

# SCOOPY DOO!

MYSTERY INCORPORATED



# HOW TO PLAY



## SETTING UP

Move towards event tokens.

When in base contact, turn over the token to reveal if it's a clue or a monster.

If clue - take a clue widget and use it with the clue decoder.

If it's a monster choose a monster at random and place it on the board. The monster card will have a 'When Enters Play' rule that you must follow...

## PLAYER PHASES

Players can either draw a card or stand up (if fallen).

Card is either played immediately (if an immediate event), placed in the players hand, or placed in the discard pile.

Players cannot hold more than (3) cards in their hand, they can place cards from their hand into the discard pile to make room for a new card.

Player then moves the model according to the model's movement stat.

## SPRING A TRAP

### Players Role

When a player is within 3" of a monster they can then play a 'Spring the Trap' Card.

That player and any other players within 12" with a clear line of sight to the monster can add trap enhancement cards to raise the trap score.

When players have finished adding enhancements the monster activates.

### Monsters Role

The monster has a base trap ability score

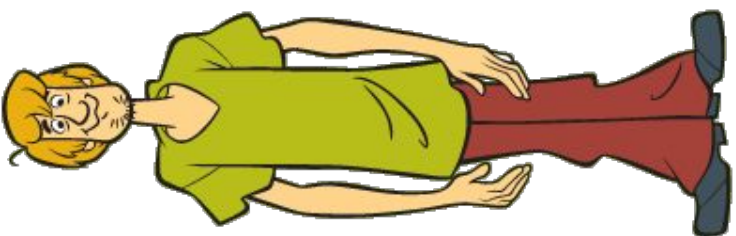
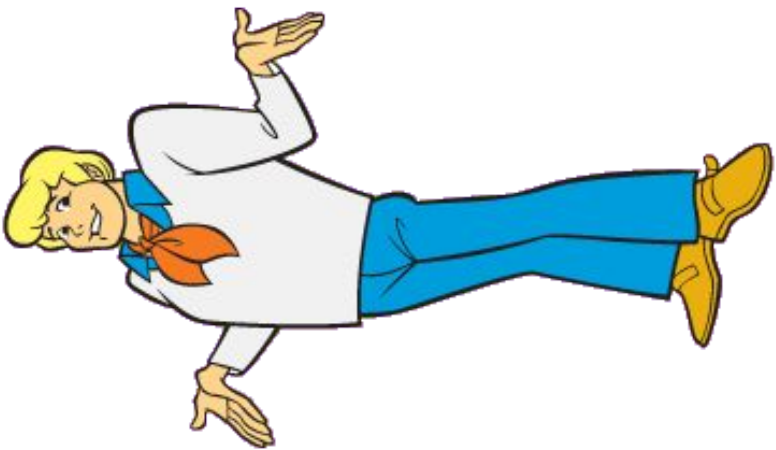
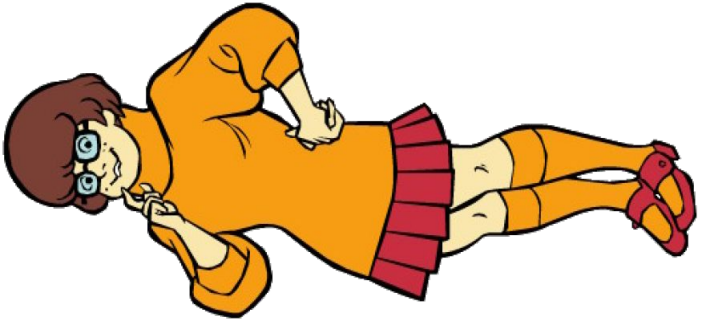
Add to this any enhancements the monster may have accumulated (they can pop up in the event deck)

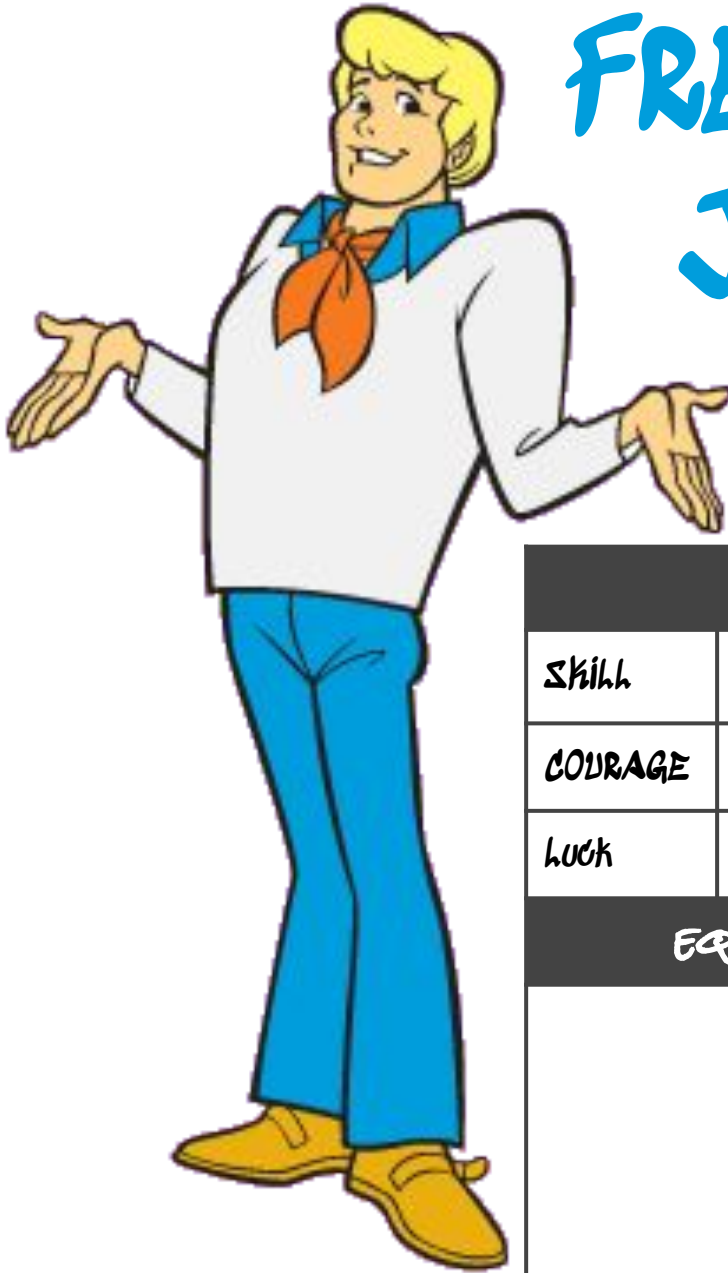
Finally spin the wheel to see the final modifier and if the monster escapes or not.

If the player score is equal to or less, then the monster escapes....

## ACTIVE vs NOT ACTIVE

A player is considered 'Not Active' if they are Stunned, Trapped or Grabbed





# FREDDY JONES

STATS	
SKILL	6
COURAGE	7
LUCK	3
EQUIPMENT	

**Special Rules:**

Fred may always hold one additional card above the maximum hand size.





# DAPHNE BLAKE

STATS	
SKILL	6
COURAGE	8
LUCK	2
EQUIPMENT	

Special Rules:



# VELMA DINKLEY

STATS	
SKILL	7
COURAGE	7
LUCK	2
EQUIPMENT	

**Special Rules:**

Velma may choose to draw two action cards and select which to keep - the other card is added to the discard pile.



# SHAGGY ROGERS

STATS	
SKILL	5
COURAGE	1
LUCK	8
EQUIPMENT	

Special Rules:




# SCOOBY DOO



STATS	
SKILL	4
COURAGE	2
LUCK	8
EQUIPMENT	

Special Rules:



<b>MOVE AND TEST FOR STUNNED</b>	28	28	<b>STUNNED!</b>	
	27	27		
	26	26		
	25	25		
	24	24		
	23	23		
<b>MOVE ONLY</b> <b>DO NOT DRAW AN ACTION CARD</b>	22	22	<b>TEST FOR STUNNED</b> <b>4+ TO PASS</b>	
	21	21		
	20	20		
	19	19		
	18	18		
	17	17		
	16	16		
	15	15		
	14	14		<b>NOT STUNNED</b>
	13	13		
12	12			
11	11			
<b>DRAW AN ACTION CARD AND MOVE</b>	10	10		
	9	9		
	8	8		
	7	7		
	6	6		
	5	5		
	4	4		
	3	3		
	2	2		
	1	1		
				

<b>MOVE AND TEST FOR STUNNED</b>	28	28	<b>STUNNED!</b>
	27	27	
	26	26	
	25	25	
	24	24	
	23	23	
	22	22	
	21	21	
	20	20	
	19	19	
<b>4+ TO PASS</b>	18	18	<b>TEST FOR STUNNED</b>
	17	17	
	16	16	
	15	15	
	14	14	
<b>DO NOT DRAW AN ACTION CARD</b>	13	13	<b>5+ TO PASS</b>
	12	12	
	11	11	
	10	10	
<b>DRAW AN ACTION CARD AND MOVE</b>	9	9	<b>NOT STUNNED</b>
	8	8	
	7	7	
	6	6	
	5	5	
	4	4	
	3	3	
	2	2	
	1	1	



<b>MOVE AND TEST FOR STUNNED</b>	28	28	<b>STUNNED!</b>			
	27	27				
	26	26				
	25	25				
	24	24				
	23	23				
<b>DO NOT DRAW AN ACTION CARD</b>	22	22	<b>TEST FOR STUNNED</b>  <b>4+ TO PASS</b>			
	21	21				
	20	20				
	19	19				
	18	18				
	17	17				
	16	16				
	<b>MOVE ONLY</b>	15		15	<b>NOT STUNNED</b>	
		<b>DO NOT DRAW AN ACTION CARD</b>		14		14
				13		13
12			12			
11			11			
<b>DRAW AN ACTION CARD AND MOVE</b>	10	10				
	9	9				
	8	8				
	7	7				
	6	6				
	5	5				
	4	4				
	3	3				
	2	2				
	1	1				



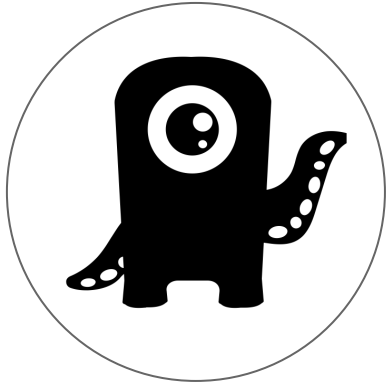
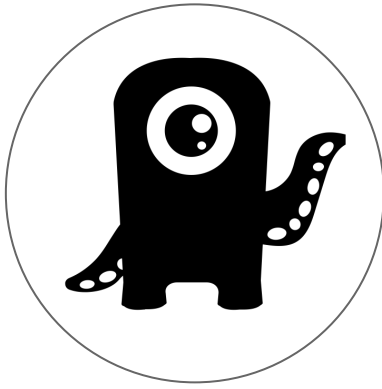
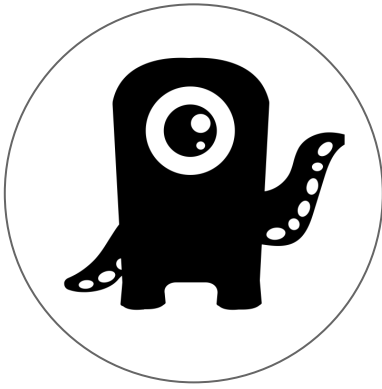
<b>MOVE AND TEST FOR STUNNED</b>	28	28	<b>STUNNED!</b>		
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	25	25			
	24	24			
	23	23			
<b>MOVE ONLY</b>	22	22	<b>TEST FOR STUNNED</b>		
	21	21			
	20	20			
	19	19			
	18	18			
	17	17			
	16	16			
	15	15			
	14	14			
	13	13			
<b>DO NOT DRAW AN ACTION CARD</b>	12	12	<b>4+ TO PASS</b>		
	11	11			
	10	10			
	9	9			
	8	8			
	7	7			
	6	6			
	5	5			
	4	4			
	3	3			
	2	2			
	1	1			
	<b>DO NOT DRAW AN ACTION CARD</b>	15		15	<b>NOT STUNNED</b>
		14		14	
13		13			
12		12			
11		11			
10		10			
9		9			
8		8			
7		7			
6		6			
5		5			
4		4			
3		3			
2		2			
1	1				
<b>DRAW AN ACTION CARD AND MOVE</b>	8	8	<b>NOT STUNNED</b>		
	7	7			
	6	6			
	5	5			
	4	4			
	3	3			
	2	2			
	1	1			
	8	8		<b>NOT STUNNED</b>	
	7	7			
	6	6			
	5	5			
	4	4			
	3	3			
2	2				
1	1				



<b>MOVE AND TEST FOR STUNNED</b>	28	28	<b>STUNNED!</b>
	27	27	
	26	26	
<b>3+ TO PASS</b>	26	26	
<b>DO NOT DRAW AN ACTION CARD</b>	25	25	<b>TEST FOR STUNNED</b>
	24	24	
<b>MOVE ONLY</b>	23	23	<b>4+ TO PASS</b>
<b>DO NOT DRAW AN ACTION CARD</b>	22	22	
	21	21	
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	17	17	<b>NOT STUNNED</b>
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<b>DRAW AN ACTION CARD AND MOVE</b>	14	14	
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	8	8	
	7	7	
	6	6	
	5	5	
4	4		
3	3		
2	2		
1	1		







**Are they  
wearing  
a hat?**



Reveal 2 Suspects

**Are they  
wearing  
glasses?**



Reveal 2 Suspects

**Are they  
wearing  
jewelry?**



Reveal 2 Suspects

**Are they  
injured?**



Reveal 2 Suspects

**Have they  
got facial  
hair?**



**Reveal 2 Suspects**

AND THE  
VILLAIN IS...



Vex  
Darkmore



Vex  
Darkmore



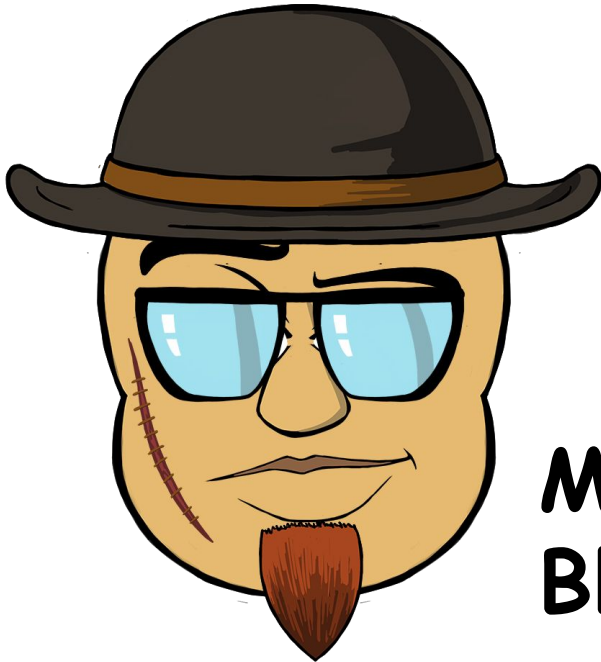
SUSPECTS



AND THE  
VILLAIN IS...



Maggart  
Black



Maggart  
Black



SUSPECTS





AND THE  
VILLAIN IS...



Desmond  
Sanguine



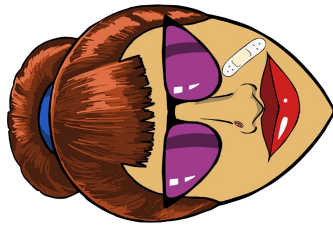
Desmond  
Sanguine



SUSPECTS



AND THE  
VILLAIN IS...



Vervain  
Kane



Vervain  
Kane



SUSPECTS



AND THE  
VILLAIN IS...



Emma  
Whisper



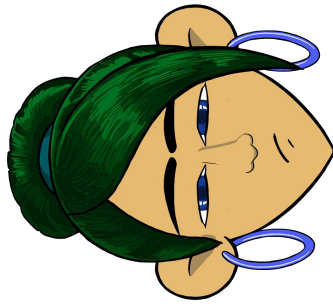
Emma  
Whisper



SUSPECTS



AND THE  
VILLAIN IS...



Lilith  
Grail



Lilith  
Grail



SUSPECTS





AND THE  
VILLAIN IS...



Axel Chalice



Axel  
Chalice

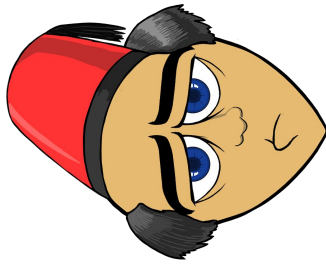


SUSPECTS





AND THE  
VILLAIN IS...



Carmine  
Willow



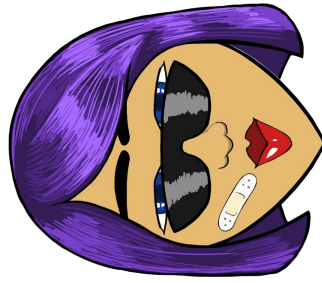
Carmine  
Willow



SUSPECTS



AND THE  
VILLAIN IS...



Cat  
Cross



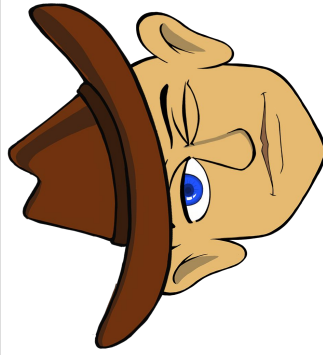
Cat  
Cross



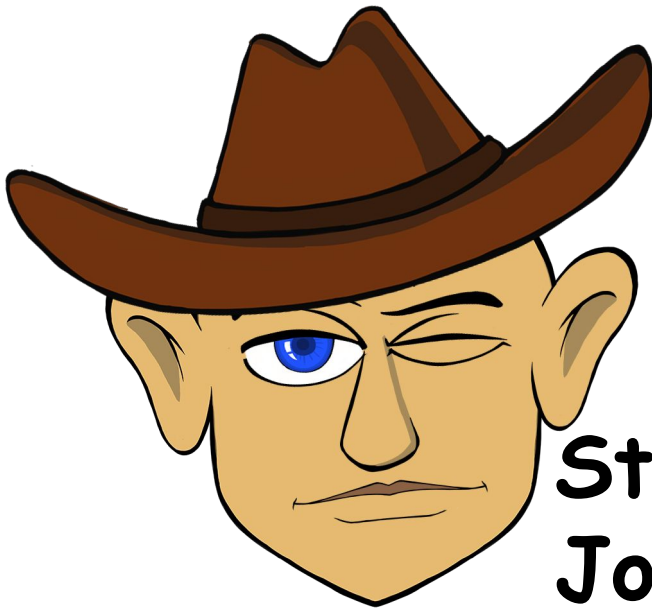
SUSPECTS



AND THE  
VILLAIN IS...



Storm  
Jones



Storm  
Jones



SUSPECTS



AND THE  
VILLAIN IS...



Ursula  
Jinx



Ursula  
Jinx

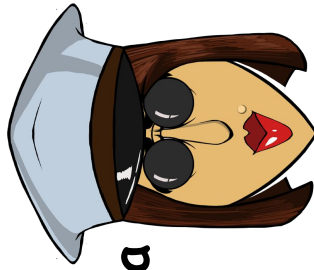


SUSPECTS





AND THE  
VILLAIN IS...



Misericordia  
Carpathia



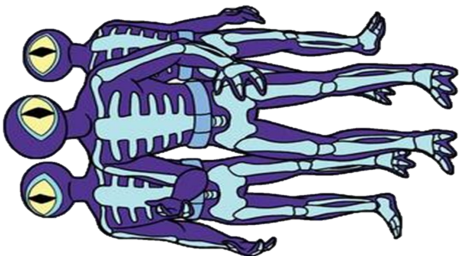
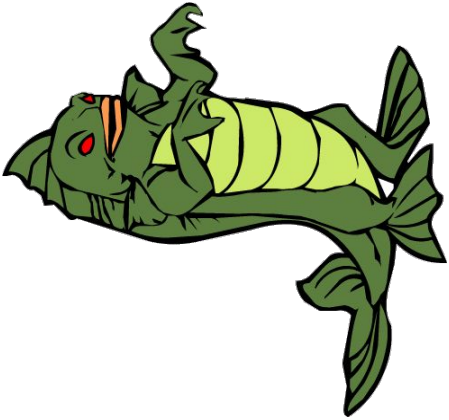
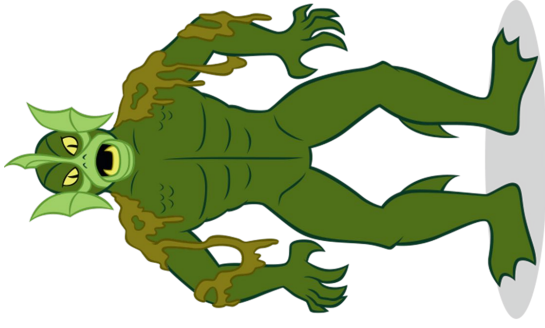
Misericordia  
Carpathia



SUSPECTS







# MONSTERS



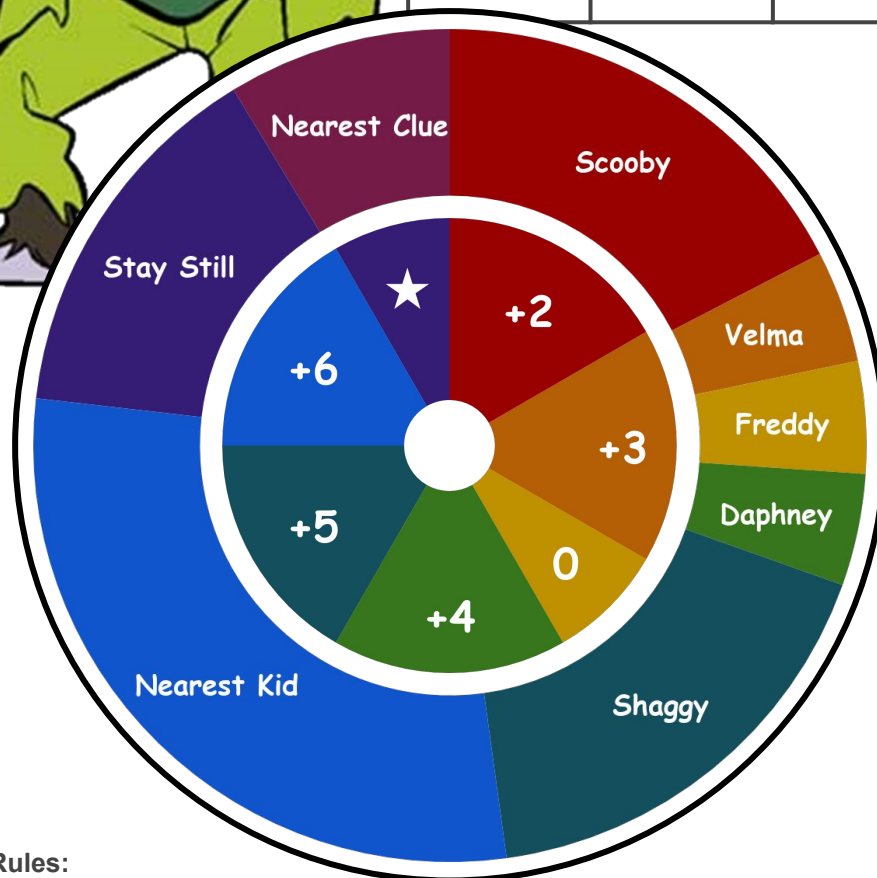
# MONSTERS

# THE WOLFMAN GHOST



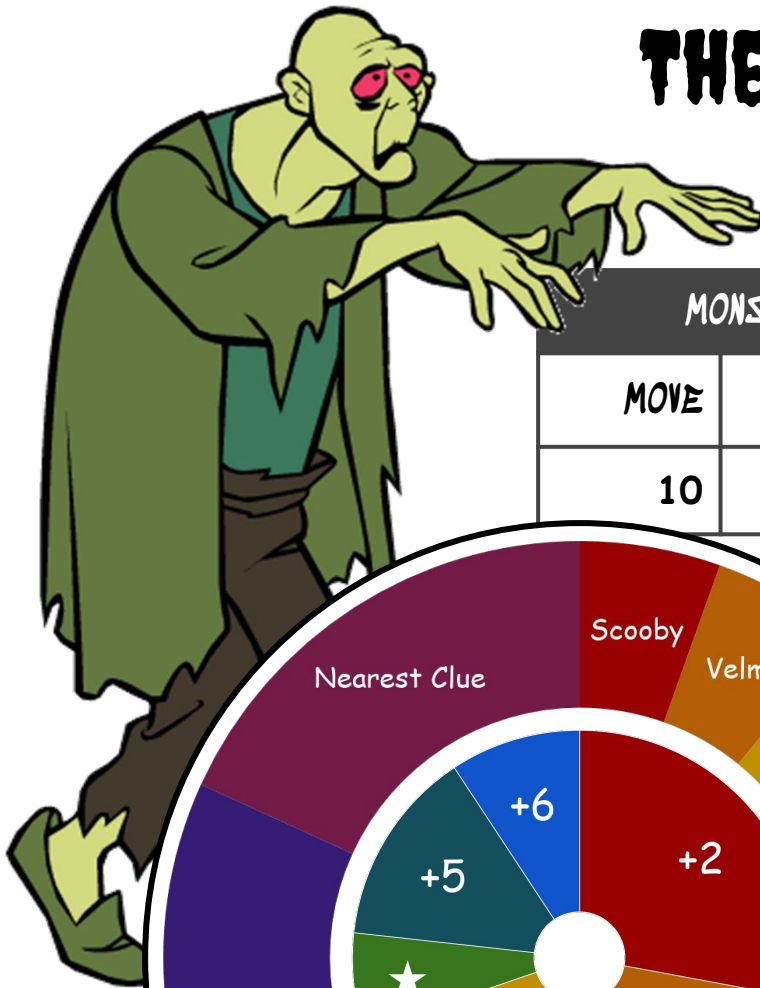
## MONSTER STATS

MOVE	SKILL	SCARE!
15	12	20



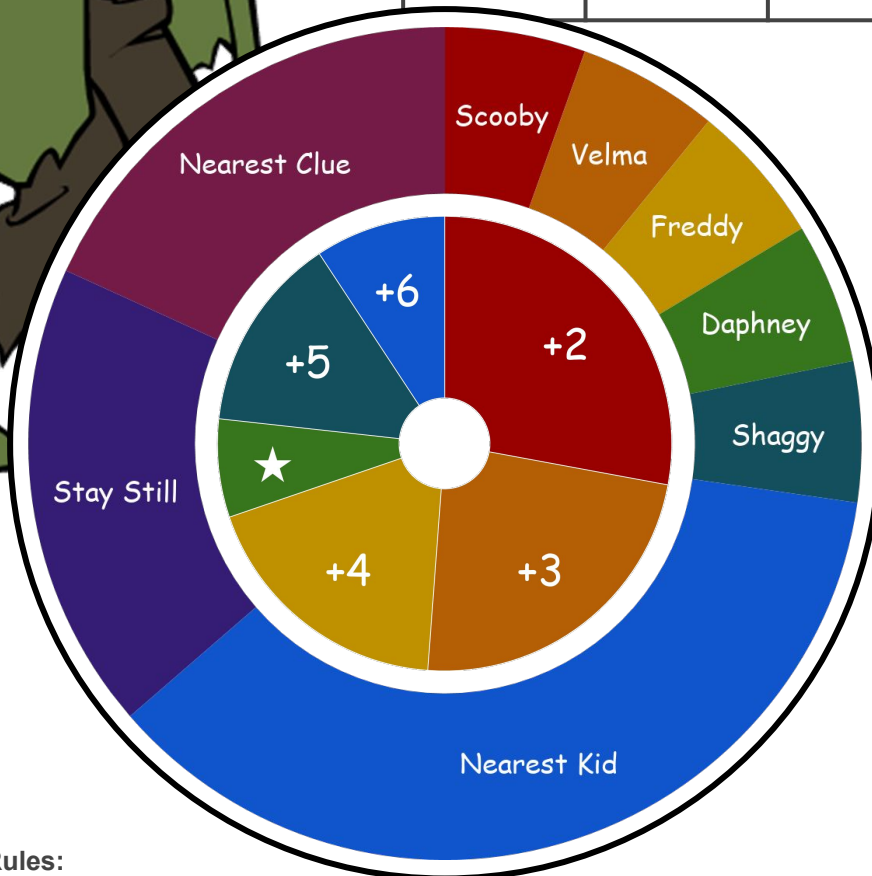
Special Rules:

# THE ZOMBIE GHOST



## MONSTER STATS

MOVE	SKILL	SCARE!
10	8	16



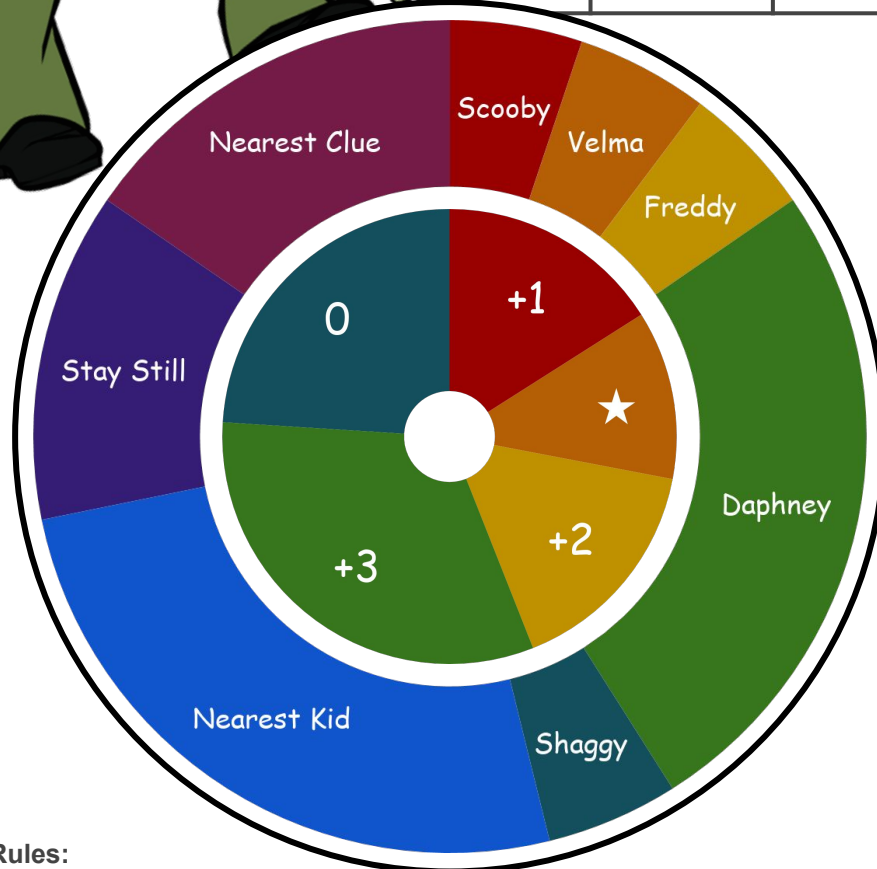
Special Rules:

# THE CREEPER GHOST



## MONSTER STATS

MOVE	SKILL	SCARE!
12	15	18



Special Rules: