



HOW TO PLAY

SCOOBY-DOO!

FRIGHT AT THE FUN PARK GAME™



2-4
PLAYERS

4+

CONTENTS

- 1 Gameboard
- 1 Mystery Decoder
- 1 Dice
- 4 Mini Maps
- 2 Dry Erase Markers
- 5 Character Movers
- 25 Mystery Cards
- 36 Ticket Cards



Questions or Comments?
Questions ou commentaires?
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SCOOBY-DOO and all related characters
and elements © & ™ Hanna-Barbera. (s16)

MADE IN CHINA
FABRIQUÉ EN CHINE

Markers conform to ASTM D 4236
Invented by Forrest-Pruzan Creative LLC



WARNING:

**CHOKING HAZARD - This toy
contains small parts.
Not for children under 3 years.**

HOW TO PLAY

GETTING STARTED

- Each player takes one Mini Map and uses a marker to keep notes with throughout the game. If there are more than 4 players, team up and play together!
- Each player (or team) chooses a Character Mover and places it on any location on the gameboard.
- Shuffle the Ticket Cards and place them face down.
- Shuffle the larger Mystery Cards and randomly choose one without looking at it.
- Make sure all the doors on the decoder are closed.**
- Slide that Mystery Card into the Mystery Decoder so the ghoul's face is showing in the window (as shown).


This is the ghoul you are trying to catch for the game!

- Give the dice to the youngest player to take the first turn.

ON YOUR TURN

1 Roll the dice.



- ### 2 Collect Ticket Cards:
- If the dice shows any Ticket Card symbols  then take as many Ticket Cards as shown. If the deck runs out of ticket cards, shuffle the discard pile to make a new deck.

- ### 3 Move your character up to the number of locations rolled.
- Any two locations connected by a dashed line are one move apart. You may move in any direction. You do not need to move if you don't want to. More than one player may share a location.

- ### 4 Now, you may do **ONE** of the following:

- Play one Ticket Card! (see *PLAYING TICKET CARDS*)
- Try to catch the ghoul to win the game! (see *CATCHING THE GHOUL*)
- End your turn. Play then passes to the player on the left!

PLAYING TICKET CARDS

GETTING A CLUE:

To play a Ticket Card to get a clue, follow these steps:

- ### 1
- Your character must be on a location that matches the **COLOR** or **LOCATION** symbol shown on the Ticket Card you want to play.

The colors are **RED, BLUE, GREEN, YELLOW** and **PURPLE**.





The locations are **GAME, SNACK, SHOP, RIDE** and **SHOW**.



- ### 2
- Show the Ticket Card you want to play and follow the instructions on the card. Then discard that card.

- ### 3 Now,
- peek behind the matching door on the Mystery Decoder that matches the color or location on the Ticket Card for a clue:

- If you see **COBWEBS**  the ghoul **IS NOT HIDING** anywhere with that color or location.
- If you see **SCOOBY-DOO**  the ghoul **IS HIDING** somewhere with that color or location!

- ### 4
- Mark what you learned on your Mini Map.

For example, if you learn that the ghoul **IS NOT** on any **BLUE** location, cross out **ALL** the **BLUE** locations. Or, if you learn he is at a Ride location, cross out all the locations that are **NOT** Rides. Gather clues and use deduction to figure out where the ghoul is as the game goes on!



OTHER TICKET CARDS:

Other Ticket Cards let you hinder other players or give you an advantage. Place the card you want to play in the discard pile and follow the instructions on the card.



CATCHING THE GHOUL TO WIN THE GAME!

If you think you know where the ghoul is hiding, you may try to catch the ghoul to win!

On your turn, you must move to that location and declare that you are going to catch the ghoul. Then, open the BIG door on the Mystery Decoder without allowing any other player to see.

If the ghoul **IS NOT HIDING** there, you are out of the game.

If the ghoul **IS HIDING** there, you solved the mystery and **WIN THE GAME!**

HOW TO PLAY FOR YOUNGER DETECTIVES:

Instead of collecting Ticket Cards, simply move around the board to collect clues like this:

- Roll the dice and move the number of locations rolled. You may move in any direction.
- When landing on a location, choose either the color or the type of location to look at on the decoder.
- Peek behind the door on the Mystery Decoder for a clue.
- Mark your Mini Map accordingly and the turn is over.

