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Scooby-doo mystery mayhem pc

Scooby-Doo! Mystery MayhemPAL region Xbox cover artDeveloper(s)Artificial mind and movementEditor(s)THQSeriesScooby-Doo EngineRenderWarePlatform(s)Game Boy Advance, GameCube, PlayStation 2, XboxReleaseGame Boy AdvanceNA: September 10, 2003PAL: November 7, 2003PlayStation 2, Nintendo GameCube &np; XboxNA: March 2, 2004PAL: March 26, 2004Genre(s)AdventureMode(s)Single-player Scooby-Doo! Mystery Mayhem is a video game based on the Hanna-Barbera/Warner Bros. Scooby-Doo cartoon. The game was developed by Artificial Mind and Movement and published by THQ in 2003 for the Game Boy Advance. It was later released for the PlayStation 2, GameCube and Xbox in 2004. Plot When Scooby and the band discover that someone has released thousands of ghosts and real monsters from a magic book called The Tome of Doom, they race to solve mysteries and put the monsters back. Gameplay The player controls two characters, Shaggy Rogers and Scooby-Doo, as he progresses through five levels, solving mysteries for Mystery Inc. Shaggy and Scooby getting to change places when the player wants to play either like Shaggy or Scooby, find a clue and then report to Velma Dinkley and can defeat certain monsters, using the Tome of Doom. Each character has a different ability. Some levels have only one playable character. The Tome of Doom can be loaded using magic wisps that the player can pick up on his way, when the Tome of Doom is low in magic or over. The player's characters have a 'cool meter', which when empty, causes the player to lose control of the character. The player can refill this meter by consuming Scooby Snacks or other foods found in the level. Certain foods are counted as collectibles and unlock bonuses if the player finds all of them within a particular level. Recepció ReceptionAggregate puntuacionsAggregatorScoreGameRankings(Xbox) 59.82%[1](PS2) 59.52%[2](GC) 55.75%[3](GBA) 53.20%[4]Metacritic(Xbox) 56/100[3](GBA) 53.20%[4]Metacritic(Xbox) 56/100[3](GBA) 53.20%[4]Metacritic(Xbox) 56/100[100 5](PS2) 55/100[6](GC) 54/100[7](GBA) 53/100[8]PuntuacióPublicationScoreCVG6.8/10[9]Game Informer(GBA) 6/10[10]4/10[11]GameSpot5.6/10[12]GameZone6.5/10[13][14][15](Xbox) 6/10[16](GN5.5/10[17](GBA) 5/10[18]Nintendo Power (GBA) 3/5[19](GC) 2.2/5[20]OPM (US)[21]PALGN6/10[22]TeamXbox7.4/10[23]X-Play[24]The Times[25] Mystery Mayhem es va trobar amb recepció mixta. GameRankings and Metacritic gave it a score of 53.20% and 53 out of 100 for the Game Boy Advance version; [4] [8] 59.82% and 56 out of 100 for the Xbox version; [5] 59.52% and 55 out of 100 for the PlayStation 2 version; [6] and 55.75% and 54 out of 100 for the GameCube version. [3] References ^ a b Scooby-Doo! The mysterious chaos for Xbox. Gamerankings. 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The mysterious chaos. IGN. Retrieved 10 June 2014. Retrieved October 6, 2003. ^ Scooby-Doo: Mystery Mayhem (GBA). IGN. Retrieved 10 June 2014. ^ Scooby-Doo! Mysterious chaos (GBA). Nintendo Power. 174: 154. November 2003. ^ Scooby-Doo! Mysterious chaos (GC). Nintendo Power. 180: 121. May 2004. ^ Scooby-Doo! The mysterious chaos. Official US PlayStation Magazine: 88. June 2004. Retrieved April 2, 2004. Scooby-Doo: Mystery Mayhem Review- PlayStation 2 Review. The palgn. Archived from the original on June 16, 2007. Retrieved July 9, 2014. ^Nardozzi, Dale (31 March 2004). Scooby-Doo! Mystery Mayhem Review (Xbox). TheXbox team. Archived from the original on March 11, 2012. Retrieved June 11, 2014. Retrieved April 27, 2004. Scooby-Doo! Mystery Mayhem' (GCN) Review. X-Play. Archived from the original on April 29, 2004. Retrieved June 11, 2014. ^ Scooby-Doo! The mysterious chaos. The Weather. April 17, 2004. Retrieved June 11, 2014. (subscription required) External links Scooby-Doo! Mysterious Chaos at MobyGames Recovered From Scooby-Dooby Doo and the rest of the have done a lot since the 1970s. They have solved numerous mysteries, starring in a long-running live-action film, and somewhere along the way became an easily recognizable American icon. Why have they even worked with the Harlem Globetrotters, Sonny and Cher, and Don Knotts' now who else can put this on their resume? However, despite these many successes, it still seems scooby and the crew can't do well in video games, as demonstrated once again with Scooby-Doo: Mystery Mayhem. I guess you can't really teach an old dog new tricks. It's a little early in the review to be so negative, but let's put the nail in the coffin anyway: Scooby-Doo: Mystery Mayhem isn't much fun. The fault lies with its repetitive nature, poor-level design, lame game mechanics, bad controls, or the collection mentality that makes up a lot of the game' blaming it for something because there is no denying that Scooby-Doo: Mystery Mayhem is a huge bore-fest. Right next to the bat, it's easy to realize that the controls are just flat out bad. It doesn't complement the camera at all and it can even be a task to pick up items because it feels so imprecise. He borrows some of his main game mechanics from gameCube launch title Luigi's Mansion, but fails to capture the fun and depth of this game. Similarly, level design is not inspired and frivolous, often leaving you with the feeling that there is no method to madness. The Scooby-Doo: Mystery Mayhem visuals aim to recreate the look of the cartoon series, and generally does a decent job. Cutting scenes do a good job of emulating the style of the cartoon series in almost every way, and it's probably the strongest part of the game, especially for Scooby-Doo fans. However, from a technical point of view, the graphics are only average if not bad sometimes. The environments are repetitive and not detailed, and there will often be a very noticeable slowdown. Like visuals, Scooby-Doo: Mystery Mayhem does a commendable job in recreating the feel of the Scooby-Doo cartoon series. All voice actors do a good job, although their results will vary depending on how much the original show liked. Scooby's lisp is still there and Shaggy says, 'I like it, wow!?' with the same creepy voice he had in the 70s. There's even a cheerful laugh track that plays after stupid jokes, but it's quite remarkable how out of place it sounds in the context of a video game. Obviously, Scooby-Doo: Mystery Mayhem is mainly child oriented. I seriously doubt that any child will have the tolerance to look beyond some of the debilitating problems of however, and with so many other great games out there that are aimed at their age group (like Tak and the power of Juju), they shouldn't have to. It's best to leave fans of the series looking to relive saturday mornings spent in front of the tube because apart from the Factor that the game creates, Scooby-Doo: Mystery Mayhem has few redemption qualities. With another Scooby Doo film soon to be in theaters it's no surprise to see Scooby Doo: Mystery Mayhem paving the way. Unfortunately, it can also come as no surprise that this game has some serious gaming issues, especially if you had any experience of with Scooby-Doo! Night of 100 scares. Although other aspects of the game help move it, Scooby Doo: Mystery Mayhem quickly becomes an endurance test. It all starts well but with an excellent job of integrating the old TV show. The plot fits nicely and the characters are represented in their classic form. Cut scenes also help create the right atmosphere, as well as with precise voiceovers and graphics. Unfortunately, most game elements do not sustain the same level of quality, becoming a long dull game to look for. You will look for clues, monsters, or other items throughout the game and usually have little, if any difficulty finding them. There are some side missions, however, to change things a bit, such as simple fights with bad guys, but they also have no real challenge. One area that helps the game along is audio. Voiceovers sound accurate and appropriate just like sound effects. The graphics also help add authenticity to the game with environments you would expect to see and graphics that although they are not great, are not distracted either. Scooby Doo: Mystery Mayhem might be nice to a young audience that expects little in terms of the challenge. However, I would expect that even they would lose interest quickly, but you can get enough of a rent. Anyone else looking for some Scooby Doo action should probably expect the film. Let me start by saying I'm a big fan of Scooby-Doo. I used to watch the show every afternoon with my own Big Dane while I was growing up, so there's a nostalgia factor for me when it comes to Scooby-Doo! Mysterious chaos. That said, this game is not for hardcore players and while it seems to be a relatively fun game for kids, controls and puzzle solving can be a little too complicated for this crowd. So what you have left is a fun game to play with your kids that will probably get old long before they can play properly on their own. This is unfortunate, because this game has many of the elements that could have made it a great family or children's game. The graphics are in the spot, including fun reproductions of some of Scooby and Shaggy's typical behaviors and the sound, though it doesn't use any of the original casts, is also a perfect reproduction. In this game that controls Scooby and Shaggy as a inseparable, you can hit a button to switch between which one you are actively controlling and which one is following your lead. Another button enters a funny little stealth mode that puts the two characters characters on his feet on an exaggerated tip of his feet. The beginning of the game has you trying to avoid ghosts while looking for clues. The more run-ins with ghosts you have the more your cool meter falls, if you fall all the way, you go into automatic escape mode with Shaggy screaming and cradling Scooby in his arms as he runs from the spot. Later in the game you win a Tome of Doom that allows you to capture the collection of ghosts, ghouls and villains you encounter with Ghostbusters wing. Unfortunately, the game is a little too simplistic for adults and probably most teenagers and a little too difficult for younger children. I had a lot of fun playing with my 3-year-old son, but got bored very quickly and got frustrated every time he tried to go it alone. Mystery Mayhem is worth a rental, but I would recommend against buying it unless you are a big, huge Scooby fan, the fan.

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