

# SCOOBY-DOO! Bobblehead game

**Ages 6 and up**  
**For 3 or 4 players**

## INSTRUCTIONS

### OBJECT:

To be the first player to move from the START space to FINISH.

### CONTENTS:

Game board, Scooby-Doo! bobblehead, 24 menu cards, 52 snack cards, spinner, friend movers, 2 Mystery Machine tokens, spinner cards, mover stands.

### SET UP:

Remove the mover stands from the frame and discard the frame. Carefully remove the Mystery Machines and friend movers from their sheet and put a mover stand on each of these parts.

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 the board and spinner on the table and put the Scooby Doo bobblehead in the center of the board. Put the two Mystery Machine tokens on the board next to Scooby-Doo (one on each side of him).

For a 3-player game, place only one Mystery Machine token on the board and put the other one out of play.

### THE CARDS:

There are two types of cards in the game. The menu cards show players what snacks they need to collect and the large deck of snack cards are the snacks you'll collect--or pass along--to win the rounds (and the game!). Make four different decks of cards out of the Menu cards, putting all "Menus 3 Snacks" together, all "Menus 4 Snacks" together and so on. Place each deck on the appropriate spot on the board.

Each player takes a friend mover and places him/her at START. Choose a player to start the first round. Shuffle the snack cards and hand them to the starting player.

### THE BOARD:

The board is divided into four sections.

Your location on the game board will tell you what menu deck YOU should take a menu from. For example, at the start of the game, ALL players will draw a card from the 3 Snacks deck because that is the section that all friends are on. Once you move into other parts of the board, you will take a menu card that has more snacks to collect.

### PLAYING:

Each player looks at their friend mover and draws ONE card from the top of the appropriate MENU deck (3 Snacks, 4 Snacks, etc.) Hold this card so other players can't see it. The starting player deals out the appropriate number of cards to each player: 3, 4, 5 or 6 cards depending on which section of the game board their mover is on. Keep these cards secret in



your hand too.

Once all the players have their correct number of snack cards in their hand, the starting player takes the top card from the snack deck and either keeps it (if it is one of the snacks he needs) or passes it to the player on his left. If he takes it, he must take one of the other cards from his hand and pass it to the player on his left. Either way, the player on his left now picks up this card and either adds it to his hand or passes it to the player on his left.

In the mean time, the starting player is looking at the next card in the snack deck and, again, either keeping it or passing it along.

This play continues, with players quickly looking at the cards passed to them and passing cards to the next player, until one of the players collects all of the snacks they needed (as indicated on their menu card).

### GRABBING SCOOBY-DOO!:

The first player to collect all the Snacks they need, grabs the Scooby Doo bobblehead from the center of the board. The remaining players now try to grab one of the Mystery Machine tokens from the center too! Since there is one less Mystery Machine token than there are players needing one, one of the players is not going to have anything!

### SCORING AND MOVING ON THE BOARD:

The player who ended up with nothing does not move his friend mover. The players who grabbed the Mystery Machine tokens advance their friends one space along the path. The player who grabbed the Scooby-Doo bobblehead spins the spinner and moves his friend along the path the number indicated by his spin (either 3, 4 or 5 spaces).

### STARTING A NEW ROUND:

After the players have advanced their friends, ALL cards are returned to their appropriate decks and reshuffled. Each player draws a new Menu card from the appropriate deck (according to what section of the board their friend is in) and the snack deck of cards is passed to the player to the left of the player who dealt the round before. The cards are dealt, depending on how many cards each player needs, and another round begins.

### TO WIN:

The first player to advance their friend mover all the way around the board, from START to FINISH wins the game.

We appreciate your comments on Scooby-Doo! Bobblehead Game. Please send your correspondence to:

Pressman Toy Corp.  
Department: Scooby Bobblehead  
745 Joyce Kilmer Ave.  
New Brunswick, NJ 08901

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[www.pressmantoy.com](http://www.pressmantoy.com)

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