

SCOOPY-DOO!

For 2 to 4 players
Ages 6 And Up

HIDE & SHREIK GAME



OBJECT:

Be the first player to find all of your ghosts--including your special light up ghost!

CONTENTS:

Game board, 8 regular ghosts, 4 light-up ghosts, flashlight, villain cards (8 regular, 4 light up), spinner card, spinner, label sheet, movers, mover stands.

SET UP:

Carefully remove the 8 villain labels from the sheet and place one on the bottom of each of the 8 regular ghosts. Mix those 8 ghosts and stand one on each of the purple spaces on the game board marked "Villain".

Place one light up ghost on each of the four corners: Public Library, Graveyard, Malt Shop and Amusement Park.

Carefully remove the Scooby-Doo! Friend movers from the sheet and place each one in a mover stand. Players choose a mover and place it on any space on the game board (it's okay to share a space).

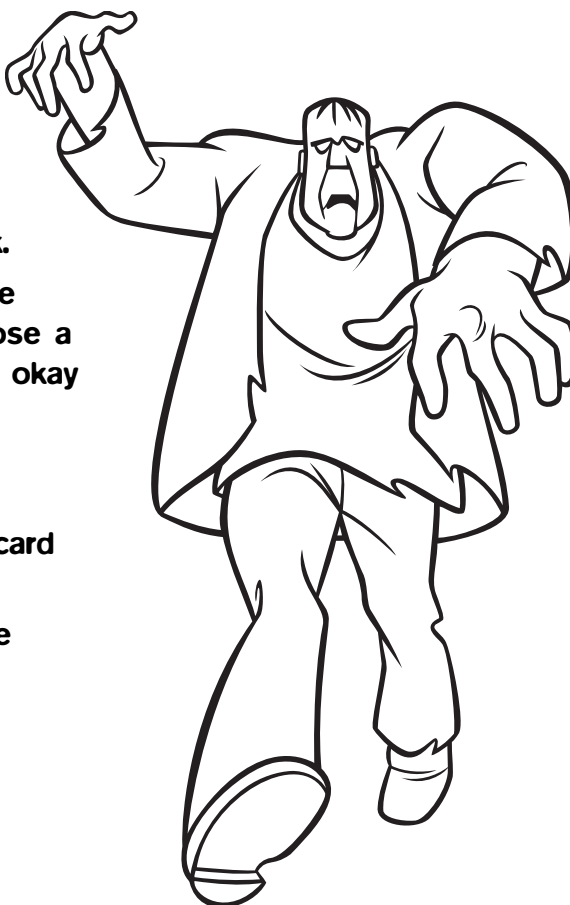
ASSEMBLE THE SPINNER

Separate the spinner from the collar and remove and discard the plastic nib.

Press the collar completely into the spinner card from the bottom side.

Snap the spinner into the top of the collar.

Place off to the side of the game board.





INSERTING BATTERIES FOR THE FLASHLIGHT:

There is one screw in the handle of the flashlight, unscrew using a Philips screwdriver.

Once the screw is removed, hold the bottom of the flashlight with one hand and twist the top of the flashlight.

Insert 2 "AAA" batteries positive side up. Replace the top.

- Never mix old and new batteries, or mix different types of batteries (alkaline, rechargeable, standard).
- We recommend using alkaline batteries for this game.
- When the Scooby-Doo Flashlight will be out of use for a while, remove the batteries before storing.
- Do not dispose of batteries in fire, batteries may explode or leak.



There are four cards marked **"LIGHT UP"**--one for each of the ghosts that can be lit up using the flashlight. Mix these cards and give one to each player. Don't let the other players see what your card is!

Note: For a two player game, each player may take two of these cards.

There are eight regular ghost cards--one for each of the ghosts that have ghosts on the bottom. If two are playing: give each player four of these cards.

If three or four are playing: give each player two of these cards.

Players should not see each other's regular ghost cards either.

Players should look at their own cards.

During the game players **MUST** get their regular ghosts before they can take their light-up ghost even if they know where their light-up ghost is!



PLAYING:

The youngest player starts the game, then play moves to the left.

Spin the spinner and move that many spaces on the game board in either direction.

Follow the directions for the space you land on as follows:

GAME BOARD SPACES

VILLAIN SPACES:

When you land on a space that has a regular ghost on it you get to secretly look at the picture that is underneath it. If that picture matches one of the villain cards you have, you have captured that villain and get to take it! Place the villain on top of your card to show that you have captured it. Your turn now ends.

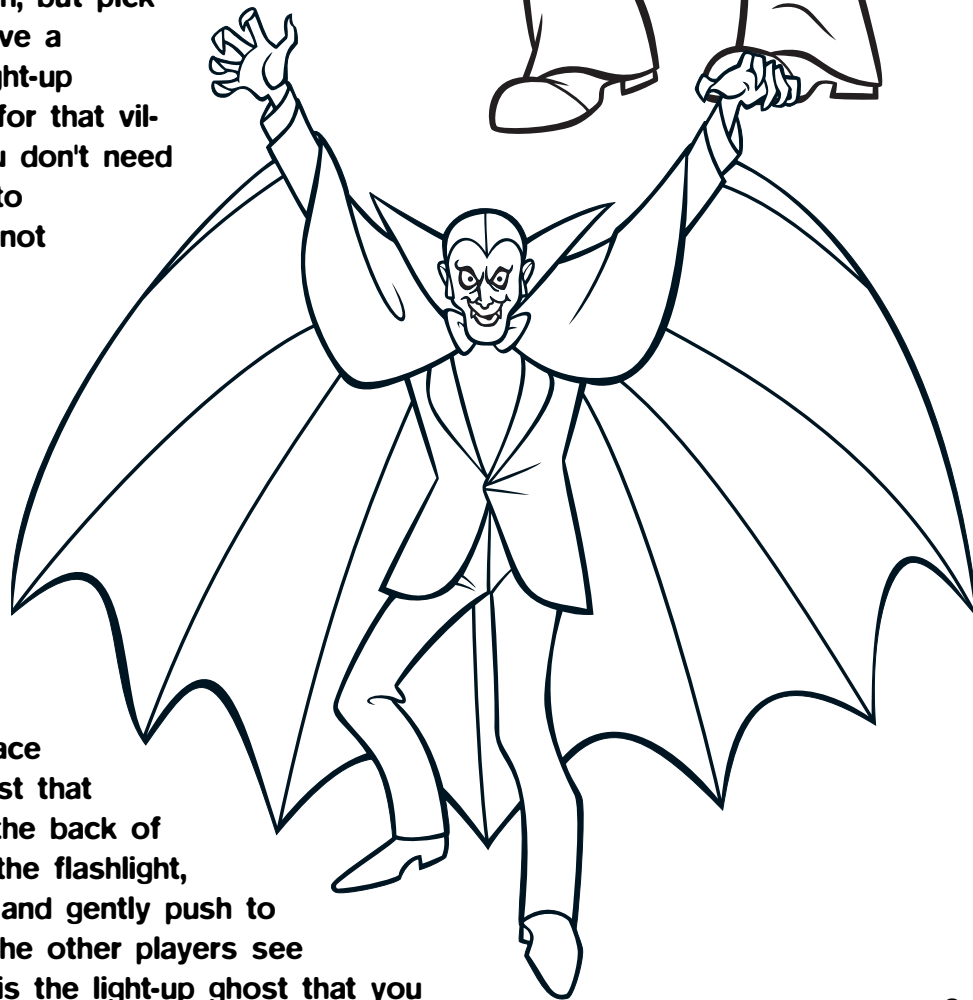
When you land on an EMPTY ghost space, you get to take ONE extra turn (move in any direction) and, if you can, follow the directions for that space. Your turn now ends.

PICK UP ANY VILLAIN:

Stay on the space you are on, but pick up any of the ghosts that have a picture underneath (NOT a light-up ghost). If you have the card for that villain, you get to take it. If you don't need it put it back down, and try to remember it so that you try not going to that space again.

GO TO (GRAVEYARD, PUBLIC LIBRARY, MALT SHOP, AMUSEMENT PARK):

Move your mover to that space and secretly light up the ghost that is there! There is a hole on the back of each light up ghost. Holding the flashlight, place the bulb into this hole and gently push to light the ghost up. Don't let the other players see whose face is inside! If this is the light-up ghost that you



need you can take it only IF you have already captured the other villains that you need. Otherwise remember where it is so you can get it when you are ready.

If it isn't the light-up ghost you need, still try to remember that space so you don't go there again.

NOTE: On your next turn, when it is time to leave one of these corner locations, follow the arrow that leads back to the path and count the space just under the arrow as "one". Remember, you can go in either direction after that.

GO TO ANY SPACE

Go to any space and follow the directions for that space. You can also go to any of the corner spaces and light up a ghost there.

ENDING AND WINNING THE GAME:

The first player to collect their regular ghosts and then their light up ghost wins!

We appreciate your comments on this game.
Please address all correspondence to:

Pressman Toy Corporation
Dept: Scooby-Doo
745 Joyce Kilmer Avenue
New Brunswick, NJ 08901

Our Customer Service Department can be reached Monday through Friday
(except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298

Visit our Web Site at www.pressmantoy.com

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