featured monsters.

The initial presentation Hanna-Barbera crafted for CBS was full of haunted houses, monsters and eerie locations. Silverman planned to use the show as the centerpiece for the new Fall schedule. When the series—then with possible titles of *Mysteries Five* and *Who's Scared?*—was presented to the network brass, they rejected it, considering the show too scary for a Saturday morning kids audience.

Now stuck with a Saturday morning schedule with no anchor, Silverman desperately explored options to rearrange the show. According to him, he was inspired by the Frank Sinatra song *Strangers in the Night* where Sinatra improvised the refrain, "Scooby-dooby-doo." That phrase became Silverman's solution. Call the dog "Scooby-Doo," make him fun, and turn





TV'S TOP DOG: SCOOBY-DOO HISTORY

him into the show's star. The series developed into more comedy than mystery and the network bought it. In the new version, Hanna-Barbera's premier cartoon featured a teenage cast that included the all-American blond Fred, their leader; bespectacled Velma, the group's brain; pretty Daphne, trouble's target; and neo-hippie Shaggy, the squeaky-voiced, bumbling buddy. Scooby-Doo was a chicken-hearted but humorous Great Dane, coaxed into each scary situation with the promise of a Scooby Snack. The gang traveled throughout the country in their van, The Mystery Machine, on the trail of supernatural adventures.

Every episode of the classic Scooby-Doo is basically the same. The team arrives in The Mystery Machine at a foreboding spot. There, a villain looms (in a scary disguise and sometimes in conjunction with a curse) and ruins the local trade and atmosphere. Chase scenes prevail in each episode as the team splits up with Fred and Velma finding clues, Daphne falling into trouble, Shaggy and Scooby becoming hungry again, and discovering — and avoiding — the monster. Violence never occurs in their missions. With a little deductive reasoning and a lucky break by Scooby, they unravel the mystery. Fred and Velma reveal that the villain is actually a real person creating the problem. They expose the villain posing as a ghost / witch / monster demon / ghoul to scare others away from his or her greedy goal. Almost inevitably, the villains claim they would have succeeded in their evil efforts "If it weren't for those meddling/pesky kids and that dog."



HISTORY

TV'S TOP DOG: SCOOPY-DOO HISTORY

Scooby-Doo, Where Are You! debuted on September 13, 1969 and became an instant hit. The blend of humor and mystery — long a staple in films and TV — appealed to young audiences. The combination of inventive, scary monsters, funny characters, silly gags and real clues to solve the mystery proved endless. In its first season, the show boasted an 11.6 rating and audience shares that had never been equaled in Saturday morning television.

Between 1972 and 1974, the show was known as *The New Scooby-Doo Movies*, which continued the format and incorporated caricatured guest stars such as Sandy Duncan, Jonathan Winters, Phyllis Diller, Sonny & Cher, Jerry Reed and Tim Conway. *The New Scooby-Doo Movies* were visited by stars under contract to CBS at the time or other Hanna-Barbera original or licensed characters. For instance, Don Knotts appeared in a spoof on *Mayberry RFD* as a policeman who enlisted the gang in solving a mystery. Sandy Duncan (*Funny Face*) needed help with demons on the set of her movie, a Dr. Jekyll and Mr. Hyde remake. Sonny & Cher (*The Sonny & Cher Comedy Hour*) were trying to take a vacation when their spooky hotel appeared terrorized by a shark monster. Guest-starring cartoon stars included Josie and the Pussycats, Speed Buggy, Batman and Robin, and Jeannie.



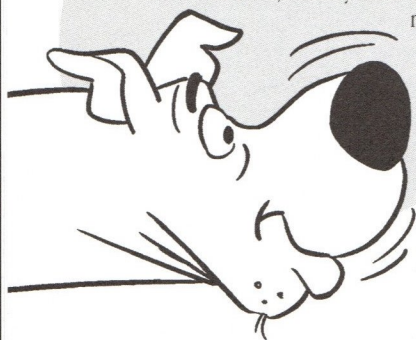


TV'S TOP DOG: SCOOPY-DOO HISTORY

section
2

The New Scooby-Doo Movies ended their original run in 1974, and from then until 1976, CBS repeated *Scooby-Doo, Where Are You!* Despite the repetition, the series continued to garner high ratings, making it unnecessary for CBS to order new episodes to be produced. Wanting to continue making new segments, Hanna and Barbera sought another network to air the series.

After a seven-year run on CBS, Scooby switched to ABC on September 11, 1976. Ironically, Silverman was now at ABC, and orchestrated the move. With great fanfare and many new episodes, Scooby-Doo began anchoring the ABC Saturday morning schedule. The new, first ever 90-minute show, *The Scooby-Doo/Dynomutt Show*, paired new episodes of *Scooby-Doo* with a new series, *Dynomutt Dog Wonder*. In some of Scooby's stories, two of Scooby's Great Dane cousins participated in the exploits of Mystery, Inc.: Scooby-Dum, a country cousin, whose ineptness helped complicate the action, and a flirtatious female, Scooby-Dee.



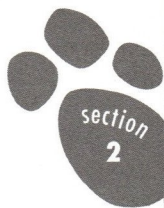
In 1977, Scooby headlined the first two-hour Saturday morning cartoon show in network history, *Scooby's All-Star Laff-A-Lympics*. The show package featured episodes of Scooby-Doo, Dynomutt and a new segment, *Captain Caveman and the Teen Angels*, which spun-off into its own program in 1980. The *Laff-A-Lympics*



TV'S TOP DOG: SCOOPY-DOO HISTORY

episodes, inspired by Silverman's success with *Battle of the Network Stars*, starred more than 45 Hanna-Barbera cartoon characters participating in track and field competitions similar to ABC's *Wide World of Sports*. The contests were staged among three teams, the Scooby Doobys, the Yogi Yahooeys and the Really Rottens. The show was trimmed to 90 minutes in 1978 and renamed *Scooby's All Stars*.

In 1979, Scooby-Doo was teamed with a new partner, his feisty puppy nephew Scrappy in *Scooby and Scrappy-Doo*. The overly zealous pup, with his battle cry of "Puppy Power!" instigated a wealth of trouble for the pair in their supernatural mysteries with the gang. The series' basic premise mirrored *Scooby-Doo, Where Are You!* and Scrappy became very popular with audiences. The next season, Scrappy's presence eliminated the majority of the regular cast, as *Scooby and Scrappy-Doo* segments ran during *The Richie Rich/Scooby-Doo Show* from 1980 - 82. During that run, Scooby, Scrappy and Shaggy embarked on mystery-driven adventures — but only sometimes. Many stories were simply gag-based. For example, they would create trouble at Mardi Gras, romp around Rome, or deter the advances of a Swiss poodle. If they did solve a mystery, it was under the guise of their investigation group, the ironically-monikered Fearless Detective Agency. The format changed again in 1982 with the addition of a Wild

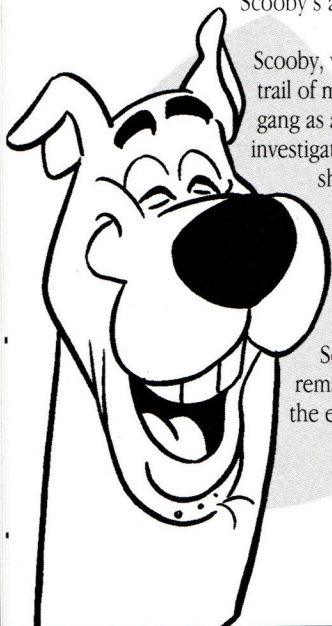




TV'S TOP DOG: SCOOPY-DOO HISTORY

section
2

West cousin, Yabba-Doo, in *Scooby, Scrappy and Yabba-Doo*. Generally regarded as a mistake in the Scooby chronicles, the show included — upon insistence from the network — three seven-minute segments. Two included Scooby, Scrappy and Shaggy in vacation-oriented adventures. Then, another segment teamed Scrappy with his cousin, Yabba-Doo. In that segment, Scrappy and Yabba helped a Shaggy counterpart, Deputy Dusty, maintain law and order in Tumbleweed. Dusty really wanted to be brave — he just could not muster the courage for it — so Scrappy and Yabba would step in and rescue him. Yabba's cry "Yippidy Yabbadie Doooo!" signaled his rarin'-to-go demeanor, as opposed to Scooby's and Dusty's sheepish natures.



Scooby, with Scrappy and Shaggy, returned to the trail of mystery in 1983 when Daphne rejoined the gang as a reporter for a teen magazine investigating mysteries. With two mysteries per show, the series was called *The New Scooby and Scrappy-Doo Show*.

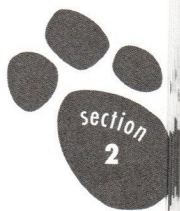
The 1984 season brought new half-hours of adventure in *The New Scooby-Doo Mysteries*. While the same characters — Scooby, Scrappy, Shaggy and Daphne — remained intact, Fred and Velma also joined the escapades for certain stories.



TV'S TOP DOG: SCOOPY-DOO HISTORY

Taking Scooby in a radical, new direction, 1985's *The 13 Ghosts of Scooby-Doo* has been acclaimed for its more serious spin on Scooby. Incorporating a harder action-adventure format, the series added characters to help and foil Scooby, Scrappy, Shaggy and Daphne. Shaggy and Daphne were slightly re-designed, and a pre-teen con artist, Flim Flam, joined the group's mystery solving. A mystical mentor, Vincent Van Ghoul (voiced by Vincent Price), guided the gang's missions and two protoplasmic poltergeists, Weerd and Bogel, tried their best to quash Scooby's success. Rather than unveiling masked villains each week, the series concerned the gang's efforts to recapture 13 of the most dangerous ghosts in the world. In the pilot episode, Scooby and Shaggy inadvertently release ghouls from the Chest of Demons, so Vincent Van Ghoul empowers them to imprison the ghosts once again. Despite the innovative concept, the series succumbed to low ratings.

However, two seasons later, the visual inspiration derived from Ralph Bakshi's *Mighty Mouse: The New Adventures* helped spawn yet another version of Scooby. This time, *A Pup Named Scooby-Doo*, which premiered September 10, 1988, featured the return of the original gang — Freddy, Velma, Daphne, Shaggy and Scooby — as 1980's hip-hop 12 year-olds residing in and solving mysteries in Coolsville. Taking joy in lampooning the original *Scooby-Doo*, *Where Are You!* and imbued with a Tex Avery style, the series enjoyed an Emmy-





TV'S TOP DOG: SCOOPY-DOO HISTORY



nominated three-season run. While the stories still centered on the original's concept, this series shined with a hip, fast-paced tone that connected with today's youth.

A *Pup Named Scooby-Doo* also expounded on the group's past. Freddy, aside from being addicted to tabloids, had a habit of being almost always wrong when it came to solving a mystery. He usually blamed the neighborhood bully, Red Herring, who never did it. Daphne's fastidiousness with fashion — including an abhorrence for all things polyester — became a running joke, and her father's wealth gave her a prima donna air. Velma carried around a computer and enjoyed maniacal runs on her motorized skateboard. Shaggy and Scooby stayed goofy and warm-hearted, though their trysts with alter egos, Commander Cool and Mellow Mutt, shaded their fear with brave tones.

In the series, many aspects of the original became a target for parody, from the revival of chase-and-song sequences to the gag of having every villain, once caught, say: "I would have gotten away with it too, if it weren't for you meddling (or pesky) kids and that dog!"

In addition to a range of series, Scooby starred in a prime-time special in 1980, *Scooby-Doo Goes Hollywood*, in which he tries to star in pictures, then decides he cannot desert his television fans. In 1987, Hanna-Barbera began a series of 10 telefilms, three of them featuring Scooby. *Scooby-Doo and the Boo Brothers* had Scooby, Shaggy and Scrappy working

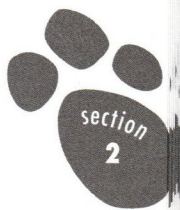
HISTORY

TV'S TOP DOG: SCOOPY-DOO HISTORY

with three wacky ghosts to find a hidden treasure. *Scooby-Doo and the Ghoul School* found the trio discovering their students are young monsters. *Scooby-Doo and the Reluctant Werewolf* followed Scooby, Scrappy and Shaggy traveling to Transylvania to find a cure for Shaggy, who had turned into a werewolf.

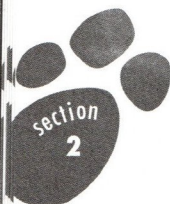
Scooby's most recent appearance was in the 1993 syndicated special, *Arabian Nights*. That show featured Scooby and Shaggy spinning tales to keep an angry shah detained.

Today, Scooby-Doo is still enjoyed by millions in nearly 50 countries, as episodes air three times daily on *The Cartoon Network*.





THE SCOOPY-DOO CHRONICLES: A SCOOPY-DOO TIMELINE



With the many different versions of Scooby-Doo that have scampered onto the airwaves, confusion can run rampant when trying to determine which version aired when. Since its debut in 1969, at least one Scooby-Doo series ran every season — and sometimes two dotted a Saturday morning schedule — all the way to 1991, except for a brief hiatus from 1986-88. His popularity spawned the first 90-minute and first two-hour Saturday morning cartoons.

1969 - 1970	<i>Scooby-Doo, Where Are You!</i> (CBS)
1970 - 71	<i>Scooby-Doo, Where Are You!</i> (CBS)
1971 - 72	<i>Scooby-Doo, Where Are You!</i> (CBS)
1972 - 73	<i>The New Scooby-Doo Movies</i> (CBS)
1973 - 74	<i>The New Scooby-Doo Movies</i> (CBS)
1974 - 75	<i>Scooby-Doo, Where Are You!</i> (CBS)
1975 - 76	<i>Scooby-Doo, Where Are You!</i> (CBS)
1976 - 77	<i>The Scooby-Doo/Dynomutt Hour</i> (ABC), later expanded to 90-minutes (the first Saturday morning cartoon of that length) and retitled <i>The Scooby-Doo/Dynomutt Show</i> (ABC)



TIMELINE

THE SCOOPY-DOO CHRONICLES: A SCOOPY-DOO TIMELINE

- 1977 - 78** *Scooby's All-Star Laff-A-Lympics* (ABC), the first two-hour Saturday morning cartoon
- 1978 - 79** *Scooby's All-Stars* (ABC)
Scooby-Doo, Where Are You! (ABC)
- 1979 - 1980** *Scooby and Scrappy-Doo* (ABC)
- 1980** *Scooby's Laff-A-Lympics* (ABC)
- 1980 - 82** *The Richie Rich/Scooby-Doo Show* (ABC)
- 1981** *Scooby-Doo Classics* (ABC)
- 1982 - 83** *Scooby and Scrappy-Doo/The Puppy's New Adventures* (ABC)
Scooby, Scrappy and Yabba-Doo (ABC)
- 1983 - 84** *The Best of Scooby-Doo* (ABC)
The New Scooby and Scrappy-Doo Show (ABC)
- 1984 - 85** *The New Scooby-Doo Mysteries* (ABC)
Scary Scooby Funnies (ABC)
- 1985 - 86** *The 13 Ghosts of Scooby-Doo* (ABC)
Scooby's Mystery Funhouse (ABC)
- 1986** *Scooby's Laff-A-Lympics* (ABC)
- 1988 - 1991** *A Pup Named Scooby-Doo* (ABC)



section
2



39



SCOOBY-DOO, WHERE ARE YOU!

- PREMIERE:** September 13, 1969
Original time slot, Saturdays
10:30 - 11:00 a.m. (ET)
- NETWORK:** CBS-TV
- MAIN CHARACTERS:** Scooby-Doo
Shaggy Rogers
Fred Jones
Daphne Blake
Velma Dinkley
- PREMISE:** With then CBS executive Fred Silverman, William Hanna and Joseph Barbera drew elements from the 1940's radio show *I Love A Mystery* with the 1960's sitcom, *The Many Loves of Dobie Gillis*, to craft a comedic mystery cartoon — the first of its kind.

According to the 1969 premiere press release (which pronounced the show "in color"): Ghostly tales of the supernatural create thrills for *Scooby Doo, Where Are You!* Scooby, a giant-sized but not too brave dog, is the mascot to a group of high school students — two boys and two girls who are fascinated by the mysterious and the occult. They have formed a

section
2



FACT SHEETS

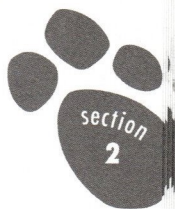
SCOOBY-DOO, WHERE ARE YOU!

club called Mystery, Inc., which seeks out and finds mystery and suspense, thrills and harrowing adventures in almost every situation...deserted mansions, ghost towns, museums and burial grounds. Although each half-hour adventure presents a real mystery, the end result is broad comedy with more laughs than chills and more fun than fear.

A chicken-hearted Great Dane, Scooby provides the catalyst to solve each mystery with beatnik teen Shaggy, stalwart group leader Fred, bespectacled, brainy Velma and danger-prone, darling Daphne.

EPISODE LENGTH: 30 minutes

NUMBER OF EPISODES: 25, with 16 additional episodes of this version produced in 1978





THE NEW SCOOBY-DOO MOVIES



PREMIERE: September 9, 1972
Original time slot, Saturdays
9:30 - 10:30 a.m. (ET)

NETWORK: CBS-TV

MAIN CHARACTERS: Scooby-Doo
Shaggy Rogers
Fred Jones
Daphne Blake
Velma Dinkley

GUEST STARS: The Addams Family
Batman and Robin
Tim Conway
Phyllis Diller
Sandy Duncan
Mama Cass Elliot
Jeannie
Josie and the Pussycats
Don Knotts
Davy Jones
The Harlem Globetrotters
Laurel and Hardy
Jerry Reed
Sonny and Cher
Speed Buggy
The Three Stooges
Dick Van Dyke
Jonathan Winters



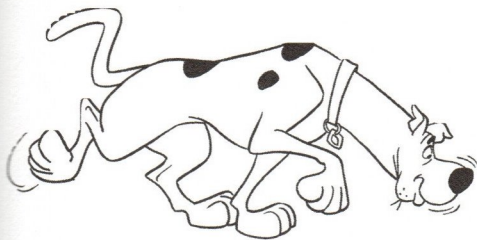
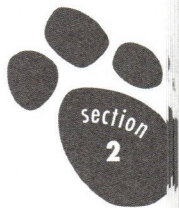
THE NEW SCOOPY-DOO MOVIES

PREMISE:

Continuing the storyline of *Scooby-Doo, Where Are You!*, *The New Scooby-Doo Movies* lengthened the concept to an hour by incorporating caricatured guest stars who teamed up with Mystery, Inc. on cases. The "living" celebrity guest stars, such as Sonny and Cher and Dick Van Dyke, provided their own voices.

EPISODE LENGTH: 60 minutes

NUMBER OF EPISODES: 24





THE SCOOPY-DOO/DYNAMUTT SHOW

section
2

- PREMIERE:** September 11, 1976
Original time slot, Saturdays
9:30 - 10:30 a.m. (ET)
- NETWORK:** ABC-TV
- MAIN CHARACTERS:** Scooby-Doo
Shaggy Rogers
Fred Jones
Daphne Blake
Velma Dinkley
- SUPPORTING CHARACTERS:** Scooby-Dum
Scooby-Dee
- PREMISE:** Moving to a new network, shorter versions of the *Scooby-Doo, Where Are You!* mystery format condensed the stories to 11 minutes each. Shown during the *Scooby-Doo/Dynomutt Hour*, which also showcased *Dynomutt, Dog Wonder*, these Scooby Doo episodes welcomed two new cast members. As Scooby-Doo's oafish country cousin, Scooby-Dum appeared in four episodes. But Scooby-Dee had less success. As a flirtatious, glamorous movie actress, her role was limited to only one appearance.
- EPISODE LENGTH:** 11 minutes
- NUMBER OF EPISODES:** 24 segments comprising 12 episodes



SCOOBY'S ALL-STAR LAFF-A-LYMPICS

PREMIERE: September 10, 1977
Original time slot Saturdays,
9:00 - 11:00 a.m. (ET)

NETWORK: ABC-TV

**MAIN
CHARACTERS:**

Scooby Doobys

Scooby-Doo, Scooby-Dum, Shaggy, Hong Kong Phooey, Jeannie, Babu, Dynomutt, Tinker, Blue Falcon, Captain Caveman, Speed Buggy, Brenda Chance, Dee Dee Sykes, Taffy Dare

Yogi Yahooveys

Yogi Bear, Huckleberry Hound, Hokey Wolf, Blabber, Snooper, Wally Gator, Augie Doggie, Doggie Daddy, Quick Draw McGraw, Dixie, Pixie, Jinks, Boo Boo Bear, Grape Ape, Yakky Doodle, Cindy Bear

Really Rottens

Mumbly, Dastardly Dalton, Daisy Mayhem, Sooeey Pig, Magic Rabbit, Dread Baron, The Great Fondoo, The Creeplys Orful Octopus, Dinky, Dirty Dalton

Announcers

Snagglepuss, Mildew Wolf





LAFF-A-LYMPICS (CONTINUED)

PREMISE:

In the spirit of the popular *Battle of the Network Stars* — top-rated specials in the late 1970's with casts from series competing against other casts, *Laff-A-Lympics* followed the exploits of three teams, the Scooby Doobys, Yogi Yahooeys and Really Rottens. Rife with slapstick among 45 characters, the show featured the teams playing games around the world in such contests as racing dune buggies and building igloos.

**EPISODE
LENGTH:**

30 minutes

**NUMBER OF
EPISODES:**

16

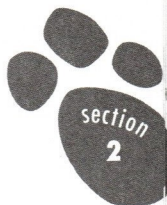


section
2



THE SCOOPY AND SCRAPPY-DOO SHOW

- PREMIERE:** September 22, 1979
Original time slot, Saturdays
11:30 a.m. - 12:00 p.m. (ET)
- NETWORK:** ABC-TV
- MAIN CHARACTERS:** Scooby-Doo
Scrappy-Doo
Shaggy Rogers
Fred Jones
Daphne Blake
Velma Dinkley
- PREMISE:** Using the same format as *Scooby-Doo, Where Are You!*, *The Scooby and Scrappy-Doo Show* adds Scooby's boisterous little nephew Scrappy to help solve the mysteries. As courageous as his uncle is skittish, Scrappy gives the gang a fresh perspective, often leading his uncle to the conclusive clue.
- EPISODE LENGTH:** 30 minutes
- NUMBER OF EPISODES:** 16





THE SCOOPY AND SCRAPPY-DOO SHOW

- PREMIERE:** November 8, 1980
Original time slot, Saturdays
as part of *The Richie Rich/
Scooby-Doo Show*
9:30 a.m. - 10:30 a.m. (ET)
- NETWORK:** ABC-TV
- MAIN CHARACTERS:** Scooby-Doo
Scrappy-Doo
Shaggy Rogers
- PREMISE:** In this Scooby and Scrappy-Doo version, Scooby, Scrappy and Shaggy sometimes veer from the mystery format for canine capers. Roving the world, these mini episodes captured such escapades as dodging an abominable Alaskan ice monster, tangling with a temperamental Cajun chef, and shirking the affections of a Swiss miss poodle.
- EPISODE LENGTH:** 7 minutes
- NUMBER OF EPISODES:** 20 episodes comprising 60 segments

section
2



FACT SHEETS

SCOOBY, SCRAPPY, AND YABBA-DOO

PREMIERE: September 23, 1982

NETWORK: ABC-TV

MAIN CHARACTERS: Scooby-Doo
Scrappy-Doo
Shaggy Rogers
Yabba-Doo
Deputy Dusty

PREMISE: Each show contained two segments starring Scooby-Doo and one showcasing Scooby's Wild West, rarin'-to-go country cousin, Yabba-Doo. The Scooby-Doo stories completely left the mystery format, trading case-solving for leisure living. The trouble-prone trio of clumsy Scooby, curious Scrappy and carefree Shaggy inevitably stumbled into comedic situations, often extricating themselves with chaotic confusion.

In each episode's final segment, Scrappy joins his western cousin, Yabba, for Tumbleweed-based adventures. They would help milquetoasty but earnest Deputy Dusty maintain law and order in the small town.

EPISODE LENGTH: 7 minutes

NUMBER OF EPISODES: 13 episodes comprising 39 segments



section
2



49



FACT SHEETS

THE NEW SCOOPY AND SCRAPPY-DOO SHOW



section
2

- PREMIERE:** September 10, 1983
Original time slot, Saturdays
11:30 a.m. - 12:00 p.m. (ET)
- NETWORK:** ABC-TV
- MAIN CHARACTERS:** Scooby-Doo
Scrappy-Doo
Shaggy Rogers
Daphne Blake
- PREMISE:** In *The New Scooby and Scrappy-Doo Show*, the trio of Scooby, Scrappy and Shaggy returned to mystery-solving. Now working as an investigative reporter for a teen magazine, Daphne Blake also re-joined The Mystery Machine-based crew, hiring Scooby, Shaggy and Scrappy as her assistants. Each show included two mystery tales.
- EPISODE LENGTH:** 11 minutes
- NUMBER OF EPISODES:** 13 episodes comprising 26 segments



FACT SHEETS

SCRAPPY-DOO

- PREMIERE:** September 8, 1984
Original time slot, Saturdays
11:00 - 11:30 a.m. (ET)
- NETWORK:** ABC-TV
- MAIN CHARACTERS:** Scooby-Doo
Scrappy-Doo
Shaggy Rogers
Daphne Blake
- PREMISE:** Basically just renaming *The New Scooby and Scrappy-Doo Show*, this series version found Shaggy, Scooby and Scrappy still mulling over mysteries with Daphne the investigative reporter. Unlike its predecessor, this incarnation invited Velma and Fred for occasional appearances. In the debut, Velma conveyed she was an apprentice scientist for NASA, while Fred told the gang he was a mystery novelist. Each episode featured two segments.
- EPISODE LENGTH:** 11 minutes
- NUMBER OF EPISODES:** 13 episodes comprising 26 segments



section
2



51



THE 13 GHOSTS OF SCOOBY-DOO

section
2

PREMIERE: September 14, 1985

NETWORK: ABC-TV

MAIN CHARACTERS: Scooby-Doo
Scrappy-Doo
Shaggy Rogers
Daphne Blake
Vincent Van Ghoul
Flim Flam
Weerd
Bogel

PREMISE: Assuming a harder, action adventure format, this inventive, imaginative take on Scooby-Doo added new characters and took the series in a fresh direction. Instead of unmasking a phony villain and exposing a scam, the story employed a clever concept: after inadvertently releasing 13 of the most dangerous ghosts in the world from their imprisonment in the Chest of Demons, Scooby and Shaggy enlist Daphne and a pint-sized con artist, Flim Flam to help them recapture the ghouls. Engaging Vincent Van Ghoul (voiced by Vincent Price), the gang actually receives assistance from the gravelly-voiced warlock, who offers them advice and premonitions from his crystal ball. On their quest, Scooby-Doo and company must always be wary of Weerd and Bogel, the two bumbling ghosts who initially tricked Scooby and Shaggy into opening the Chest of Demons.

EPISODE LENGTH: 30 minutes

NUMBER OF EPISODES: 13



A PUP NAMED SCOOPY-DOO

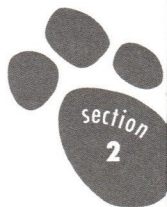
PREMIERE: September 10, 1988

NETWORK: ABC-TV

MAIN CHARACTERS: Scooby-Doo
Scrappy-Doo
Shaggy Rogers
Freddy Jones
Daphne Blake
Velma Dinkley
Red Herring

PREMISE: This new series, a "rebirth" of *Scooby Doo, Where Are You!* took the characters back to 1963, when they were kids and Scooby was a pup. The gang still solved mysteries, but this show evoked a hipper style, often mocking the time period and parodying some of the familiar icons of the original series such as mindless chases, Velma's brilliance, the final discussion of suspects and the captured villain exclaiming, "If it weren't for those pesky kids." More stylish and outrageous, the series' look paid homage to Tex Avery's outlandish style. The stories delved more into the character's personalities. Included: Freddy's addiction to tabloids and notoriety for

(CONTINUED...)



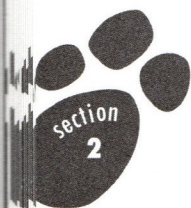


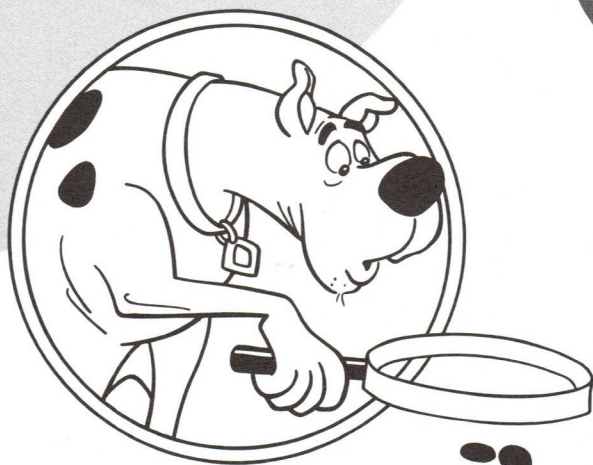
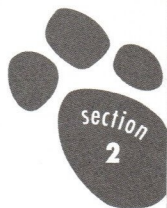
SCRAPPY-DOO

always mistakenly blaming the neighborhood bully, Red Herring; Daphne's fastidious fashion cues; Velma's maniacal turns on her motorized skateboard; and the exploration of Shaggy and Scooby's alter-egos, Commander Cool and Mellow Mutt.

EPISODE LENGTH: 30 minutes

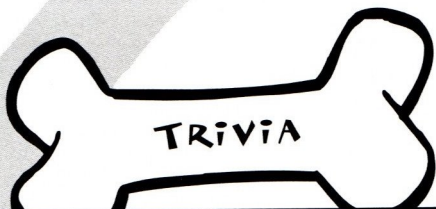
NUMBER OF EPISODES: 25







SECTION 3



TRIVIA QUESTIONS

1. When did the show premiere?
2. What singer and phrase did CBS Programming Executive Fred Silverman hear on a plane ride that helped him coin the name Scooby-Doo?



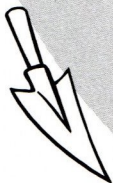
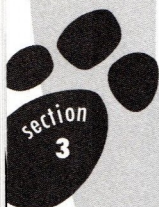
3. What series provided the inspiration for *Scooby-Doo, Where Are You!*

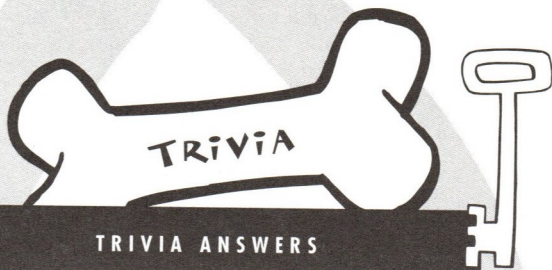


4. What were original titles for *Scooby-Doo, Where Are You!*, before refocusing the show's premise on comedy and featuring the canine as the main character?

5. What were the names of the investigating clubs that Scooby and the gang belonged to?

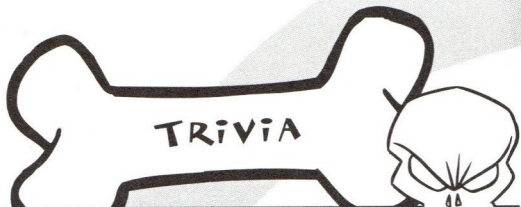
6. What were the names of the Scooby-Doo group's favorite hangouts?





1. September 13, 1969 on CBS-TV
2. Frank Sinatra singing *Scooby dooby-doo* in the song *Strangers in the Night*
3. *The Many Loves of Dobie Gillis*, *I Love A Mystery*, *Car 54, Where Are You?*
4. *Mysteries Five* and *Who's Scared?*
5. *Mystery, Inc.*, *Scooby-Doo, Where Are You?*
Fearless Detective Agency, beginning in 1980 for the *Scooby and Scrappy-Doo Show*
Scooby-Doo Detective Agency,
A Pup Named Scooby-Doo
6. MALT SHOP — *Scooby-Doo, Where Are You?*
SAM'S PIZZA — OPEN ALL NITE, *The Scooby and Scrappy-Doo Show*
LOUIE'S PIZZA PARLOR — *The New Scooby-Doo Mysteries*
FATTY'S — *A Pup Named Scooby-Doo*
7. 310 episodes comprising 230 half-hours
8. 60-minute shows — 24
30-minute shows — 111
11-minute segments — 76
7-minute segments — 99
9. 19 Versions
Scooby-Doo, Where Are You! (1969 - 1972)
The New Scooby-Doo Movies (1972 - 74)
The Scooby-Doo / Dynomutt Hour (1976 - 77)
The Scooby-Doo / Dynomutt Show (1976 - 77)

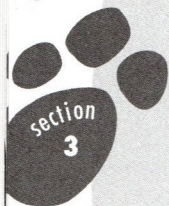


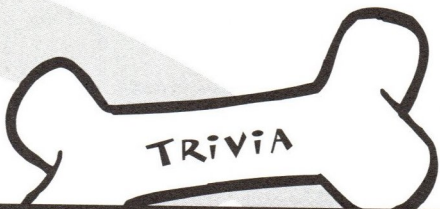


TRIVIA QUESTIONS



7. How many Scooby-Doo episodes are there?
8. How does the series break down by format and number of each?
9. How many different series, and how many episodes of each, were there in the Scooby-Doo chronicles?
10. Which voice actors played their characters the longest?
11. What Scooby-Doo voice actor has been described as "America's most famous disk jockey"?
12. What Scooby-Doo voice actor had a recurring role in *The Andy Griffith Show*?
13. What Scooby-Doo voice actor was nominated for an Emmy for her portrayal in the critically acclaimed series *Life Goes On*?
14. What Scooby-Doo voice actor was a regular on *Laugh-In*?
15. How many episodes did each character appear in?

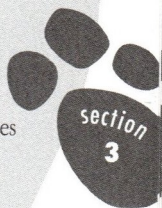


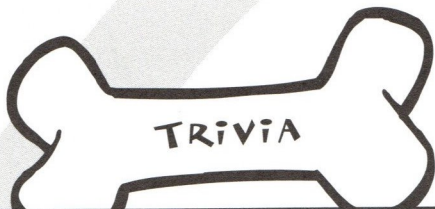


TRIVIA ANSWERS

Scooby's All-Star Laff-A-Lympics (1977 - 78)
Scooby's All-Stars (1978 - 79)
Scooby and Scrappy-Doo (1979 - 80)
Scooby's Laff-A-Lympics (1980, 1986)
The Richie Rich / Scooby-Doo Show (1980 - 82)
Scooby-Doo Classics (1981)
Scooby and Scrappy-Doo / The Puppy's New Adventures
(1982 - 1983)
The Best of Scooby-Doo (1983 - 84)
The New Scooby and Scrappy-Doo Show (1983 - 84)
The New Scooby-Doo Mysteries (1984 - 85)
Scary Scooby Funnies (1984 - 85)
The 13 Ghosts of Scooby-Doo (1985 - 86)
Scooby's Mystery Funhouse (1985 - 86)
A Pup Named Scooby-Doo (1988 - 91)

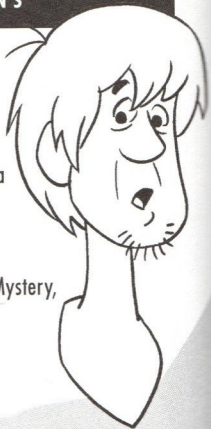
10. Fittingly, both Scooby (voiced by Don Messick) and Shaggy (voiced by Casey Kasem) kept their original voices all the way through *A Pup Named Scooby-Doo's* run.
11. *Casey Kasem, who voiced Shaggy from 1969 - 1991*
12. Howard Morris, who voiced Weerd in "The 13 Ghosts of Scooby-Doo" from 1985 - 86
13. Kellie Martin, who voiced Daphne in *A Pup Named Scooby-Doo* from 1988 - 1991
14. Arte Johnson, who voiced Bogel in *The 13 Ghosts of Scooby-Doo* from 1985 - 86
15. Scooby-Doo (295 segments)



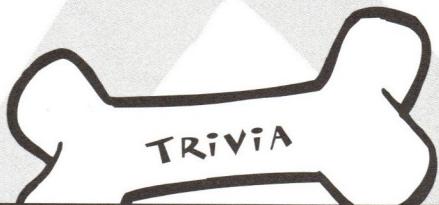


TRIVIA QUESTIONS

16. Where are Scooby Snacks made?
17. What series saw Daphne sport a new look, with a different coif and a range of purple outfits?
18. Whose father gave money to start Mystery, Inc.?
19. Where was Scooby-Dum from?
20. As the cartoon which started the adventure comedy genre, what other cartoons did *Scooby-Doo, Where Are You!* inspire?
21. Who guest-starred in *The New Scooby-Doo Movies*?
22. Which star(s) made the most appearances on *The New Scooby-Doo Movies*?
23. Who were Scooby and Shaggy's team members on *Scooby's All-Star Laff-A-Lympics*?



section
3

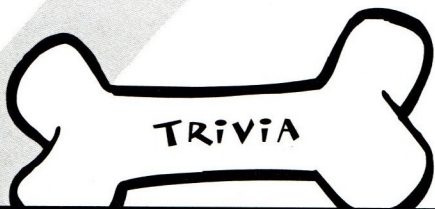


TRIVIA ANSWERS

Shaggy Rogers (295 segments)
Daphne Blake (195 segments)
Scrappy-Doo (179 segments)
Fred Jones (130 segments)
Velma Dinkley (130 segments)
Scooby-Dum (20 segments)
Yabba-Doo (13 segments)
Dusty (13 segments)
Vincent Van Ghoul (13 episodes)
Flim Flam (13 episodes)

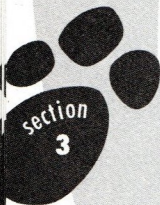
16. According to the *Wanted Cheddar Alive* episode (#88003) of *A Pup Named Scooby Doo*, Scooby Snacks are made at the Scooby Snack Factory.
17. *The 13 Ghosts of Scooby-Doo*.
18. Daphne's
19. Hokefenokee Swamp, Georgia
20. "Goober and the Ghost Chasers", "Clue Club", "Butch Cassidy and the Sun Dance Kids," and "The Buford Files"; (to name a few)

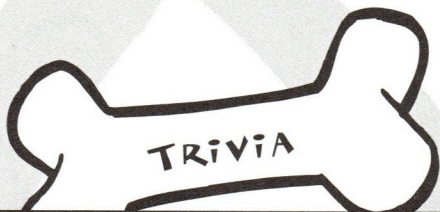




TRIVIA QUESTIONS

24. Though Daphne eventually returned to the Scooby-Doo fold in a number of series, whatever happened to Fred and Velma?
25. What were the two names given to Shaggy's sister?
26. What character bumped Scooby to temporary secondary show billing?
27. In *A Pup Named Scooby-Doo*, what's Freddy's favorite magazine?
28. In *A Pup Named Scooby-Doo*, what kind of bike did Shaggy have?
29. Which episode featured the first villain from another world?
30. How could you describe the taste of a Scooby Snack?





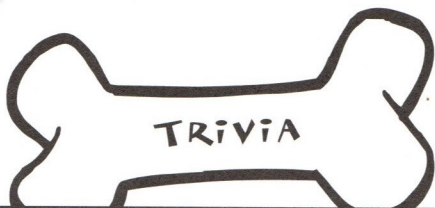
TRIVIA ANSWERS

21. (In order of their appearance)
Three Stooges
Batman and Robin
The Addams Family
Jonathan Winters
Don Knotts
Phyllis Diller
Sandy Duncan
Sonny & Cher
Laurel and Hardy
The Harlem Globetrotters
Davy Jones
Jerry Reed
Josie & the Pussycats
Barbara Eden
Tim Conway
Don Adams
Speed Buggy
Mama Cass Elliot
Dick Van Dyke



22. *The Harlem Globetrotters appeared in three: The Ghostly Creep from the Deep (episode #72012), The Loch Ness Mess (episode #72016), and The Mystery of Haunted Island (episode #72017).*
23. Scooby-Dum, Hong Kong Phooey, Jeannie, Babu, Dynamutt, Tinker, Blue Falcon, Captain Caveman, Speed Buggy, Brenda Chance, Dee Dee Sykes, Taffy Dare
24. Fred became a mystery novelist and Velma became a research scientist for NASA.



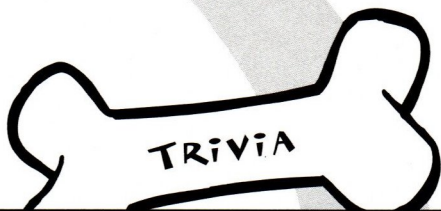


TRIVIA QUESTIONS

31. What colors were the letters on the Mystery Machine?
What other colors did the vehicle sport? 25.
32. Who hosted Scooby's "Here Is Your Life," the retrospective held on his birthday in the season premiere of "The New Scooby-Doo Mysteries?" 26.
33. What episode did the Scooby-Doo theme start in? 27.
28.
34. Who wrote the original Scooby-Doo theme? 29.
35. What star was a featured regular on an entire season of a *Scooby-Doo* show? 30.
31.
32.
33.
36. What blockbuster film inspired *The 13 Ghosts of Scooby-Doo*?
37. When was Scrappy's first appearance? 34.
35.
36.

section
3

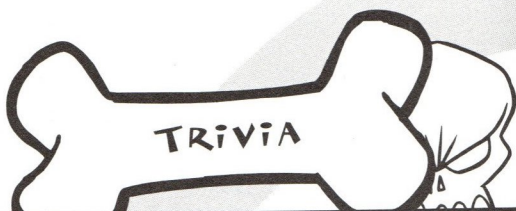




TRIVIA ANSWERS

25. In the *Wedding Bell Boos!* episode (#83025) of *The New Scooby and Scrappy-Doo Show*, her name was Maggie. However, when *A Pup Named Scooby-Doo* appeared, her name was Sugie. (Maybe she just grew out of it).
26. From 1980 - 82, Richie Rich took center stage for *The Richie Rich/Scooby-Doo Show*.
27. *The National Exaggerator*.
28. In the episode *A Bicycle Built for Boo!* (#88001), it was described as a cherry-colored 1959 Starfire Special.
29. A vengeful genie in *Scooby-Doo Meets Jeannie* (#73003).
30. Like a large butterscotch-colored morsel.
31. Orange letters; chartreuse and teal for the rest.
32. Mart Winkindale.
33. Episode #3, *A Clue for Scooby-Doo*. Prior to that the show's opening had a shaky, quaky Shaggy voice-over calling out "Scooby-Doo, Where are you?", followed by Scooby's response, "Who, me?"
34. William Hanna.
35. Vincent Price as Vincent Van Ghoul in *The 13 Ghosts of Scooby-Doo*.
36. *Ghostbusters* (1984).



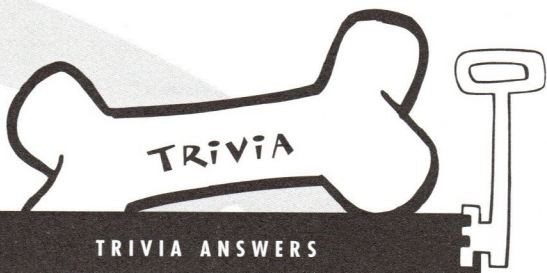


TRIVIA QUESTIONS

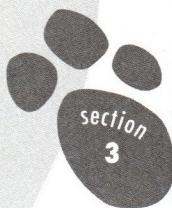
38. How did Scrappy come to Scooby? 37.
39. Who were Shaggy's comic book heroes? 38.
40. Where is Shaggy's ancestral home? Scooby's? 39.
41. What number one 1970's series did the special *Scooby Goes to Hollywood* spoof? 40.
42. What were the names of Scooby-Doo's 1988 - 89 telefilms? 41.
43. When was Scooby-Doo's most recent television appearance? 42.
44. In all the incarnations, what are the last names of the original four characters? 43.
45. Who was the first cartoon character that ascribed to a vegetarian diet? 44.
45. Who was the first cartoon character that ascribed to a vegetarian diet? 45.

section
3





37. In *The Scarab Lives* episode, which first aired September 22, 1979.
38. He was tossed from a locomotive train packed in a crate.
39. Super Teen in *Scooby, Scrappy and Yabba-Doo*, in episode #82007
Commander Cool in *A Pup Named Scooby-Doo*, first seen in episode #88004
40. Shaggy: Moonlight Castle in Austria (episode #80030)
Scooby: Knittingham Puppy Farm (episode #89001)
41. *Happy Days*
42. *Scooby-Doo and the Boo Brothers*, *Scooby-Doo and the Ghoul School*, and *Scooby-Doo and the Reluctant Werewolf*.
43. *Arabian Nights*, a 1993 one-hour syndicated special.
44. Shaggy Rogers, Fred Jones,
Daphne Blake, Velma Dinkley
45. Shaggy Rogers. Beginning with the second season of *Scooby-Doo, Where Are You?*, Shaggy's voice, Casey Kasem — who is a strict vegetarian — requested that his character adhere to the same diet. The “brown stuff” seen in all those towering sub sandwiches was never meat. According to Kasem, he always considered the filling eggplant.

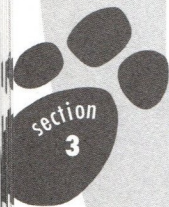




GETTING SCOOBY HIS DOG TAGS

From the time *Scooby-Doo, Where Are You!* first soared in the ratings, a gaggle of licensees have joined the antics of Mystery, Inc. to produce a string of merchandise. Sports balls and balloons first bounced into the Scooby-Doo arena in 1970, and by 1985, Scooby-Doo product sales were grossing more than 60 million dollars annually from 500 products.

Some of the merchandise first manufactured still garners prime prices from collectors: a 1973 King-Seeley Thermos lunchbox pictures Scooby-Doo, Shaggy, Fred, Daphne and Velma in a wash of wild colors in front of a spook-filled haunted house; a 1970 J.S. Sutton and Sons 14-inch stuffed doll made in light orange and brown material with dark brown accents features a small dog tag like Scooby's which reads "*Scooby-Doo, Where Are You!*;" 1970 Scooby-Doo Talking View Master reels are boxed with reels and accessories in an eight-inch-by-eight-inch box; and a 1974 Milton-Bradley Haunted House game puts participants on a collision course with the same kooky cases Mystery, Inc. had to solve.



Several
Wilker
stayed
the 197
were la
with su
Kentuck
and Fre
not esc
Paramo
Commu
attracti
Charlot
the Wes
contin

Today,
industri
and T-sh
Recentl
and Do
of its m
restaura
Meal, an
and tatt
with the

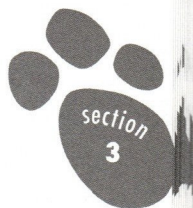


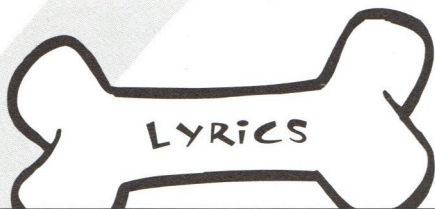
LICENSING & MERCHANDISING

GETTING SCOOPY HIS DOG TAGS

Several of Scooby's initial licensees, including Kenner, Wilker Brothers, View Master and Milton Bradley, stayed with the property for more than a decade. In the 1970's and 1980's, multi-million dollar campaigns were launched with premium items in conjunction with such products and companies as Pepsi-Cola, Kentucky Fried Chicken, 7-11 Convenience Stores and French's Mustard. Even amusement parks have not escaped Scooby's reach. Visitors to the Paramount Parks (owned by film giant Paramount Communications) will find Scooby featured in attractions from the East Coast in Richmond, VA and Charlotte, NC, to the Midwest in Cincinnati, OH to the West in Santa Clara, CA. Additionally, Scoobyville continues to be a top draw at Canada's Wonderland.

Today, Scooby licensees encompass a variety of industries and products ranging from toothbrushes and T-shirts to Halloween costumes and art supplies. Recently, Mattel has licensed plush toys and dolls, and Dolphin Cruise Lines has included Scooby as one of its mascots. In 1994, both Arby's quick-service restaurants, with a "Scooby-Dooby-Dough" Adventure Meal, and Discovery Zone Fun Centers, with sticker and tattoo giveaways, enjoyed tremendous results with their successful cross-promotions.





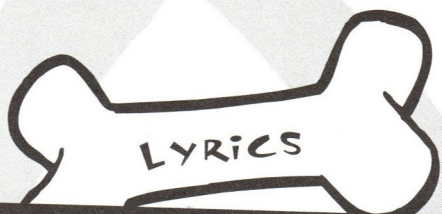
SCOOPY-DOO THEMÉS AND LYRICS

Through its various incarnations the Scooby-Doo series sometimes reflected the times in its themes. The first theme from *Scooby-Doo, Where Are You!* (1969) paid homage to strains heard in that era, echoing such Billboard blockbuster hits as *Sugar, Sugar* by The Archies, *Daydream Believer* by The Monkees, and *People Got To Be Free* by The Rascals.

For *The New Scooby-Doo Movies* in 1972, producers simply sped up the popular opening tune's tone and eliminated some words. In 1976, for the highly-promoted *The Scooby-Doo/Dynomutt Show*, the theme was more bluesy and dance-tinged — fitting for a year when disco debuted.

The New Scooby-Doo Mysteries (1984) set words to a rap-inspired beat. In going back to the future, *A Pup Named Scooby-Doo* took a doo-wop sound for its retro-look when the series debuted in 1988.

All the versions were sung by studio musicians, and all songwriting and lyrics, except the original, were at least partially credited to William Hanna and Joseph Barbera. Since Hanna and Barbera were not members of the music union, they initially took pseudonyms for their music writing credits: Hanna became Denby Williams, while Barbera was Joseph Roland.



SCOOBY-DOO THEMES AND LYRICS

Scooby-Doo, Where Are You!, 1969

©1969 January Music Corp.

Written by David Mook and Ben Raleigh

Scooby Dooby-Doo, where are you

We got some work to do now

Scooby Dooby-Doo, where are you

We need some help from you now

C'mon, Scooby-Doo

I see you

Pretending you've got a sliver

You're not foolin' me

Cuz I can see

The way you shake and shiver

You know we got a mystery to solve

So, Scooby-Doo, be ready for your act

Don't hold back

And Scooby-Doo, if you come through

You're gonna have yourself a Scooby Snack

That's a fact

Scooby-Dooby Doo

Dooby-doo

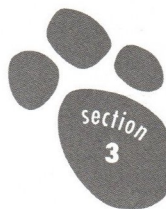
Here are you

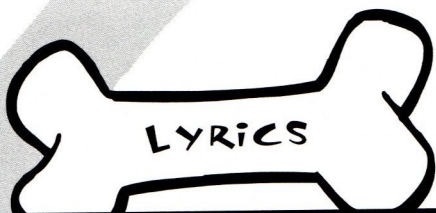
You're ready and you're willin'

If we can count on you

Scooby-Doo

I know we'll catch that villain.





SCOOBY-DOO THEMES AND LYRICS

The New Scooby-Doo Movies, 1972

©1973 Anihanbar Music

Written by Hoyt Curtin, William Hanna
and Joseph Barbera

Who

Hey, Scooby

Who

Scooby, Scooby-Doo, looking for you

Scooby, Scooby-Doo, where are you?

All the stars are here

Waiting for you

Couldn't have a show without you

Scooby, Scoobydadoo

Scooby, Scoobydadoo

NaNaNaNaNaNaNaNaNaN

NaNaNaNaNaNaNaNaN

Scooby, Scooby dadoo

Scooby

Hey Scooby,

Where are you?

Over here!

section
3



SCOOPY-DOO THEMES AND LYRICS

Scooby-Doo, 1976

(as part of *The Scooby-Doo/Dynomutt Show*)

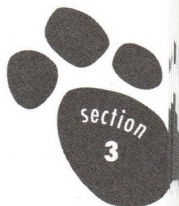
©1976 Anihanbar Music

Written by Hoyt Curtin,
William Hanna and Joseph Barbera

*We got it all together for a brand new show
Scooby-Doo is here again, away we go
Scooby-Doo is runnin' from a spooky ghost
Shaggy is a-doin' what he does the most*

*Come on get involved til the mystery is solved
Hang around for Scooby-Doo*

*Come on get involved til the mystery is solved
Hang around for Scooby-Doo
That's my pal
Scooby-scooby-doo!*





SCOOPY-DOO THEMES AND LYRICS

The New Scooby-Doo Mysteries, 1984

©1984 Anihanbar Music

Written by Hoyt Curtin,
William Hanna and Joseph Barbera

Scooby-Dooby-Doo, lookin' for you
Whooooo

Scooby-Doo, where are you?

C'mon Scooby, where ya' been

Trouble's on the loose again

Scooby

They're not gonna getcha

Scooby-Doo

Uh-huh

Scrappy's gonna help ya'

Scooby

Shaggy's gonna be there

Scooby-Doo

And Daphne too

Scooby-Dooby-Doo, lookin' for you

Scooby-Doo, where are you?

Scooby-Scooby-do-dooo

Scooby

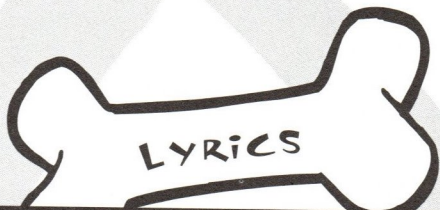
Scooby

Scooby-Doo

Scooby

Scooby-Doo

section
3



SCOOBY-DOO THEMES AND LYRICS

A Pup Named Scooby-Doo, 1988

©1988 Barhanna Music, Inc.

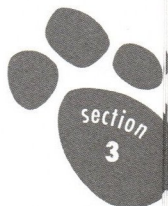
Written by Denby Williams,
Joseph Roland, and John Debney

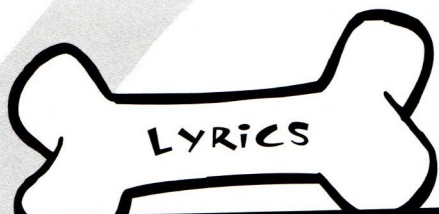
Scooby-Dooby
Scooby-Dooby-Do
Scooby-Dooby
Scooby-Dooby-Do

There's a mystery in town
So call the coolest pup around
Oh, Scooby
A pup named Scooby-Doo
Join Shaggy and the crew
Daphne, Freddy, Velma too
And Scooby
A pup named Scooby-Doo

When the ghosts and ghouls attack
Scooby eats a Scooby Snack
Scooby-Dooby-Do!
Jinkies!
Scooby-Do
Scooby-Dooby-Do
Scooby-Do
Scooby-Dooby-Do
Scooby

(CONTINUED...)





SCOOBY-DOO THEMES AND LYRICS

A Pup Named Scooby-Doo

*So c'mon, it's mystery time
You can help us solve the crime
With Scooby
A pup named Scooby
Scooby
A pup named Scooby-Doo
Scooby-Dooby-Doo
Scooby-Doo
Scooby-Doo, where are you?
Scooby-Doo!*

section
3



FAST FACTS

SCOOPY-DOO FAST FACTS

TOTAL NUMBER OF EPISODES:

310 episodes comprising 230 half-hours

FORMATS/NUMBER OF EACH:

60-minute shows — 24

30-minute shows — 111

11-minute segments — 76

7-minute segments — 99

PREMIERE DATE:

September 13, 1969

NETWORKS: Two — CBS and ABC

AIRDATES:

September 13, 1969 - August 7, 1976 (CBS)

September 11, 1976 - September 6, 1986 (ABC)

September 10, 1988 - August 31, 1991 (ABC)

NUMBER OF SERIES VERSIONS: 19

SERIES/SEASONS:

Scooby-Doo, Where Are You! (1969 - 1972)

The New Scooby-Doo Movies (1972 - 74)

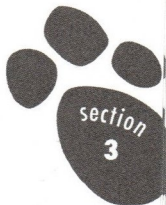
The Scooby-Doo/Dynomutt Hour (1976)

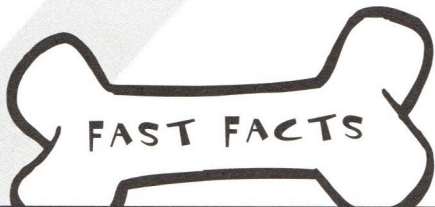
The Scooby-Doo/Dynomutt Show (1976 - 77)

Scooby's All-Star Laff-A-Lympics (1977 - 78)

Scooby's All-Stars (1978 - 79)

Scooby and Scrappy-Doo (1979 - 1980)





SCOOPY-DOO FAST FACTS

SERIES/SEASONS (CONTINUED...)

- Scooby's Laff-A-Lympics* (1980, 1986)
- The Richie Rich/Scooby-Doo Show* (1980 - 82)
- Scooby-Doo Classics* (1981)
- Scooby and Scrappy-Doo/The Puppy's New Adventures* (1982 - 83)
- Scooby, Scrappy and Yabba-Doo* (1982 - 83)
- The Best of Scooby-Doo* (1983 - 84)
- The New Scooby and Scrappy-Doo Show* (1983 - 84)
- The New Scooby-Doo Mysteries* (1984 - 85)
- Scary Scooby Funnies* (1984 - 85)
- The 13 Ghosts of Scooby-Doo* (1985 - 86)
- Scooby's Mystery Funhouse* (1985 - 86)
- A Pup Named Scooby-Doo* (1988 - 1991)

SPECIAL:

Scooby Goes Hollywood

TELEFILMS:

- Scooby-Doo and the Boo Brothers*
- Scooby-Doo and the Ghoul School*
- Scooby-Doo and the Reluctant Werewolf*

section
3



SCOOPY-DOO FAST FACTS

MAIN CHARACTERS SPAWNED:

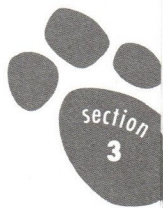
Scooby-Doo
Shaggy Rogers
Fred Jones
Daphne Blake
Velma Dinkley
Scrappy-Doo
Scooby-Dum
Scooby-Dee
Yabba-Doo
Dusty
Vincent Van Ghoul
Flim Flam
Weerd
Bogel
Red Herring

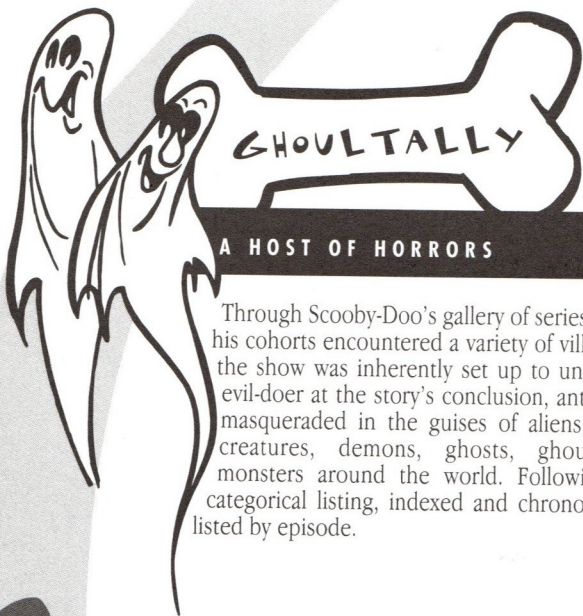
MOST FREQUENTLY SEEN

Scooby-Doo (295 segments)

CHARACTERS:

Shaggy Rogers (295 segments)
Daphne Blake (195 segments)
Scrappy-Doo (179 segments)
Fred Rogers (130 segments)
Velma Dinkley (130 segments)
Scooby-Dum (20 segments)
Yabba-Doo (13 segments)
Dusty (13 segments)
Vincent Van Ghoul (13 episodes)
Flim Flam (13 episodes)





A HOST OF HORRORS

Through Scooby-Doo's gallery of series, he and his cohorts encountered a variety of villains. As the show was inherently set up to unmask an evil-doer at the story's conclusion, antagonists masqueraded in the guises of aliens, beasts, creatures, demons, ghosts, ghouls and monsters around the world. Following is a categorical listing, indexed and chronologically listed by episode.

section
3

ANIMALS AMOK

- Giant Flying Bull (episode #76011)
- Jaguaro — half-saber-tooth tiger/half-ape (episode #78008)
- Cat Creature (episode #78009)
- A Humanoid Praying Mantis (episode #78010)
- Devil Bear (episode #79008)
- Dinosaur (episode #83002)
- Hound of the Scoobyvilles (episode #83002)
- Killer Bees (episode #84012)
- Vicious Lamb, Monstrous Mouse (episode #84014)

ALIENS

- Episodes #79003, #80001, #80037, #81006, #81014, #82028 and #89002.



A HOST OF HORRORS

BEASTS

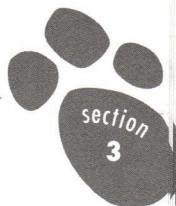
- Dragon Beast (episode #79007)
- Sea Beast of the Aztecs (episode #79009)
- Minotaur (episode #79015, #83020)
- Centaur (episode #81004)
- Dragon (episode #81008)
- Generic Beast (episode #82019)

CREATURES

- Star Creature (episode #79011)
- Shadow Creature (episode #79012)
- Cyclops (episode #83013)
- Chem Lab Creature (episode #83016)
- Chameleon (episode #83022)
- Hand of Horror (episode #84003)
- Time Slime (episode #85009)

DEMONS

- Underground Demons (episode #76010)
- Shark Demon — half-man, half-monster (episode #76002)
- Snake Demon (episode #79005)
- Mordor the Malevolent (episode #85002)
- Shadow Demon (episode #85003)
- Zomba (episode #85005)
- Kwackyland Demon (episode #85010)
- Boris Kreeppoff Demon (episode #85013)
- Ice Demon (episode #88007)



GHOUL TALLY

A HOST OF HORRORS

ELECTRICAL HAZARDS

- King Kong Toy (episode #81013)
- Mechanical Toys (episode #84008)

FORCES

- Weird Winds of Winona (episode #73006)

GHOSTS

- Generic ghosts — (episodes #69002, #69016, #73003, #76001, #76007, #76013, #78014, #79014, #80014, #80034, #83009, #83018, #83019, #83021, #84007, #84023, #84024, #85011, #85012, #88010, #90002)
- Captain Cutler's Seaweed-Covered Ghost (episode #69003)
- 150-year-old miner (episode #69004)
- Ghost Clown (episode #69010)
- Space Kook (episode #69014)
- Ghost of Redbeard the Pirate (episode #69015)
- Snow Ghost (episode #69017)
- Mano Tiki Tia (episode #70006)
- Wax Phantom (episode #70008)
- Haunted Horseman (episode #72013)
- Phantom of the Country Music Hall (episode #72014)
- Aztec Ghost (episode #76002)
- 10,000-watt Ghost (episode #76004)
- Merlin and the Black Knight (episode #76006)
- Traitors Benedict Arnold, Aaron Burr and Major Andre (episode #76014)
- Ghost of the Bad Humor Man (episode #76015)
- Captain Pescado (episode #76016)
- Pterodactyl Ghost (episode #76019)
- Phantom of Milo Booth (episode #76021)



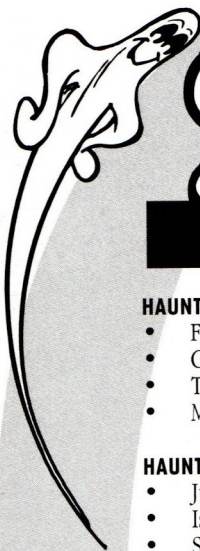
A HOST OF HORRORS

- Phantom Racer (episode #76022)
- Old Iron Face (episode #78007)
- Ghostly Gondolier (episode #78013)
- Neon Phantom (episode #79004)
- Ghost of Jeremiah Pratt (episode #79013)
- Fire God (episode #80022)
- Old Sea Captain (episode #81002)
- McBaggy Rogers (episodes #83025, #83026)
- Red Skull (episodes #84001, #84002)
- Colonel Beauregard (episode #84013)
- Ghosts of Former Presidents (episodes #84014, #84015)
- Ancient Astronauts (episodes #84016, #84017)
- Sherlock Holmes (episodes #84021, #84022)
- Reflector Specter (episode #85004)
- Gloppy Green Ghost (episode #88001)
- Al Capone (episode #88005)
- An Evil Samurai Ghost (episode #88008)
- Dogcatcher Ghost (episode #89001)
- Rock Star Ghost (episode #89003)
- Zombo (episode #89008)

GHOULS

- Gator Ghoul (episode #76003)
- Night Ghoul of Wonderland (episode #79002)
- Cartoon Ghoul (episode #84020)

section
3



A HOST OF HORRORS

HAUNTED HOUSES

- Franken Castle (episode #69011)
- Generic (episodes #69016, #70005, #83001)
- The Addams Family's House (episode #72003)
- Moody Manor (episode #72004)

HAUNTED PLACES

- Juneberry (episode #72009)
- Island (episode #73001)
- Showboat (episode #73002)
- Horror Hill (episode #73005)
- Candy factory (episode #73007)
- Dick Van Dyke Barrel of Fun Carnival (episode #73008)
- Viking Lake (episode #76017)
- Bermuda Triangle (episode #78002)
- Scooby Mansion (episode #81003)
- City of Atlantis (episode #81004)
- Orient Express (episode #83023, #83024)
- Hotel (episode #84005)
- Steamboat Sally's Delta Queen (episode #84013)
- The White House (episodes #84014, #84015)
- Dracula's Castle (episodes #84018, #84019)
- Ship of Ghouls (episode #85006)
- Doosberry (episode #85012)
- Coolsville Wrestling Federation (episode #90004)

section
3



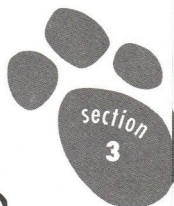
A HOST OF HORRORS

MONSTERS

- Frankenstein's Monster (episode #69011, #83008)
- Shark Monster (episode #72008)
- Bigfoot (episode #72010, #81020)
- Loch Ness (episodes #72016, #78006)
- Sea Monster (episode #76020)
- Prehistoric Monster (episode #76024)
- Willawaw (episode #78001)
- Snow Beast (episode #78003)
- Tar Monster (episode #78005)
- Moon Monster (episode #78012)
- Lake Monster (episode #78016)
- Ice Monster (episode #80024)
- Swamp Monster (episode #80026)
- Rock Monsters (episode #80032)
- Monrovia Monsters (episode #81018)
- Beanstalk Ogre (episode #81021)
- Sludge Monster (episode #88002)
- Cheddar Monster (episode #88003)
- Three-Headed Movie Monster (episode #88006)
- Totem Pole Monster (episode #88011)
- Stinkweed (episode #88013)
- Chickenstein (episode #89004)
- Big Wig (episode #90003)

MUMMIES

- Episodes #69012, #80007





A HOST OF HORRORS

ROBOTS

- Funland Robot (episode #69008)
- Generic Robots (episodes #80035, #89006)

THE UNCATEGORICAL

- Man-Eating Flowers (episode #81017)
- Living Burger (episode #89005)

VAMPIRES

- Count Dracula (episode #69011)
- General Vampires (episodes #76018, #80002, #81016 and #82020)
- Lady Vampire (episode #79010)

WEIRD MEN

- Armored Knight (episode #69001)
- Ape Man (episodes #69007, #80015)
- Wolfman (episode #69011)
- Dr. Jekyll & Mr. Hyde (episode #70001)
- Creeper (episode #70003)
- Prehistoric Caveman (episode #70004)
- Werewolf (episodes #70007, #82035)
- Headless Horseman (episode #76005)
- Scarab (episode #79001)
- Sky Skeleton (episode #79006)
- Evil Magician (episode #80004)
- Cat Man (episode #80005)

section
3



A HOST OF HORRORS

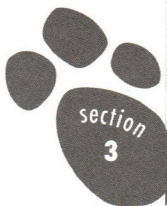
- Black Knight (episode #80018)
- Wax Man (episode #80019)
- Dr. Werner Wolf (episode #81015)
- Abominable Snowman (episode #82038)
- Neanderthal Man (episode #83015)
- Dr. Croker (episode #88004)
- Headless Skateboarder (episode #88009)
- Boogy Biker (episode #90001)

WITCHES & WARLOCKS

- Generic Witches (episodes #69013, #85008)
- Ozark Witch (episode #76023)
- Melissa Wilcox (episode #78004)
- Warlock Amthos (episode #78015)
- Swamp Witch (episode #80017)
- Madame Olga (episode #81011)
- Nekera (episode #85007)

ZOMBIES

- Episodes #69013, #70002, #76008, #76009, #76023, #84016 and #84017





THE SCOOPY-DOO VOICES

Those who have spoken the words for characters in the Scooby-Doo series include a master of mirth from the hit series *Laugh-In*, the country's most famous disc jockey whose radio program is heard by millions each week, a resident of Mayberry, and an Emmy-nominated young actress whose critically-acclaimed performances have graced *Life Goes On* and *Christy*. Of those, can you guess who said what?

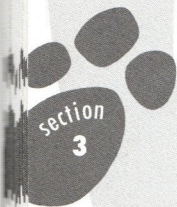
SCOOPY-DOO Don Messick (1969 - 1991)

SHAGGY ROGERS Casey Kasem (1969 - 1991)

DAPHNE BLAKE Stefanianna Christopherson (1969)
Heather North (1969 - 1986)
Kellie Martin (1988 - 1991)

FRED JONES Frank Welker (1969 - 1985)
Carl Stevens (1988 - 1991)

VELMA DINKLEY Nicole Jaffe (1969 - 1979)
Marla Frumkin (1979)
Pat Stevens (1979 - 1985)
Christina Lange (1988 - 1991)



SCRAP
SCOOPY
YABBA
DEPUTY
VINCEN
FLIM FL
WEERD
BOGEL
RED HE



THE SCOOPY-DOO VOICES

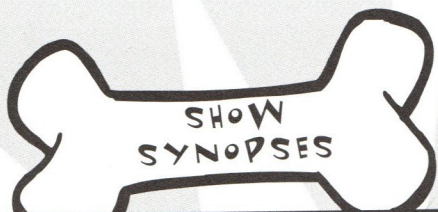
- SCRAPPY-DOO** Lennie Weinrib (1979)
Don Messick (1979 - 1986)
- SCOOPY-DUM** Daws Butler (1976 - 78)
- YABBA-DOO** Don Messick (1982 - 83)
- DEPUTY DUSTY** Frank Welker (1982 - 83)
- VINCENT VAN GHOUL** Vincent Price (1985 - 86)
- FLIM FLAM** Susan Blu (1985 - 86)
- WEERD** Arte Johnson (1985 - 86)
- BOGEL** Howard Morris (1985 - 86)
- RED HERRING** Scott Menville (1988 -1991)







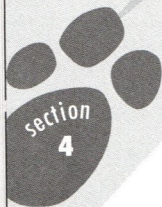
SECTION 4



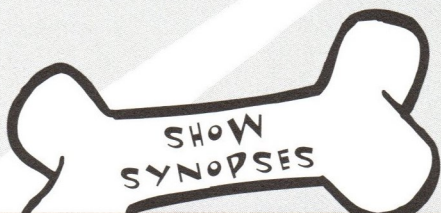
SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

SCOOBY-DOO,
WHERE ARE
YOU!

1969 - 1970



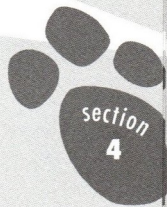
In the
while
into a
they s
archae
disapp
driven
armor
exam
myste
throu
missi
finds
been
of be
visit
forgin
the k
Myste

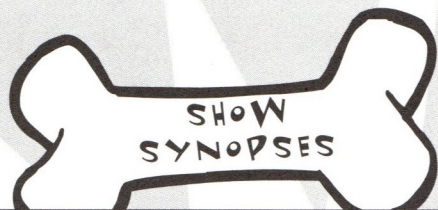


SCOOBY-DOO, WHERE ARE YOU! 1969-70

**What a Night for a Knight
Episode #69001**

In the series pilot, a frightened Scooby-Doo and Shaggy, while walking home at night after seeing a movie, bump into a mysterious armored knight. Fleeing from the knight, they stumble upon the abandoned car of a renowned archaeologist, who is missing. The only clue to his disappearance lies in a suit of black armor sitting in the driver's seat. With Daphne, Velma and Fred, they take the armor to a privately-owned museum where they can have it examined for more clues. After the gang fends off the mysterious knight, who follows and chases after them through the museum's corridors, Scooby sniffs out the missing archaeologist. The archaeologist, who Scooby finds bound and gagged inside an Aztec wax dummy, had been kidnapped because the museum's curator was afraid of being exposed as an art swindler. Certain that the visiting archaeologist would have uncovered his ruse of forging and selling famous paintings, the curator posed as the knight to divert attention — only to be foiled by Mystery Inc. and their top dog.





SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

**Hassle in the Castle
Episode #69002**

Sailing with Shaggy and Scooby-Doo at the helm quickly leads to trouble for the seafaring sleuths. When the peerless pair manage to collide with a mystery ship, clues from a vanished crew take Scooby-Doo, Shaggy, Velma, Daphne and Fred to a weird island, where they come face-to-face with a supposed phantom and get involved with a pirate-buried treasure. They succeed in unmasking the phantom's true identity: a harmless side show magician hunting for the long-lost treasure.

**A Clue for Scooby-Doo
Episode #69003**

While surf boarding, Scooby-Doo meets the seaweed-covered ghost of Captain Cutler. Scooby frantically paddles ashore and draws the group into a mixed-up mystery. After a kooky hermit and a superstitious sorceress lure them to the underwater wreckage of some old ships, the gang dons scuba gear to scour the deep. They uncover the entrance to a secret cove and find that the "apparition" of Captain Cutler turns out to be a seaweed-covered, remote-controlled, phosphorus-coated mechanical dummy. The real Cutler is quite alive... as he and his wife were actually running a boat hijacking operation and using the beach cove for their base.



section
4



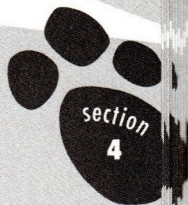
SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

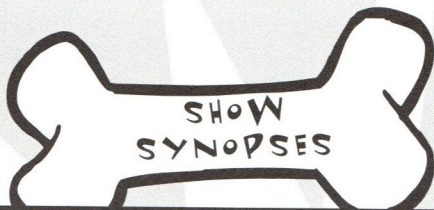
**Mine Your Own Business
Episode #69004**

While exploring an old mining town, Scooby, Shaggy, Velma, Daphne and Fred see a 150 year-old miner and his burro disappear into thin air. Later, a sudden storm sweeps through town and a kindly innkeeper advises the gang to leave. Determined to explain the miner's disappearance, the gang spends a jittery night in the squeaking, creaking old town. A nervous Scooby leads the gang to a moaning old mine where they discover the old miner is actually the innkeeper, running a profitable counterfeiting ring with the mine as his headquarters.

**Decoy for a Dognapper
Episode #69005**

Scooby falls in love with a pedigreed dog who is dognapped. Grooming Scooby to look like a prize Great Dane, the kids — hoping that he will attract the dognapper — fashion him into a decoy. Their plan succeeds as Scooby is dognapped and the kids quickly move to save him. They follow his trail to a deserted Indian village where they find three other stolen prize dogs, and catch the thief: a dog trainer obsessively bent on winning the next competition.





SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

**What the Hex is Going On?
Episode #69006**

Velma sees the uncle of one of Daphne's friends suddenly age by 30 years, and wonders if she needs new glasses. Later, when Scooby sees the aging uncle vanish in the old Kingston mansion after disobeying the demands of the ghost of Elias Kingston, the teen sleuths and hesitant hound Scooby-Doo decide to solve the baffling mystery. A clue takes them to the gabled home of the mysterious swami, Svengali, where the ghost turns out to be the "vanished" uncle. The uncle, who had been a master makeup artist, had used his skills to make himself look older — all in a clever scheme to embezzle the family fortune.

**Never Ape An Ape Man
Episode #69007**

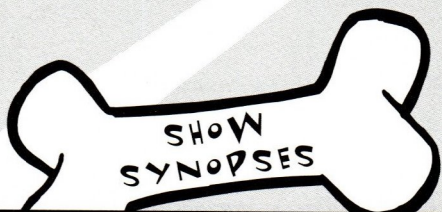
Daphne's Uncle Maxwell hires Scooby, Shaggy, Velma, Daphne and Fred as extras in his movie *The Ape Man of Forbidden Mountain*, shooting on location where the superstitious locals believe in the frightening legend of the Ape Man. Later, the set is closed down when the Ape Man appears and Carl — the actor portraying the Ape Man — disappears. The gang tracks him down and Scooby unravels the mystery when he unmaskes the Ape Man, who turns out to be Carl trying to sabotage the movie because he did not get the lead role.

section
4

SCOO

While cla
Scooby an
passenge
to investi
denies an
clues, and
the rides
caretaker
overdrive
park, but
robots, an
robot was

When Sco
the canine
cohort ro
distracts S
gone. Wit
kids suspe
to a theate
playhouse
probing th
the eviden



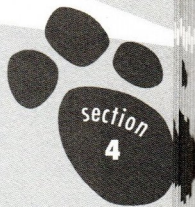
SCOOPY-DOO, WHERE ARE YOU! 1969 - 1970

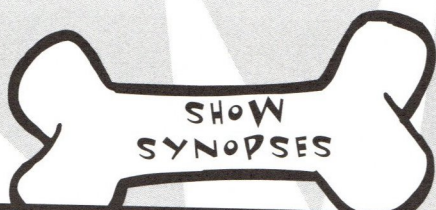
**Foul Play in Funland
Episode #69008**

While clam digging next to a deserted amusement park, Scooby and the gang see the rides operating with no passengers. Believing the place is haunted, they decide to investigate. When they talk to the park's caretaker, he denies any strange happenings. The kids then look for clues, and find the culprit — a robot automatically setting the rides into motion. Further, they discover the caretaker's sister had forced the robot into mechanical overdrive. The caretaker had built the robot to run the park, but his sister decided that children prefer people to robots, and she concocted the scheme to prove that the robot was quite capable of malfunctioning.

**The Rage Backstage
Episode #69009**

When Scooby and Shaggy find a violin case full of money, the canine crime fighter stands guard while his teenage cohort rounds-up the gang. A seductive dog puppet distracts Scooby and when the kids arrive, the violin case is gone. With a plethora of money baiting the mystery, the kids suspect counterfeiting. Their investigation leads them to a theater featuring a puppet show. They infiltrate the playhouse posing as a group of puppeteers and, with probing theatrics, uncover both the counterfeiter and, as the evidence: the engraving plates.





SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

**Bedlam in the Bigtop
Episode #69010**

For Scooby, Shaggy, Daphne, Velma and Fred, a day at the circus becomes a time for mystery when they dispute Max the Midget's and Samson the Strongman's claim that the circus has become jinxed. When the antics of a clown threaten employees and an audience, the circus owner Barnstorm fears he will not be able to open the show. When the gang tries to investigate, the Ghost Clown uses hypnotism on them and has them chasing each other while they chase him. When the kids and Scooby finally surround and capture the Ghost Clown, Barnstorm identifies him as Harry the Hypnotist, a magician who used to work with the circus before he was sent to prison for stealing.

**A Gaggle of Galloping Ghosts
Episode #69011**

Mystery Inc. takes a trek to Franken Castle — the only castle ever imported from Transylvania. On the way, they stop at a Gypsy's camp for a round of fortune telling. A vagabond informs them they will run into bad luck if they do not leave the area. Undeterred, they head to the castle, which brims with such ghouls as Count Dracula, the Wolf Man and Frankenstein's Monster. Amidst their horrific encounters, the kids discover the sparkling Franken Family jewels woven into a tapestry, which suddenly disappears. A trail of jewels takes them back to the Gypsy's wagon and the gang finds the tapestry. Scooby reveals that the Gypsy is really an actor of many disguises, who impersonated the inhabitants of Transylvania in order to frighten tourists while he stole their gems.

section
4



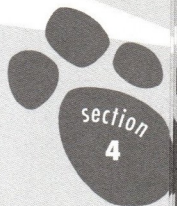
SCOOPY-DOO, WHERE ARE YOU! 1969 - 1970

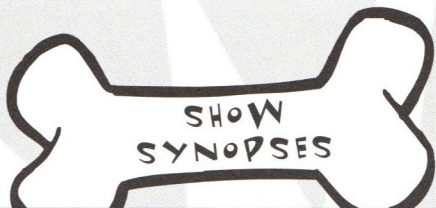
**Scooby-Doo and a Mummy, Too
Episode #69012**

The ramifications of a cryptic scroll, three ancient coins and a huge 2,000-year-old Mummy — with a curse that can turn victims into stone — ensnare Scooby, Shaggy, Daphne, Velma and Freddy into an Egyptian escapade. Trapped aboard an old cargo plane, the gang lands in Egypt. There, the Mummy vanishes from his tomb, and the plane's pilots are soon found encased in rock. A superstitious Egyptian tour guide and some puzzling clues lead the teenage sleuths and Scooby to the Forbidden Pyramid where, in a wild mix-up, Freddy and Daphne disappear, the guide turns to stone and the Mummy chases Shaggy, Scooby and Velma. After unraveling the Mummy — and the mystery — Mystery Inc. discovers that the Egyptian guide and the two pilots had stolen the ancient coins. The currency keyed a long-sought secret tomb in the Forbidden Pyramid which was filled with a priceless treasure of gold and jewels.

**Which Witch Is Which
Episode #69013**

Taking a "Shaggy shortcut" home from a fishing trip, Scooby, Shaggy, Daphne, Velma and Freddy get lost near a dark, spooky bayou swamp. After crossing a pole-wielding zombie, the kids and Scooby flee to a small village. Weird happenings and suspect behavior dangle a clue that forces





SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

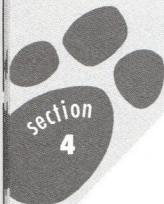
the gang to revisit the swamp to seek out an old voodoo-practicing witch. After further detective work, the kids discover that several years ago, the “witch” and the “zombie” — now thieves in disguise — had stolen an armored car full of money and sunk it in the swamp, now returning to search for it.

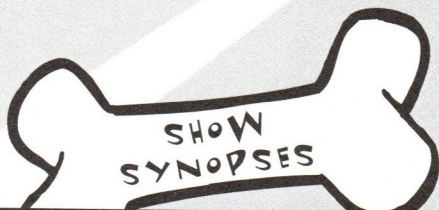
Spooky Space Kook **Episode #69014**

When the Mystery Machine runs out of gas, Scooby and the kids go to an old farmhouse for help. Mistaking them for reporters, the farmer tells them to leave because newsmen have pestered him ever since a ghostly craft was seen hovering in his pasture at night. Glowing, ghostly tracks lead the gang to an abandoned airfield. Spotting a ghost, they manage to surround and unmask it, finding an ordinary, scheming man. He had heard the Air Force needed more land to reopen the airfield and was trying to scare the farmer off his property so he could buy the land at a cheap price.

Go Away Ghost Ship **Episode #69015**

When the 300-year-old Ghost of Redbeard the Pirate and his ghostly ship come out of a spooky night's fog and raid a channel freighter, the reluctant Scooby and his sleuthing friends find out who really stole the goods. Pursuing the ghost ship in their own craft, the gang's boat is halved. The pirates capture Shaggy and Scooby and make them swab the decks. The rest of the kids climb aboard and free the frightened duo. On the ship, the gang exposes the Ghost of Redbeard's true identity. He is the scheming owner of the robbed freighter who was stealing his own goods and using the ancient myth as a cover-up.





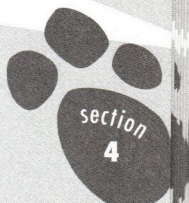
SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

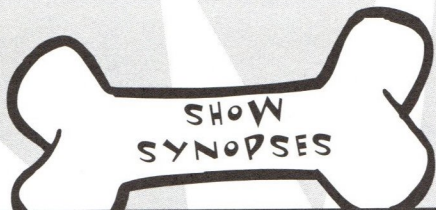
**A Night of Fright Is No Delight
Episode #69016**

When an eccentric millionaire includes Scooby in his will, the canine and the kids must take a boat trip on a stormy night to a secluded island haunted house. A provision of the will specifies that, to receive his share of the millionaire's fortune, Scooby must spend the night with four other heirs. One-by-one, the other heirs vanish only to return as ghosts and nearly scare Scooby and the kids off the island — until Mystery Inc. reveals the ruse. The four other heirs had devised a “ghostly plan” to scare Scooby away and get his share of the inheritance which, to their dismay, turns out to be a million dollars of worthless Confederate money.

**That's Snow Ghost
Episode #69017**

Scooby and the kids go for a skiing trip at Wolf's End Lodge, where the inn's proprietor warns them of the Snow Ghost — a spook who turns their skiing adventure into a scary endeavor. Probing clues to find the Snow Ghost's true identity leads them to an underground Tibetan Temple where the prophet Fu Chin Li tells them that the Yeti Beast is after them. The skeptical kids uncover a ring of jewel thieves led by the innkeeper, who was masquerading as the Snow Ghost, he had frightened the influential Fu Chin Li into sharing his fears and scaring people away.





SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

**Nowhere to Hyde
Episode #70001**

An encounter with the supernatural lures Mystery, Inc. onto the trail of a jewel thief who turns out to be the ghost of Mr. Hyde, the famed screwball counterpart of mad scientist Dr. Jekyll. The ghostly tracks lead through eerie marshes to a spooky house where Scooby-Doo and pals are tricked into falling through a trap door leading to the underground laboratory of Dr. Jekyll. While the kids initially believe the doctor's own potion has turned him into a partial-amnesiac, they also suspect his maid of framing him. Another turn of events causes the kids to realize that Dr. Jekyll's memory loss was only a convenient ploy to become rich by robbing.

**Mystery Mask Mix-Up
Episode #70002**

Daphne entangles Mystery, Inc. in a chase with two zombies, after entering a Chinese curio shop. At the shop, she naively buys a golden mask which belongs to the ghost of Zen Tuo, an ancient war lord. The teenagers escape the zombies when Scooby-Doo sets up a smoke screen and confuses the two zombies. The kids later learn the ghost of Zen Tuo's is a quest to retrieve the mask that has far-reaching implications that will only endanger them more.

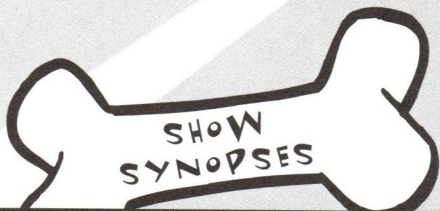
section
4

SCOO

The teen
bank robb
next to hi
temporari
that calls
resourcef
Creepers a

When the
party, Sha
caveman
amateur s
Oceanlan
absorbed
suddenly





SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

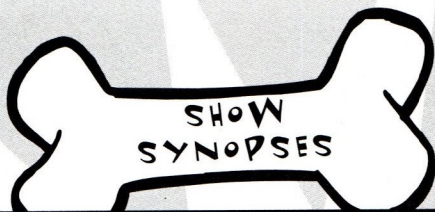
**Jeepers, It's the Creeper
Episode #70003**

The teenage detectives of Mystery, Inc. go in search of a bank robber after discovering an unconscious bank guard next to his ramshackle car. The teenagers learn — after temporarily reviving the guard — to beware of the “flame that calls the Creeper.” With just this clue, they use their resourcefulness and resolve to crack the case of a blaze, the Creeper and a burglar.

**Scooby's Night with a Frozen Fright
Episode #70004**

When the Mystery, Inc. gang goes fishing during a beach party, Shaggy and Scooby-Doo hook a prehistoric caveman frozen-in-ice. To unload their catch, the amateur sleuths deliver the Neanderthal relic to Oceanland, a renowned research center. They are soon absorbed into Stone Age antics when the caveman suddenly thaws and goes on a rampage.





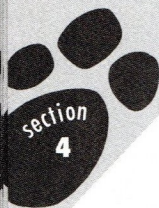
SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

**The Haunted House Hang-Up
Episode #70005**

On their way to a rock music festival, the adventurous youngsters of Mystery, Inc. become stranded in front of a haunted Southern mansion when the Mystery Machine overheats. Entering the eerie house in search of water, the detectives are quickly mystified by the unfriendly entourage which meets them: a floating candle, bursts of chilling laughter, a wooden dummy's head and a headless specter attired in 19th century dress.

**A Tiki Scare Is No Fair
Episode #70006**

The amateur sleuths' vacation on the Hawaiian Islands results in a bewitching holiday. A ghoulish witch doctor threatens Shaggy and Scooby — attending their 47th luau — imploring them to leave immediately or face the vengeance of Mano Tiki Tia, a ghostly Hawaiian legend who has come to life. Although the two bon vivants are prepared to follow the warning, the kids investigate the haunting legend of the tiki god after discovering that Mr. Simms, their tour guide, has vanished.





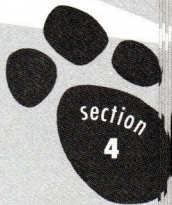
SCOOBY-DOO, WHERE ARE YOU! 1969 - 1970

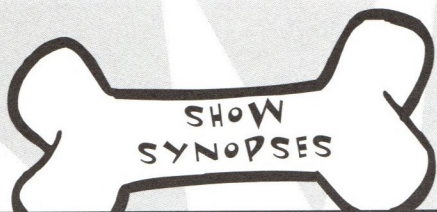
**Who's Afraid of the Big, Bad Werewolf?
Episode #70007**

While camping out in the Great Northwest, the members of Mystery, Inc. find the trails marked by curious footprints. Investigating, the young detectives are led to an isolated graveyard where they stumble onto the empty coffin of Silas Long. His tombstone reflects the legacy of a man who was half-man and half-wolf — and has apparently come back to life.

**Don't Fool with a Phantom
Episode #70008**

A glowing wax phantom upstages the Mystery, Inc. gang during a television appearance on "The Johnny Sands Dance Game Show." After the "shining" performance, the studio's safe is robbed and the station manager taken hostage. The amateur sleuths set about nabbing the culprit with only one clue to guide them... the ghostly apparition must be the creation of a wax figure maker who promised revenge when the television station management fired him several years ago.

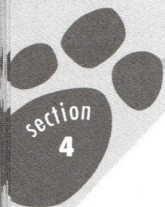


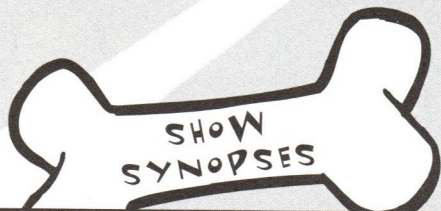


THE NEW SCOOBY-DOO MOVIES 1972 - 1974

THE NEW
SCOOBY-DOO
MOVIES

1972 - 1974





THE NEW SCOOPY-DOO MOVIES 1972 - 1974

Ghastly, Ghostly Town Episode #72001

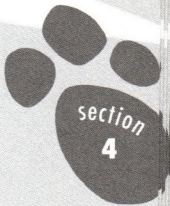
After a low-flying, king-sized bat forces their van into a sand pit, the members of Mystery Inc. scour the desert in search of help when they happen upon the *Three Stooges*, they realize that a nearby haunted village and the spooked trio of stooges make the gang's problems seem minimal.

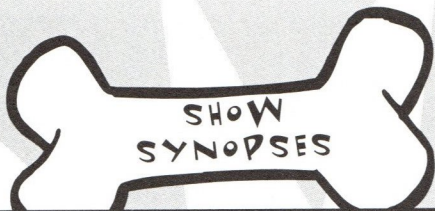
The Dynamic Scooby-Doo Affair Episode #72002

Scooby, Shaggy, Daphne, Velma and Freddy team up with *Batman and Robin* for a cliff-hanging tale about a counterfeit ring operated by the dynamic duo's arch nemeses, the Joker and the Penguin.

Scooby-Doo Meets the Addams Family Episode #72003

Ghastly goes-on greet Scooby and his teenage friends when they consent to spend the weekend as housekeepers in the haunted home of *The Addams Family*, giving Morticia and Gomez a much-needed vacation in Okefenokee Swamp.





THE NEW SCOOPY-DOO MOVIES 1972-74

The Frickert Fracas Episode #72004

Jonathan Winters invites Scooby-Doo and the gang for a stay on Maud Frickert's farm. Ostensibly welcoming a change of pace from haunted houses and spooky characters, Mystery, Inc. soon becomes embroiled in their standard routine when vandalizing scoundrels and animated scarecrows overrun the place.

Guess Who's Knott Coming to Dinner! Episode #72005

Lost on a winding road, Scooby-Doo and the teenage sleuths enter Moody Manor to ask for directions. There, **Don Knotts** mistakes them for the relatives of the estate's wealthy owner, Captain Moody. As the world's greatest detective — but operating more like Barney Fife than Ben Matlock — Don Knotts suspects that one of the gang has eliminated the Captain.

A Good Medium Is Rare Episode #72006

Scooby-Doo and his companions are locked into an out-of-this-world mystery when they accompany **Phyllis Diller** to the Magic Mansion for a seance under the leadership of Madam Zokar.

Sandy Duncan's Jekyll and Hydes Episode #72007

Movie-making becomes more treacherous than usual on the set of **Sandy Duncan's** latest film, a remake of *Dr. Jekyll and Mr. Hyde*. The film shoots on a movie lot destined to

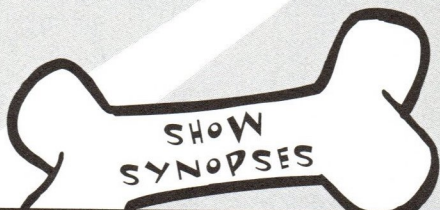
section
4

be close
woolly c
stop roll
and her

When S
during a
them a n
couple t
where th
the crow
the kids
soon eru
deserted

A unique
his youn
them to
the local

The Mys
newly-ap
down an



THE NEW SCOOPY-DOO MOVIES 1972-74

be closed down. When the scheming shenanigans of a woolly creature keeps the horror going after the cameras stop rolling it's up to Mystery, Inc. to save "Funny Face" and her crew.

The Secret of Shark Island **Episode #72008**

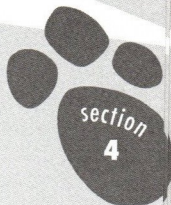
When *Sonny and Cher*'s ritzy jalopy maroons the couple during a howling storm, Scooby-Doo and his friends give them a ride in the Mystery Machine. The gang takes the couple to the Hideaway Hotel, an off-season beach retreat where they have planned a delayed honeymoon away from the crowds. After Sonny and Cher convince Scooby and the kids to stay at the hotel at least for the night, a mystery soon erupts involving the rambling, decaying, near-deserted inn, a massive shark, and the inn owner's scam.

The Spooky Fog **Episode #72009**

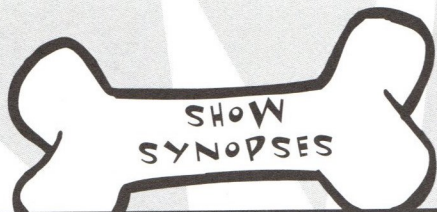
A unique form of small-town hospitality greets Scooby and his young companions when Officer *Don Knotts* invites them to spend the night at the best hotel in Juneberry — the local jail.

Scooby-Doo Meets Laurel & Hardy **Episode #72010**

The Mystery Inc. gang teams up with *Laurel and Hardy*, newly-appointed bellhops at a Vermont ski lodge, to track down an abominable snowman named Bigfoot.



section
4



THE NEW SCOOPY-DOO MOVIES 1972-74

The Ghost of the Red Baron
Episode #72011

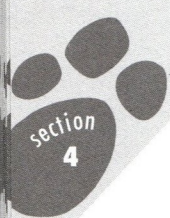
Scooby, Shaggy, Daphne, Velma and Freddy meet up again with the *Three Stooges*. This time, their mission directs them to ground the ghost of the Red Baron, a daring evildoer who has scared away all of Mr. Sawyer's crop-dusting pilots to pressure the farmer into leaving his land.

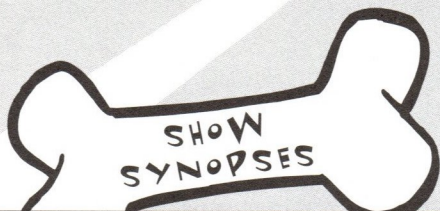
The Ghostly Creep From the Deep
Episode #72012

On the eerie banks of a haunted swamp, Mystery, Inc. plays sleuthing ball with the *Harlem Globetrotters*. The two teams hope their joining forces will protect them from the supernatural spirits unleashed by the ghost of Redbeard the Pirate.

The Haunted Horseman of Haggleshorn Hall
Episode #72013

Scooby-Doo and the gang cannot afford to “monkey” around when they encounter *Davy Jones*. The detectives must prove that the ghostly horseman who haunts Haggleshorn Castle is a phony, so that Davy’s uncle will not have to forfeit the Scottish fortress — once a thriving tourist spot — to the greedy Duke of Strathmore.





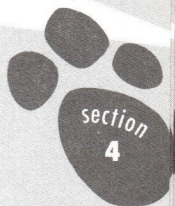
THE NEW SCOOPY-DOO MOVIES 1972-74

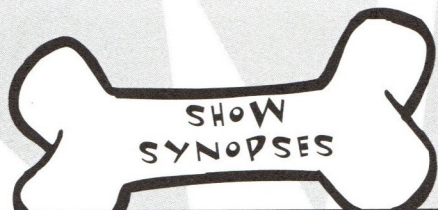
The Phantom of the Country Music Hall **Episode #72014**

An evening at the Opry brings terrifying music of the night when scrambling from a Phantom. Scooby-Doo and the kids search for their missing friend, **Jerry Reed**, in Nashville's Grand Old Country Music Hall.

The Caped Crusader Caper **Episode #72015**

On a forest camping trip, Mystery, Inc. meets up with the terrible twosome — the Penguin and the Joker — and need the help of the dynamic duo, **Batman and Robin**. After enlisting the aid of these caped crusaders against crime, Scooby and the teenage sleuths discover that the Penguin and the Joker have plotted to steal Professor Flakey's newest invention, a "flying suit." Scooby and Shaggy's backfiring plans to nab the crooks actually work at feeding the dastardly Penguin and Joker to the card-sharks.





THE NEW SCOOBY-DOO MOVIES 1972 - 1974

The Loch Ness Mess Episode #72016

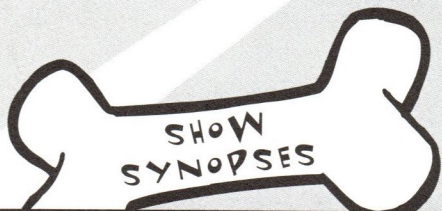
Scooby-Doo and the Mystery, Inc. kids travel to a small New England town to visit Shaggy's Uncle Nathaniel but traipse into the middle of a bewitching mystery. Working to find what lurks behind the ghost of Paul Revere and a spooky sea serpent, the gang bands with the *Harlem Globetrotters*, who are vacationing nearby. Scooby and the sleuths uncover a sinister plan concocted by a local crook, Morgan, who was trying to scare the townspeople into moving away to keep the discovery of a sunken treasure ship to himself.

The Mystery of Haunted Island Episode #73001

The *Harlem Globetrotters* and Scooby and the gang are sea-jacked to a haunted island for an insomniacal visit. On the island, they take refuge in an old mansion where they find strange bedfellows: moving statues which track luminous footprints and handprints out of the house. Outside, they discover the ghosts' true identities: the owner, coach and trainer for an opposing basketball team. The apparitions were determined to keep the Globetrotters from sleeping so that they would be too tired to win the next day's big game.



section
4



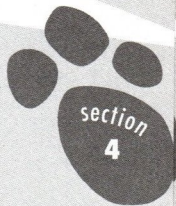
THE NEW SCOOBY-DOO MOVIES 1972 - 1974

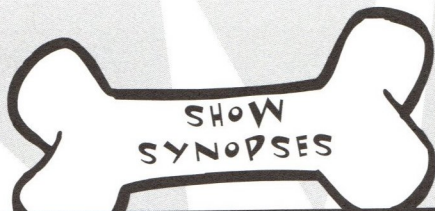
The Haunted Showboat Episode #73002

The expert ghost-chasing mystery-solvers, Scooby-Doo and the gang, team up with the svelte songstresses, *Josie and the Pussycats* to battle a couple of ghosts who are haunting the Dixie Queen Showboat on the Missouri River. The mystery unfolds when the 100 year-old ghost villain, Mark Twain's ex-con character Injun Joe, and another feisty phantom drag chains, move objects, and gurgle scary noises. The duo doesn't stand a ghost of a chance when Scooby, the detectives and the rock group get into the act.

Scooby-Doo Meets Jeannie Episode #73003

Scooby and the gang join *Jeannie* on a trip back in time to Persia to help a Prince fight evil "ghosts." There, they learn of a legend that — thousands of years ago — one of the Prince's ancestors banished an evil genie to a bottle. With aid from a greedy uncle, the vengeful genie battles Mystery, Inc. with malevolent machinations to take over the Prince's palace.





THE NEW SCOOBY-DOO MOVIES 1972 - 1974

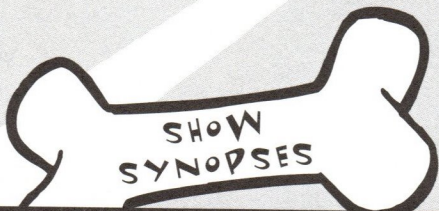
**The Spirited Spooked Sport Show
Episode #73004**

Tim Conway, who coaches at Velma's alma mater, recruits Scooby and the kids to exile ghosts who haunt the financially-burdened high school. The All Sports Benefit Show — the only chance to raise money to save the school — has been postponed because teams and audiences are too scared to participate. Tim and Mystery, Inc. must go to the head of the class to erase the hauntings, substitute for the team, and return the school to the honor roll.

**The Exterminator
Episode #73005**

Don Adams, head of the Adams Exterminator Company — Bug Killer to the Stars — drafts Scooby and the gang to help him after they stop on Sunset Boulevard and find his car has been destroyed by avenging termites. Seeing him stranded with no assistance, Mystery, Inc. volunteers to help him with his next movie star job. The group heads to Horror Hill, home of famed film star Lorne Chumley, who lives in a foreboding ramshackle house. Momentarily hesitating when Don tells them that 14 exterminators have entered the house and never returned, Mystery, Inc. steps into the house. With a menacing butler named Otto, and Chumley's supposed unwillingness to have his house exterminated, Scooby and the gang suspect their job will entail more ghosts than bugs.





THE NEW SCOOPY-DOO MOVIES 1972 - 1974

Weird Winds of Winona
Episode #73006

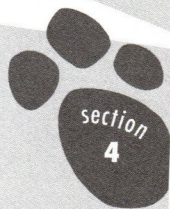
After the Mystery Machine wrecks in Winona, Mississippi, Scooby and the gang steer toward solving a mystery with *Speed Buggy* and buddies. Their goal is to "hush" the midnight winds that are spooking the rural town's residents.

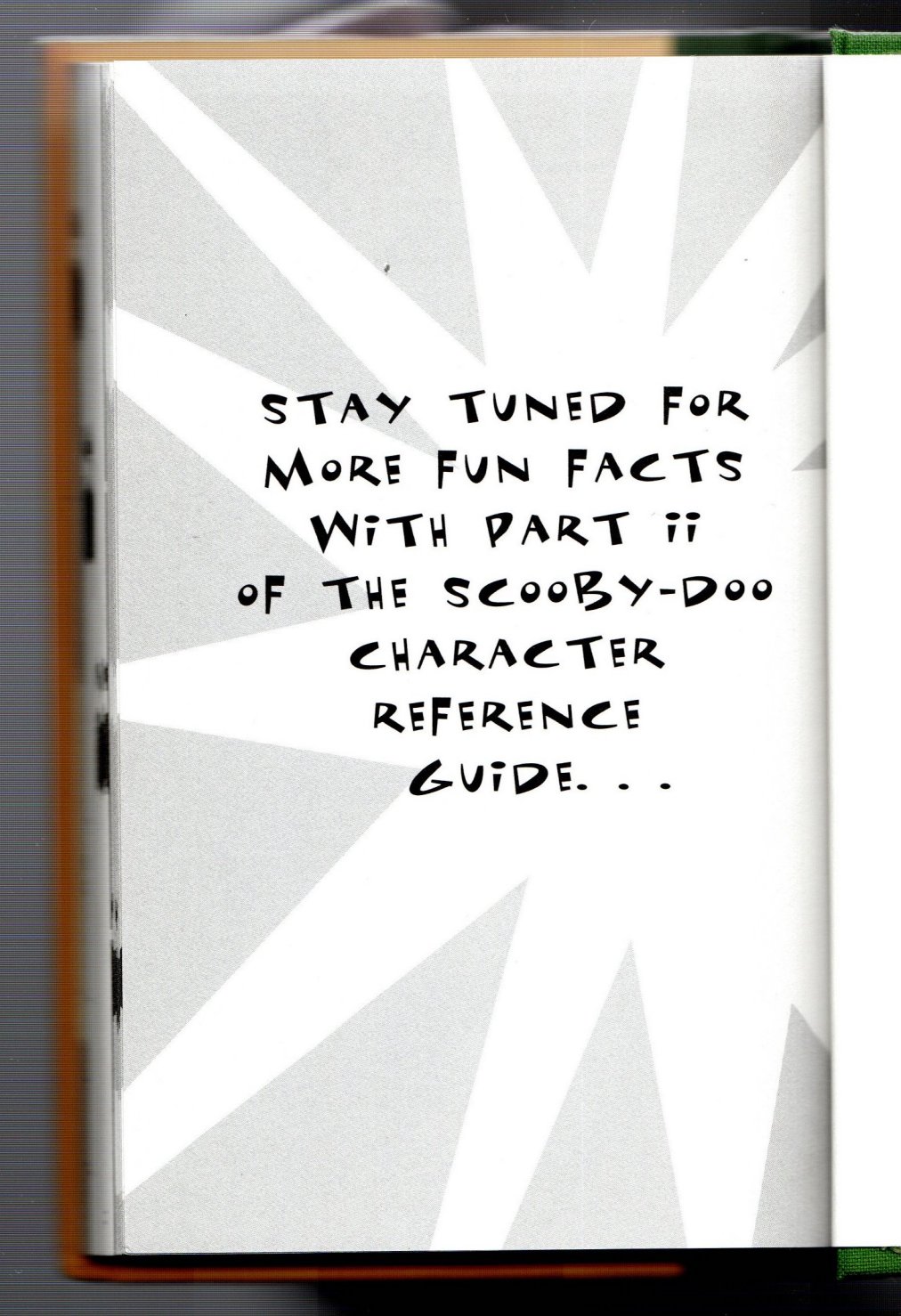
The Haunted Candy Factory
Episode #73007

Mama Cass Elliot, Scooby-Doo, Shaggy, Daphne, Velma and Freddy get mired in a sticky mess at Mama Cass's Sugarplum Candy Co. when two green cotton candy globs attempt to "cover" stolen gold dust with caramel, chocolate and nuts.

Scooby-Doo Meets Dick Van Dyke
Episode #73008

When guest star *Dick Van Dyke* buys a carnival, he names it the *Dick Van Dyke Barrel of Fun*. His amusement park becomes haunted and disaster follows. Taking a night off from ghost-hunting for some carnival fun, Scooby, Shaggy, Daphne, Velma and Freddy find themselves in a routine fright night when they help Dick expose a gaggle of ghosts who are scaring away customers and employees.





STAY TUNED FOR
MORE FUN FACTS
WITH PART ii
OF THE SCOOBY-DOO
CHARACTER
REFERENCE
GUIDE. . .

HYGHEMOT
BONBONNEN

SCOOBY DOO
PARTY

