RULEBOOK

Scooby-Doo! The Board Game
DELUXE EDITION

❋ Overview ❋

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?

In this 1 to 5 player cooperative game, 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!

❋ Table of Contents

�./. Components ✻

6 Scooby Gang Figures

Scooby-Doo, Shaggy, Velma, Daphne, Fred, and Scrappy-Doo

9 Monster Figures

Green Ghost, The Creeper, Ghost Clown, Zombie, Witch, Black Knight, The Ghost of Redbeard, The Ghost of Captain Cutler, and Spooky Space Kook

1 Mystery Machine ID Card

11 Monster ID Cards

30 Scooby Gang Cards

12 Monster Cards

2 Haunted Location Tokens

18 Trap Cards

6 Scooby Gang ID Cards

40 Resource Tokens

3 Gas Tokens

5 Double-Sided Ability Tokens

1 City Board

1 Mystery Machine Figure

5 Monster Movement Tokens

24 Visitor Tokens

7 Monster Tokens

❀ SETUP

GHOST CLOWN

The Mystery Machine

FRED

VELMA

SHAGGY

1) Place the City board within reach of all players.

2) Shuffle the Scooby Gang cards and place them facedown in the Draw deck slot on the City board. This is the Draw deck.

3) Shuffle the Monster cards and place them facedown in 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 Movement tokens 🦶 and Haunted Location tokens 🟥 within reach of all players.

6) Place 3 Visitor tokens 🔵 in the Visitor slots indicated in each of the 8 Locations of the City board.

7) Place the Mystery Machine in the Vasquez Castle Location. Then, place the Mystery Machine ID card next to the City board and place all the Gas tokens 🟧 in the slots indicated on it.

8) Each player chooses 1 Scooby Gang member to play and takes the 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 (with the sandwich) in the slot indicated on their Scooby Gang ID card.

9) 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.

10) 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

11) Place Monster tokens according to the Difficulty Level chosen: 6 tokens for Easy, 5 tokens for Normal or Hard.

12) Then, place the 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 in the Monster token slot when one is required.
- There are not enough Scooby Gang cards left to distribute to the players.

DIFFICULTY LEVEL

Easy – 6 Monster tokens in play.
3 – 4 Resources needed per Trap.

Medium – 5 Monster tokens in play.
4 – 5 Resources needed per Trap.

Hard – 5 Monster tokens in play.
4 – 5 Resources needed per Trap.
Additionally, these have a permanent effect for the remainder of the game (see page 7).

Hard Difficulty Traps don't need to be added all at the same time. For a gradual progression from Medium to Hard, players can replace some of the Medium Difficulty Traps for Hard Difficulty Traps.

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 player 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 in the Save deck slot on the City board. The contents of any of these cards cannot 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 in 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.

Reveal the top Monster card.

MONSTER CARD

INITIATIVE

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

MOVEMENT

Shows the number of Monster moves this turn and the path they will take (blue, red, or green).

EFFECT

Additional effect that the monster may benefit from this turn, if any.

Reshuffle the Monster's Discard Pile with the Monster Deck.

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. She can only draw the last one.
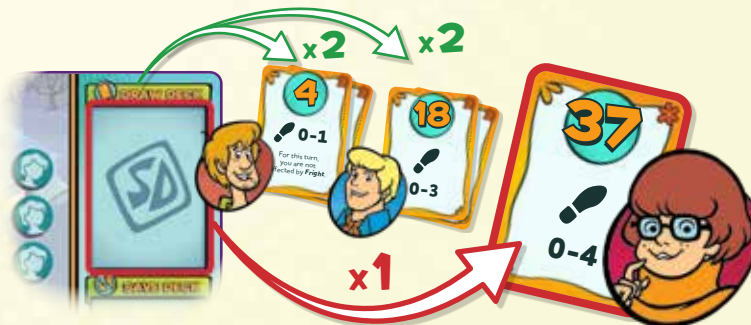
*So, Velma reshuffles the Save deck to create a new Draw deck, placing it **facedown** in the Draw deck slot. She may now draw another card from it. If there were still not enough cards in the Draw deck, the players would have lost the game.*

2. REVEAL

All players reveal their chosen card simultaneously. Players take the top card of the Monster deck, reveal it, 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, for this round, 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 the following steps in order:

1) Move
2) Perform Location Action

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 a **road sign** . They may also choose to not move, staying in their current Location. **Red lines** on the City board are blocked paths and prevents characters from passing 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 figures 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.*

The Mystery Machine

The Mystery Machine begins the game at Vasquez Castle. Any Location where the Mystery Machine is may have an additional Scooby Gang member. A Scooby Gang member that ends their Move at a Location where the Mystery Machine is may discard 1 **Gas token** . Moving with the Mystery Machine is part of the Scooby Gang member's Move. Therefore, it takes place before performing a Location Action (see page 7). 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!

Additionally, when moving with the Mystery Machine, the Scooby Gang member may bring along 1 other Scooby Gang member that shared the Mystery Machine's initial Location, provided that the final Location can hold all Scooby Gang members.

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 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. If Fred wanted to, he could have joined Velma on the ride. The Mystery Machine stays at the Wolf's End Lodge until it is used again.*
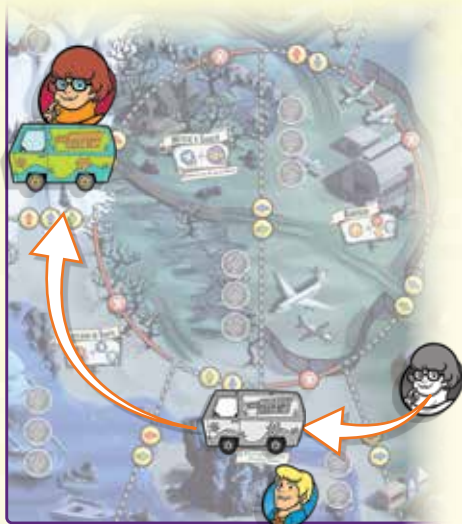
2. Perform Location Action

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

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

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

Recover **1** Scooby Gang card.

Recover **2** Scooby Gang cards.

Recover Scooby Gang cards **equal to the number of Scooby Gang members**.

Restore Visitor tokens

Take the indicated number of discarded Visitor tokens and place them in an empty Visitor slot in any Location.

Restore **1** Visitor token.

Restore **2** Visitor tokens.

Remove Monster tokens

Remove **1** Monster token.

Remove **2** Monster tokens.

Gather Resources

When a Scooby Gang member gains a Resource, gather the indicated Resource tokens from the pool and place them in the token slots on their Scooby Gang ID card. Each ID card can hold a maximum of 6 Resource tokens, 1 per slot. 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.

Discard **1** 🔴 or 🔵 or 🟢 to gain **2** 🔧

Craft Traps

This Action is exclusive to the **Swamp's End General Store** Location. Each Trap card lists a number and any type of Resource tokens that are required to complete it. The Scooby Gang member takes any number of their Resource tokens that match the chosen Trap and places them in 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 **Easy Level Difficulty**, players are allowed to build more than 1 Trap at the same time.*

*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 peek at the effect and choose what Trap card to complete first.*

*Example 1: Shaggy is currently in Wolf's End Lodge. Fred is in Malt Shop, and Velma is at Swamp's End General Store. Shaggy has the initiative and he has enough Resources to complete a Trap card. He moves to **Swamp's End General Store**. Velma is there, but the Location holds 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.*
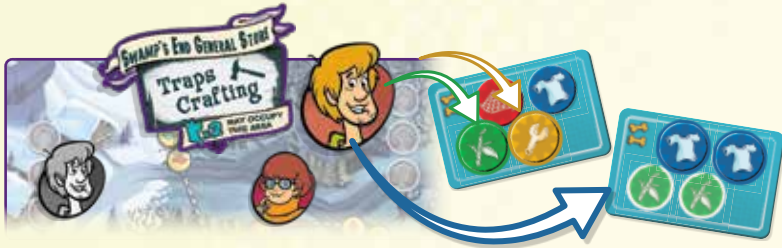
*Example 2: Fred is currently in Swamp's End General Store. As he can move up to 2 Locations, Fred decides to move to **Funland** to Perform its Location Action to **Remove 1 Monster token** and **Restore 2 Visitor tokens**. He decides to remove 1 Monster token from Vasquez Castle and place 2 Visitor tokens on Graveyard of Ships.*

PERFORM SPECIAL ABILITY

Each Scooby Gang member has a unique Ability. This Ability can be used at any time during their turn in adition to their Move and Location Action, but only once per game. When the Ability is used, flip the 🛡 on the Scooby Gang ID card to the 🔷 side.

2- PLAYER

*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 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 the round following the Initiative order. Resolve each card separately. **Exception:** Cards that grant immunity to Fright only protect a Scooby Gang member during their turn, not the whole round.*
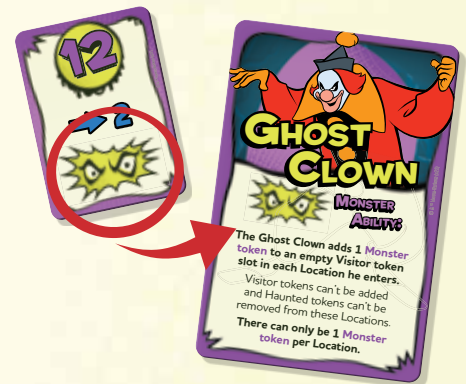
MONSTER TURN

When the Monster's Initiative comes up, they perform the following steps in order:

Check Monster Activation

Check the Monster card and look for the [symbol] symbol at the bottom. If present, the symbol indicates 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!

The Ghost Clown adds 1 Monster token to an empty Visitor token slot in each Location he enters. Visitor tokens can't be added and Haunted tokens can't be removed from these Locations. There can only be 1 Monster token per Location.

Monster Move

The Monster cards indicate how many Locations the Monster moves this turn, as well as the path they take (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 they are *(see page 6 – Fright!)*.

*Note: Players can place **Monster Movement tokens** 🟡 on the Locations where the Monster will move through to help them plan their turns.*

Example: A Monster card with a 19 Initiative is revealed. It indicates 2 green arrows (2 🟩) on it, so the Ghost Clown will follow the

green arrows ⬆️ *indicated on the road signs along the City board. That means the Monster moves two times. This turn, it will move from the Witch's Shack to the Airfield and then to Funland. At the bottom of the Monster card, it shows the Monster Ability 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 in each Location he enters, in addition to scaring away Visitors. When the Monster's Initiative comes up, they move 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 in Funland, suffers Fright, which means the players must move 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 Actions 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.

DRAW DECK

x2

🟦 4
👣 0-1
For this turn, you are not effected by *Fright*.

DISCARD DECK

To Refresh a Location, a Scooby Gang member must perform the **Haunted Location Action Action** while standing on the Location. Move 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

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. Then, start a new round.

❊ GAME END

The players win the game once all the Traps are completed. The players lose the game when any of the Losing conditions are met (see page 5 – Winning and Losing the Game).

✳ Solo Mode

Solo Mode plays like the regular game with the following changes:

SETUP

Instead of choosing a Scooby Gang member, play as Shaggy and Scooby-Doo as your sidekick. Take Shaggy's ID card and places it in front of you. Then, they take Scooby's ID card and place it beside Shaggy's. Draw 3 cards from the Draw deck and place them faceup beside Scooby's ID card. Those 3 cards are the only cards available to Scooby for the entire 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. Play 2 turns with Shaggy. As with 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 usual (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 as usual, except for cards that protect Scooby from Fright. Scooby Gang cards 4 and 36 📙 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, Recover just 1 card.

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

✳ Monster Duos

Besides being played separately, the Witch and the Zombie can be played as a Monster Duo. When playing with a Monster Duo, there's a few additional rules:

- Monster Duos offer a higher challenge and can only be played in Medium or Hard Difficulty Level.
- The Zombie and the Witch have 2 Special Cards, different than the ones used to play them as individual Monsters..
- Always draw 2 Monster cards. Check the information on their cards to see which Monster uses which card.
- Both have Monster Abilities that are triggered according to the Monster card. However, 1 of them does not Scare Visitors or Fright Gang members during their regular Activation. This information is also on their cards.
- Both Monsters are affected by the effects of Hard Trap cards.
- Monster Duos interact with each other. They always have a Special Ability that triggers when 1 of them enters the other's Location.
- When playing with the Witch and the Zombie as a Monster Duo, the Monster token pool has 7 Monster tokens.

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RULES SUMMARY

1. DRAW & CHOOSE CARDS

Each player draws 2 cards from the Draw deck and selects 1 to play this turn. The remaining card is placed facedown on the Save deck slot. Players cannot reveal the contents of their cards, but can give vague hints.

2. REVEAL

Players reveal their chosen cards simultaneously. Players take the top card of the Monster deck and reveal it. Compare the Initiative of all Scooby Gang cards and the Monster card to determine the order in which all characters play.

3. ACTION!

Players perform their turns following the Initiative Order.

SCOOBY GANG MEMBER TURN:

1. MOVE

Players may move their Scooby Gang figure up to the number of Locations shown on the Scooby Gang card they played, following the road signs on the board.

2. PERFORM LOCATION ACTION

Players can perform 1 of the Actions available at the Location they are at:

- *Recover Scooby Gang cards*
- *Restore Visitor tokens*
- *Remove Monster tokens*
- *Gather Resources*
- *Craft Traps*

MONSTER TURN:

1. CHECK FOR MONSTER ABILITY

Check the Monster card for the ⬢ symbol. If present, the Monster Ability is active for this turn.

2. MONSTER MOVE

The Monster card indicates how many Locations the Monster moves this turn, as well as the path they take.

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.