



# SCOOBY-DOO!

## THE BOARD GAME

**Jinkies!** A monster has been seen in the city, terrorizing the local population! The people are fleeing as quick as they can pack their bags. It's up to the Scooby Gang to save the day. Can they win the race against time and capture the monster before it frightens the whole city away?

## OVERVIEW

In this cooperative board game for 1 to 5 players take on the role of one of the members of the Scooby Gang, each with their own unique ability. Moving through 8 Locations by foot or by driving the Mystery Machine, the Gang must work together to collect resources and build traps to capture the Monster before the entire city becomes a literal ghost town. The Scooby Gang can only succeed when actions, good planning, and a bit of luck are brought together against an unleashed Monster... with many zany hijinks along the way!

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**ACKNOWLEDGEMENTS:** We're honored to have designed a game that celebrates the iconic cartoon that we loved growing up with and now watch with our kids!



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# COMPONENTS



**1 CITY BOARD**



**5 SCOOBY GANG FIGURES**

(Scooby-Doo, Shaggy, Velma, Daphne, and Fred)



**3 MONSTER FIGURES**  
(Green Ghost, The Creeper, and Ghost Clown)



**1 MYSTERY MACHINE**



**5 SCOOBY GANG ID CARDS**



**1 MYSTERY MACHINE ID CARD**



**3 MONSTER ID CARDS**



**30 SCOOBY GANG CARDS**



**12 MONSTER CARDS**



**18 TRAP CARDS**



**2 HAUNTED PLACE TOKENS**



**24 VISITOR TOKENS**



**5 MONSTER TOKENS**



**5 MONSTER MOVEMENT TOKENS**



**40 RESOURCE TOKENS**



**3 GAS TOKENS**






**5 DOUBLE-SIDED ABILITY TOKENS**


# SETUP



## BASIC CONCEPTS



- 1) Place the City board within reach of all players.
- 2) Shuffle the Scooby Gang cards and place them facedown on the Draw deck slot on the City board. This is the Draw deck.
- 3) Shuffle the Monster cards and place them facedown on the Monster deck slot on the City board. This is the Monster deck.
- 4) Sort the Resource tokens by kind: Net , Clothes , Branches , and Tools , and place them in separate pools within reach of all players.
- 5) Place all Monster tokens  on the Monster tokens slot indicated on the City board.
- 6) Place all Monster Movement tokens  and Haunted Location tokens  within reach of all players.
- 7) Place 3 Visitor tokens  on the Visitor slots indicated in each of the 8 Locations of the City board.
- 8) Place the Mystery Machine on the Vasquez Castle Location. Then, place the Mystery Machine ID card next to the City board and place all the Gas tokens  on the slots indicated on it.



- 9) Each player chooses 1 Scooby Gang member to play and takes its corresponding figure and ID card. Then, place each figure on their starting Location, as listed on their card. Each player places 1 Ability token  faceup on the slot indicated on their Scooby Gang ID card.
- 10) Shuffle the Monster ID cards, draw 1, and place it within reach of all players. Place the corresponding Monster figure on the Witch's Shack Location. Then, return the remaining Monster figures and cards to the game box. Alternatively, players may choose a Monster.
- 11) Players select a difficulty level to play (easy, medium, or hard), and take the Trap cards of that level. Then, shuffle and draw Trap cards according to the number of players:
  - 1-3 Players: 4 Traps
  - 4-5 Players: 5 Traps
- 12) Then, place these Trap cards faceup forming a line next to the City board within reach of all players. Once this is done, setup is complete, and the game is ready to begin!



# WINNING AND LOSING THE GAME




Players win the game when they complete all Traps in play.

Players immediately lose the game if, at any time, 1 or more of these conditions are met:

- A 3rd Location would ever become **Haunted** 
- There are no more **Monster tokens**  left on the Monster tokens slot when one is required;
- There are not enough Scooby Gang cards left to distribute to the players;



## DIFFICULTY LEVEL

-  **Easy** (3 - 4 resources needed per Trap);
-  **Medium** (4 - 5 resources needed per Trap);
-  **Hard** (4 - 5 resources needed per Trap. Additionally, these have a permanent effect for the remainder of the game. (see page X).

## GAMEPLAY

The game is played in a series of rounds, each consisting of the following phases:

- 1) **Draw & Choose Cards**
- 2) **Reveal**
- 3) **Action!**

### 1. DRAW & CHOOSE CARDS

Each player draws 2 cards from the Draw deck, in any order they prefer. Then, without telling the other players, each player selects 1 card to play that turn, and places it facedown in front of them. Their remaining card is placed facedown on the Save deck slot on the City board. The contents of any of these cards should not be revealed at this time, but vague hints can be given such as "I can't reach the Mystery Machine!" or "I'm running very fast this turn!".

If at any time players need to draw cards from the Draw deck and there are none left, shuffle the Save deck to create a new Draw deck and place it facedown on the Draw deck slot. If there are still not enough cards to draw, the players immediately lose the game.

## SCOOBY GANG CARD



### INITIATIVE

All characters including the Monster resolve their **actions in ascending Initiative** order (from lowest to highest).

### MOVEMENT

Shows the number of Locations that a Scooby Gang member can move across the City Board.

### EFFECT

Additional effect that a Scooby Gang member may benefit from this turn, if any.

## MONSTER CARD



### INITIATIVE

Monster and all characters resolve their **actions in ascending Initiative** order (from lowest to highest).

### MOVEMENT

Shows the number of Monster moves this turn and path it takes (blue, red, or green).

### EFFECT

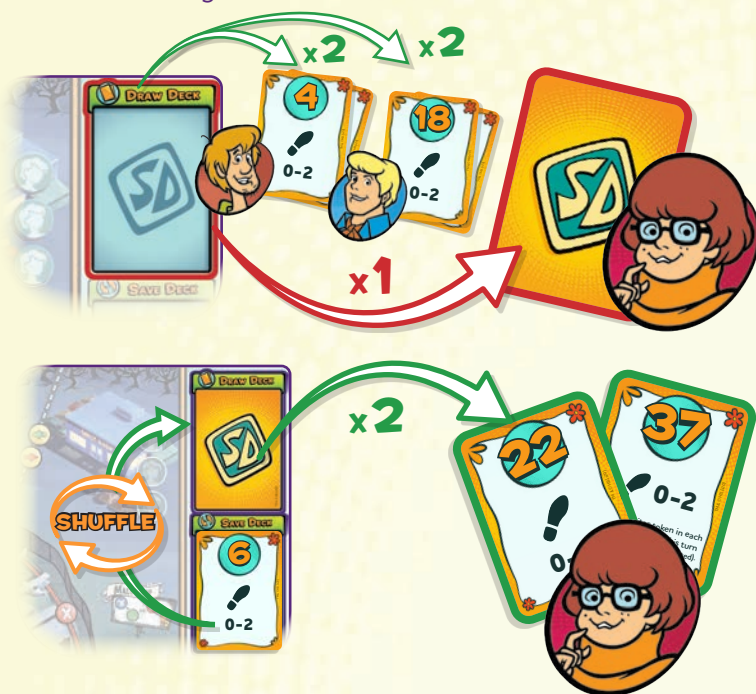
Additional effect that a Scooby Gang member may benefit from this turn, if any.

**Example:** At the beginning of the round, Shaggy and Fred draw 2 cards each. Velma should draw 2 cards as well, but there are not enough cards in the Draw deck. So, Velma reshuffles the Save deck to create a new Draw deck, placing it **facedown** on the Draw deck slot. She may now draw 2 cards from it.





If there were still not enough cards in the Draw deck, the players would have lost the game.



## 2. REVEAL

All players reveal their chosen card simultaneously. Players take the top card of the Monster deck, flip and place it next to the City board. Compare the Initiative of all Scooby Gang cards and the Monster card to determine the order in which all characters play. The turn order changes from one round to another based on Initiative.

**Example:** Shaggy has Initiative 4, Fred 18, Velma 37, and the Monster 12. So, Shaggy plays first, followed by the Monster, then Fred, and finally, Velma.



## 3. ACTION!

During the action phase, players perform their turns following the Initiative Order. Note that Scooby Gang members' turns operate differently from the Monster's.

## SCOOBY GANG MEMBER TURN

When a Scooby Gang member's Initiative comes up, they perform these steps:

- Move
- Perform Location Action
- Perform Special Ability

### 1. Move

Players may move their Scooby Gang figure up to the number of Locations shown on the Scooby Gang card they played. They can only move through Locations indicated by the **road sign** (→) (←) (↔). They may also choose to not move, staying in their current. Red areas on the City board are blocked paths and don't allow any character to pass through.

When a Scooby Gang figure moves, they may freely pass through other Scooby Gang figures, but they must end their movement in a Location with no other Scooby Gang figure in it.

**Important:** While there usually can only be 1 Scooby Gang member per Location, the **Swamp's End General Store** is the only Location that allows an extra Scooby Gang member.




### FRIGHT!

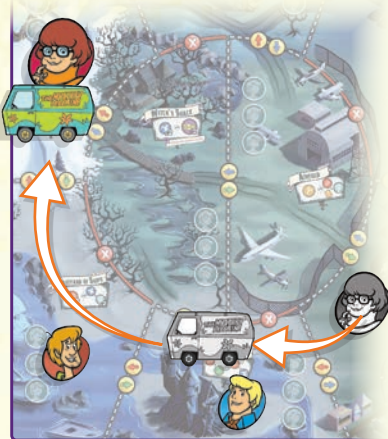
Scooby Gang members suffer **Fright** when they enter the Location where the Monster is or when the Monster enters the Location they are at. However, starting their turn in the same Location as the Monster won't cause Fright! Each time a Scooby Gang member suffers Fright, move 2 cards from the top of the Draw deck to the Discard deck faceup.

## The Mystery Machine

The Mystery Machine begins the game at **Vasquez Castle**. A Scooby Gang member that ends their movement at a Location where the Mystery Machine is may discard 1 **Gas token** (⚡) from the Mystery Machine ID card (removing it from the game) to quickly move themselves and the Mystery Machine to any other Location on the City board. Any Location where the Mystery Machine is may have an additional Scooby Gang member.

Moving with the Mystery Machine is part of the Scooby Gang member's movement. Therefore, it takes place before performing a Location Action (see page XX). It's important to note, however, that if there are no remaining Gas Tokens on the Mystery Machine ID card, it cannot move from its current Location, so use it wisely!




**Example:** Velma is currently in Funland and can only move up to 1 Location. However, she wants to end her movement in Wolf's End Lodge to use its Location Action. So, she moves to Vasquez Castle where the Mystery Machine is. Fred is in the Vasquez Castle as well, however, since the Mystery Machine is there, it may have an additional Scooby Gang member. So, Velma spends 1 **Gas token**  from the Mystery Machine ID card and moves to Wolf's End Lodge along with the Mystery Machine passing through Graveyard of Ships, where Shaggy current is. If another Scooby Gang member wants to use the Mystery Machine, they'll now have to go to Wolf's End Lodge.



## 2. Perform Location Action



Once a Scooby Gang member ends their movement (or decides to not move), they may perform 1 of the Actions available at that Location:

### Recover Scooby Gang Cards

-  Recover **1** Scooby Gang card;
-  Recover **2** Scooby Gang cards;
-  Recover Scooby Gang cards **equal to the number of players**;



Move the indicated number of Scooby Gang cards from the top of the Discard deck to the top of the Save deck, facedown.

### Restore Visitors tokens

-  Restore **1** Visitor token;
-  Restore **2** Visitor tokens;

Take the indicated number of discarded Visitor token and place it on an empty Visitor slot in any Location.

## Remove Monster tokens

-  Remove **1** Monster token;
-  Remove **2** Monster tokens;

Remove the indicated number of Monster token from any Location and place it back on the Monster token slot.

## Gathering Resources

When a Scooby Gang member gains a Resource, gather the indicated Resource tokens from the pool and place them on the token slots on their Scooby Gang ID card. Each space can only hold 1 Resource token to a maximum of 6. If a Scooby Gang member would gain more Resources than the number of slots available, they must select which ones to keep and return the exceeding Resource tokens to the pool.




## Crafting Traps




Exclusive to the **Swamp's End General Store** Location.

Each Trap card lists a number and any type of Resource tokens that is required to complete it. The Scooby Gang member takes any number of their Resource tokens that match the chosen Trap and place them on the corresponding slot. Once players start building a Trap, they must finish it before starting a new one.

A Trap is completed when it has all listed Resources on it. The Trap card is flipped, and all Resource tokens used to craft it are placed back in the pool. If the Scooby Gang member has any Resources left, they can start to craft a new Trap during the same action. When all Traps are completed, the Monster is immediately trapped, and the players win the game!

 **Note:** In **Hard Level Difficulty**, each Trap card has an effect listed on its back that hinders the players for the remainder of the game. This effect is activated once the Trap is completed and its card is flipped over. Players are not allowed to peep at the effect and choose what Trap card to complete first.





**Example 1:** Shaggy is current on Wolf's End Lodge. Fred is on Malt Shop, and Velma on Swamp's End General Store. Shaggy's Initiative is 4, Fred's 18, Velma's 37, and Monster's 12. After comparing the Initiative of all Scooby Gang cards and the Monster card, Shaggy starts. As he has enough Resources tokens to complete a Trap card, he moves to **Swamp's End General Store**. Fred is there, but the Location is up to 2 Scooby Gang Members. Once there, Shaggy performs the Location Action, completing a Trap card with 1  and 1 . The completed Trap card is flipped and the Resource tokens from it are placed back in the pool. As he still has 2 , he starts a new Trap.



**Example 2:** Fred is currently on Swamp's End General Store and his Initiative is 18. As he can move up to two Locations, Fred decides to move to **Funland** to Perform its Location Action to **Remove 1 Monster token** and **Restore 2 Visitor tokens**. In the same action Fred also removes 1 Monster token from Vasquez Castle and place 2 Visitor tokens on Graveyard of Ships, that has only 1 Visitor token left.



### 3. Perform Special Ability

Each Scooby Gang ID card has a unique Ability. This Ability can be used at any time during that Scooby Gang member's turn, but only **once per game**. When the Ability is used, flip the  on the Scooby Gang ID card to the  side.


#### 2- PLAYER GAME


In a 2-player game, there is an additional step to follow at the start of a round: Before drawing cards from the Draw deck, players choose 1 of the Scooby Gang member to be the Leader for the round. Instead of drawing 2 Scooby Gang cards, the Leader draws 3 cards and chooses 2 of them for this round following the Initiative order. Resolve each card separately. Exception: Cards that give immunity to Fright only protect a Scooby Gang member during that turn, not the whole round.

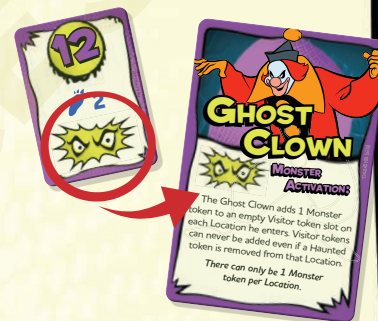
## MONSTER TURN

When the Monster's Initiative comes up, they perform these steps:




### 1. Check Monster Activation:


Check the Monster card and look for the  symbol at the bottom. This symbol shows that the Monster's Ability is **active** for this turn.

Monster Abilities are unique to each Monster, but they all use **Monster tokens**  in different ways when activated. If the Monster ever activates its Ability and there are no remaining tokens to place, the players immediately lose the game!



### 2. Monster Move:






The Monster cards indicate how many Locations the Monster moves this turn, as well as the path it takes (blue, red, or green). Move the Monster on the City board according to the Monster card through Locations indicated by **road signs**   . Remember that a Scooby Gang member suffers **Fright** when they enter the Location where the Monster is or when the Monster enters the Location where a Scooby Gang member is. (see page 8 – Fright!)

**Note:** The **Monster Movement tokens**  can be used to track where the Monster will move during its turn if the players want a reminder while they are planning their turns!


**Example:** A Monster card with a 19 Initiative is revealed. It indicates 2 green footsteps (2 ) on it, so the Ghost Clown should follow the green arrow  indicated on the road signs along the City board. That means the Monster moves two times, in this turn from the Witch's Shack to the Airfield Location and then to Funland. So, players place a Monster Movement token  in each of these Locations to indicate the Monster's path. At the bottom of the Monster card, it shows the Monster Activation symbol .






That means the Monster's Ability is active for this turn, so the Ghost Clown adds 1 Monster token  to an empty Visitor token slot on each Location he enters, in addition to scaring away Visitors. When the Monster's Initiative comes up, it moves through the marked Locations. So, when the Ghost Clown enters the Airfield, players remove 1 Visitor token  and add 1 Monster token . Then, when the Monster enters the Funland Location, players remove 1 Visitor token  but do not add any Monster token  since there can only be 1 Monster token per Location. Shaggy, who is at the Funland, suffers **Fright**, which means the players must take 2 cards from the top of the Draw deck to the Discard deck faceup.

### 3. Scare Away Visitors



Each time a Monster enters a Location, remove 1 **Visitor token**  from that Location. If a Location ever loses its last Visitor, it becomes Haunted.

### Haunted Location

When a Location becomes Haunted, take 1 **Haunted Location token**  and place it over that Location, replacing that Location's Actions. If 2 Locations are Haunted and a 3rd Location would become Haunted at the same time, the players immediately lose the game! While Haunted, the following rules apply to that Location:

- Players can't perform any Location Action there;
- The Location may never gain Visitor tokens;
- If the Location has 1 Monster token on it, it should remain there until it is Refreshed.



To Refresh a Location, Scooby Gang member must move to that Location and perform the **Haunted Location Action**: take 2 cards from the top of the **Draw deck** to the **Discard deck** faceup. Once this is done, remove the **Haunted Location token**  and place 3 **Visitor tokens**  on that Location. End of the Round.

## \* END OF THE ROUND

Once all Scooby Gang members and the Monster have played their turns, the round is over. At the end of each round, place all the used Scooby Gang cards faceup in the Discard deck. Place

the used Monster card faceup next to the Monster deck, forming the Monster's Discard deck. Return the Monster Movement tokens used to the pool. Start a new round.

## \* GAME END

The players win the game once all Traps are completed. The players lose the game when any of the Losing conditions are met (see page X – Winning and Losing the Game).


## \* SOLO MODE

The Solo Mode plays like the regular game with a few exceptions:

### Setup

Instead of choosing a Scooby Gang member, the player plays as Shaggy and Scooby-Doo as his sidekick. The player takes Shaggy's ID card and places it in front of them. Then, they take Scooby's ID card and place it beside Shaggy's. They'll then draw 3 cards from the Draw deck and place them faceup beside Scooby's ID card. Those 3 cards remain for the whole game.

### Gameplay

- At the beginning of each round, draw 3 Scooby Gang cards from the Draw deck and keep 2. Discard the remaining card facedown on the Save deck. The player plays 2 turns with Shaggy. As in the regular game, when the Initiative of the chosen cards comes up, move Shaggy and perform a Location Action and any other effect listed on the card.
- Scooby's cards may be used during any round. When you decide to use one of them, resolve it when its Initiative comes up, playing a turn with Scooby as normal (in addition to Shaggy's 2 turns). Once Scooby's turn ends, place the used card on the Discard deck faceup. The effects on Scooby's cards are used normally, except for cards that protect Scooby from Fright. Scooby Gang cards 36 and 40  have no effect on Scooby during Solo Mode.
- Scooby-Doo's Ability can be used at any time, but only once during the game.
- At Wolf's End Lodge Location, Recover just 1 card, since there is just a single player.

**Note:** The player can allocate Resource tokens Scooby is carrying using Shaggy's Special Ability.