



SCOOPY-DOO! **THE BOARD GAME RULES**

The Scooby Gang will never guess the monsters they're after are also building a trap to capture them!

Special Rules: Dastardly & Muttley must be played together, using the Monster Duo rules from the Deluxe Edition rulebook (page 10). Dick Dastardly has the Lowest Initiative Value, while Muttley has the Highest. Muttley does not Scare Visitors or Frighten Gang Members.

Whenever Dastardly and Muttley are in the same Location, add a Monster token to their Trap card. Completing their Trap card on Medium and Hard mode immediately triggers 1 of the losing conditions. The Gang must work fast to avoid being trapped by them!



Components:

1 Trap card, 2 Monster ID cards