

2-4 PLAYERS

4+

⚠ WARNING:

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

Buffalo

Questions or Comments?
Questions ou commentaires?
puffalogames.com
355.895.4290 FL1-031416

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

2 Dry Erase Markers

CONTENTS

36 Ticket Cards

1 Gameboard1 Mystery Decoder

1 Dice4 Mini Maps



- 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).

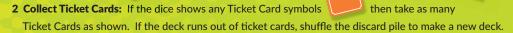
This is the ghoul you are trying to catch for the game!

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





1 Roll the dice.



- **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.

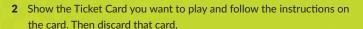


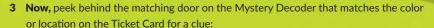












If you see COBWEBS



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!

at a BLUE 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:

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

