SCOOBY DOO or THOSE MEDDLING KIDS

INTRODUCTION

Based on the classic Scooby Doo cartoons, the game has 3 versions with varying play styles for players of different experience, solo/co-op, versus and RPG lite.

Solo/co-op

This is the simplest of the games for 1 – 5 players. Each player takes on the role of 1 or more members of the Scooby Gang working together to find clues and unmask the monster and hear the famous I would have gotten away with it speech. Cards are drawn by the players to prompt iconic Scooby Doo actions and the Monster is controlled by an AI using a combination of cards and random dice. Supporting players are activated in conjunction with Monster to randomise encounters.

Versus

For 2 – 6 players. In this version the Scooby Gang are controlled by 1 -5 players in the same way as the solo/co-op version but the Monster and supporting characters are controlled by another player and the aim is for the Scooby Gang to find the clues and unmask the Monster before the Monster outwits them. Cards are still used by both sides but both sides will start with a random hand that can be used at the appropriate time in the game with a new card being drawn to replenish the hand. The Monster and supporting character movement is controlled by the player.

RPG Lite

For 6 players. In this version each member of the Scooby Gang is controlled by an individual player and should take on the characteristics Fred, Daphne, Velma, Shaggy or Scooby Doo. All other characters including the Monster are controlled by a Games Master (GM) who will control the game by defining the Scenario, creating the clues and ultimately overseeing the gameplay. The card draw system will not be used in this version (although the cards can be used to provide guidance to the GM) however dice will be used to decide the success/failure of some events.

All versions will have a character card for each of the Scooby Gang although in the RPG Lite version some characteristics will have to be generated prior to play – ie saving throws.

SCOOBY GANG

FRED JONES

Characteristics:
Human
Jock
Leader
A bit clueless
Key Associations:
Daphne
Special Abilities:
Driver - main driver/mechanic of the Mystery Machine
Hunk - attracts female attention
Trapping Time - Creates elaborate traps

DAPHNE BLAKE

Characteristics:
Human
Wealthy
Ditzy
Vain
Key Associations:
Freddy
Special Abilities:
Distracted - Can be easily distracted
Princess - attracts male attention
Surprising - Occasionally comes up with good ideas

VELMA DINKLEY

Characteristics:
Human
Nerd
Frumpy
Brave
Key Associations:
Shaggy
Special Abilities:
Lost Glasses - Useless without her glasses
Intelligence - realises when a clue is found
Problem solver - Works out who the villain is

NORVILLE 'SHAGGY' ROGERS

Characteristics:
Human
Slacker
Cowardly
Always Hungry
Key Associations:
Scooby
Velma
Special Abilities:
Scooby Snacks - will encourage him to do things .
Glutony - distracted by food
Disguise - only when close to Shaggy, used to confuse villain

SCOOBY DOO

Characteristics:
Great Dane
Speaks with an impediment
Loyal
Cowardly
Always Hungry
Key Associations:
Shaggy
Special Abilities:
Scooby Snacks - will encourage him to do things .
Glutony - distracted by food
Disguise - only when close to Shaggy, used to confuse villain

PLAYER CARDS

Multiples

No Action
Scooby Doo Where Are You? – On Scooby Doos next turn move the Scooby Doo mini into base contact with the character holding this card.
Would you do it for a Scooby Snack? - Scooby and Shaggy move 2 Inches towards the monster.
Chase – All members of the Gang move 3 inches away from the Monster. If the Monster is not in play discard this card.
I've been doing some research! - This card can only be used if drawn by Velma and reveals one undiscovered clue selected by the player. If anyone other than Velma or if Velma draws this card again, discard and no action is taken.
Food! - If this card is drawn by Scooby or Shaggy they miss the next turn.

Doubles

Zoinks - Shaggy
Jeepers - Daphne
Jinkies - Velma
Scooby Dooby Doo – Scooby Doo
Hold the Phone - Fred

If one of these cards is drawn a supporting character is spawned in base contact with the member of the Gang the card relates towho drew the card. Character will miss the next turn. If all supporting characters are in play then the one nearest to the character moves into base contact. (Supporting characters are selected randomly unless it is Fred or Daphne who draws the card in which case they are of the opposite gender)

Let's Split Up! - Place Velma and Daphne within 1 inch of Fred and Shaggy within 1 inch of Scooby Doo.
Run! - All members of the Gang move 2 inches directly away from the Monster. If the Monster is not in play discard this card.

Singles

Scooby! Run! - Hold this card until Monster is within 2 inches of Scooby Doo. On Scooby Doo's next turn he can move 3 times his normal move at no extra cost.
Disaster of Disguise – Hold this card until Monster is within 2 inches of either Scooby or Shaggy. Put Scooby and Shaggy into base contact and Monster can carry out no actions on his next turn.
My Glasses! - Velma misses next 2 turns unless within 2 inches of another member of the Gang in which case both miss 1 turn.
Oh No! The Mystery Machine – The Mystery Machine has been attacked, all members of the Gang must return to the Mystery Machine.
Looks like we have a mystery! - Reveal 1 undiscovered clue selected by the player.
Door Chase – Starting with the Monster followed by the Gang role the random movement dice and 1 d6. The associated mini moves that many inches in the direction indicated on the dice. Ignore obstacles, measure to obstacle front and then from obstacle back. If movement ends past edge of board then continue movement from opposite edge.
Trapping Time! - If all clues revealed then make Trap attempt. If clues still left to discover, shuffle back into deck. If Trap attempt fails on the first attempt, shuffle card back into deck and replace 2 clues and 1 Red Herring back on the board following Set Up rules, on second attempt game ends and the Gang have been unsuccessful.

MONSTER CARDS

Multiples

No Action
M-M-M-Monster! - Monster appears 6 inches away from one of the Gang.   Role 1d6 and random movement dice to see which member of Gang and where the monster appears.
D6 role table.
1 – Monster doesn't spawn/move.
2 – Fred
3 – Daphne
4 – Velma
5 – Shaggy
6 – Scooby Doo
Chase – Move 3 inches towards nearest member of Gang.

Doubles

Fred
Daphne
Velma
Shaggy
Scooby Doo

Monster appears 2 inches away from named character. Role random movement dice to decide position.

Where did he go? - Monster is removed from play until next M-M-M-Monster card is drawn.
He dropped a clue! - Players get to reveal 1 clue at random.

GAME SET UP (SOLO/CO-OP or VERSUS)

Played on a 3 foot by 3 foot board.
Place scenery appropriate to the Scenario.
Position Mystery Machine on one edge of the board, this will be the starting point for the Gang.
Randomly place the 10 clue tokens (6 clues and 4 Red Herrings). Clues can not be within 6 inches of Mystery Machine or each other.
Shuffle Player Cards and place to one side of play area.
Shuffle Monster Cards and place on opposite side of play area.
Place Gang by the Mystery Machine.
Place Monster and Supporting characters to one side of play area.

GAMEPLAY (SOLO/CO-OP)

Player Phase

1. Starting with Scooby move him up to the number of inches on his character card in any direction.
2. If player ends move within 1 inch of a clue role 1d6, on a 4,5,6 the clue is revealed.
3. Draw a card from the top of the Player Deck and action the text on the card.
4. Repeat for each member of the Gang in the order Fred – Daphne – Velma – Shaggy.

Monster Phase

1. Draw a card from the top of the Monster Deck and action the text on the card.
2. Starting with Supporting Characters on the board, role the random movement dice and move them the number of inches on their Character Card in the direction indicated. Movement stops if an obstacle or edge of play area is reached. Supporting Character movement order is indicated by the number on the Character Card.
3. Repeat for the Monster, if multiple Monsters, movement order will be indicated on the Monster Character Card.

Trapping Time

1. When all 6 clues have been revealed and the Trapping Time card has been drawn, move all of the Gang within 2 inches of the Monster.
2. Role 1d6. On a role of 3 up the trap works and the Monster is unmasked.
3. On a role of 1 or 2 move the Gang back to the Mystery Machine, place 2 clues and 1 Red Herring face down, shuffle and place on the play area following Set Up directions.
4. Continue play following standard rules.