

AGES 8+

® BRAND

# MONOPOLY

◆ Fast-Dealing Property Trading Game ◆



# SCOOBY-DOO!™

**Original MONOPOLY® Game Rules  
plus Special Rules for this Edition.**

## Contents

Game Board,  
6 Collectible Tokens,  
28 Title Deed Cards,  
16 RUH-ROH Cards,  
16 ZOINKS! Cards,  
Scooby-Doo MONOPOLY  
money, 32 Houses Renamed  
Snack Shacks,  
12 Hotels Renamed  
Dine & Dash Diners, 2 Dice.

Join Scooby-Doo and the gang as you buy, sell and trade monstrous locations from Scooby's world. But before you set forth on your quest to own it all, you will need to know the basic game rules along with this game's custom details.

If you've never played the original MONOPOLY game, refer to the original rules beginning on the next page. Then turn back to the *Set It Up!* Section to learn about the extra features of MONOPOLY®: Scooby-Doo!

If you are already an experienced MONOPOLY dealer and want a faster game, try the rules on the back page!

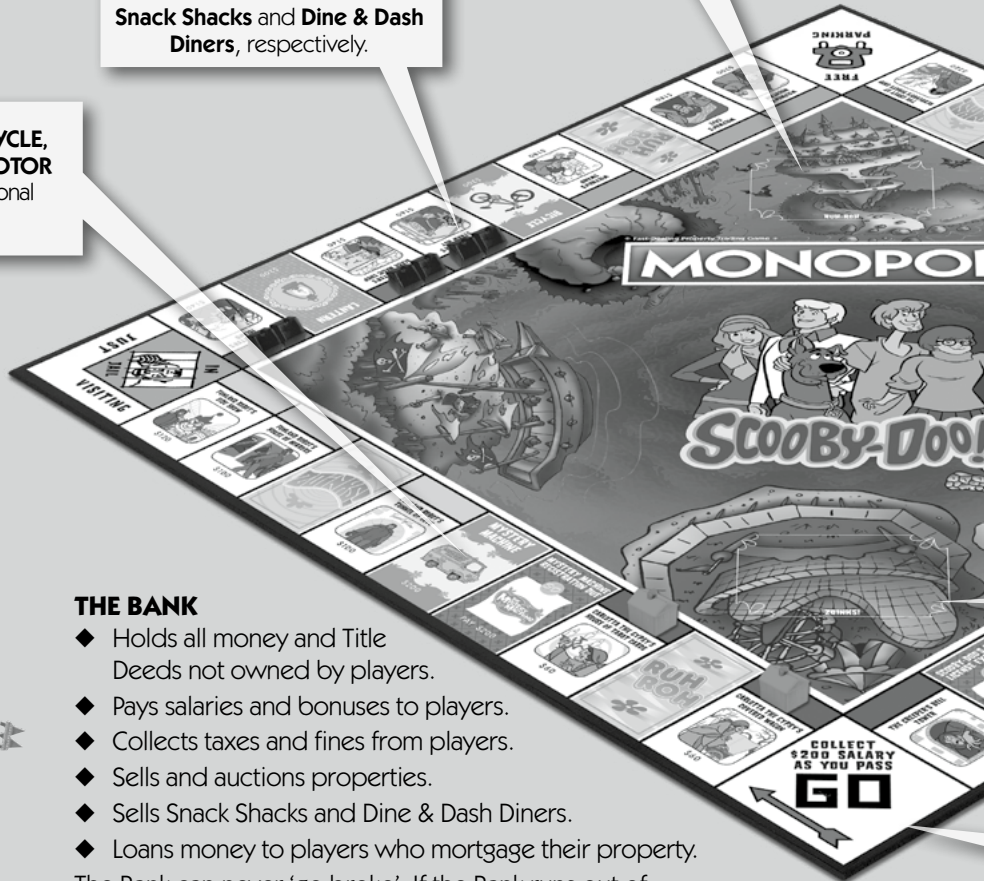
# SET IT UP!

## WHAT'S DIFFERENT?

**MYSTERY MACHINE, BICYCLE, RAILROAD CARD, and MOTOR BOAT** replace the traditional railroad spaces.

Houses and hotels are renamed **Snack Shacks** and **Dine & Dash Diners**, respectively.

Shuffle the **RUH-ROH** cards and place face down here.



### THE BANK

- ◆ Holds all money and Title Deeds not owned by players.
- ◆ Pays salaries and bonuses to players.
- ◆ Collects taxes and fines from players.
- ◆ Sells and auctions properties.
- ◆ Sells Snack Shacks and Dine & Dash Diners.
- ◆ Loans money to players who mortgage their property.

The Bank can never 'go broke'. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.



Game board spaces and corresponding Title Deed cards feature properties from the monsters in Scooby-Doo's world. All property values are the same as in the original game.

### THE BANKER

Choose a player to be the Banker who will look after the Bank and take charge of auctions.

It is important that the Banker keeps their personal funds and properties separate from the Bank's.

Shuffle the **ZOINKS!** Cards and place face down here.

Choose from six collectible tokens designed with the Scooby-Doo fan in mind. Which will you be?

**Scooby-Doo™, Fred™, Shaggy™, Daphne™, Velma™, or Mystery Machine?** Place your token on the **GO** space.

### Each player starts the game with:

2 x



4 x



1 x



1 x



2 x



1 x



5 x



# HERE'S HOW TO



## HOW DO I WIN?

Be the only player left in the game after everyone else has gone bankrupt.

**Do this by:** buying properties and charging other players rent for landing on them.

Collect groups of properties to increase the rent, then build Snack Shacks and Dine & Dash Diners to really boost your income.

## WHO GOES FIRST?

Each player rolls the two dice. The highest roller takes the first turn.

## ON YOUR TURN

1. Roll the two dice.
2. Move your token clockwise around the board the number of spaces shown on the dice.
3. You will need to take action depending on which space you land on. *See Where Did You Land?* below.
4. If your move took you **onto** or **past** the **GO** space, collect \$200 from the Bank.



## WHERE DID YOU LAND?

### 1: AN UNOWNED PROPERTY

There are three types of properties:



Locations



Vehicles



Lantern & Gas Station

You can **buy** the property you land on for the **listed price** on the board space. Pay the Bank, then take the Title Deed card that matches the property and place it near you, face up.

If you **don't** want to pay the listed price, the property goes up for **auction**.

When buying property you should plan to acquire groups.



For example:

if you buy a green site, you should try to get the other two green sites during the game. Owning groups earns you more rent when other players land on them and lets you build on your sites for even bigger profits.

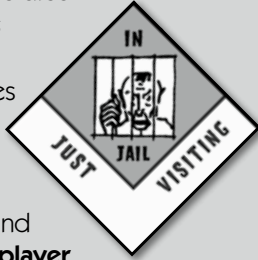


# TO PLAY

5. If you rolled a **double**, roll the dice again and take another move (steps 1-4).

**Watch out!** If you roll doubles **3 times** on the same turn, you must **Go to Jail.**

6. When you finish your move and action, **pass the dice to the player on your left.**



## HELP! I'M IN DEBT!

If you ever owe the Bank or another player more cash than you have, try to raise the money by **selling Snack Shacks/Dine & Dash Diners** and/or **mortgaging properties.**

If you still owe more than you have, you are **BANKRUPT** and **out of the game!**

- ◆ Pay whatever money you were able to raise.
- ◆ If the debt is to another player – give them all your mortgaged properties and any *Get Out of Jail Free* cards. The player must pay 10% interest on each mortgaged property, even if they don't want to pay off the mortgage yet.
- ◆ If your debt is to the Bank – all your mortgaged properties must be put up for **auction**. These are sold unmortgaged (face up). Return any *Get Out of Jail Free* cards to the bottom of the appropriate piles.

### 2: A PROPERTY OWNED BY ANOTHER PLAYER

If you land on another player's property you must **pay rent** to them as shown on the Title Deed card. You do not pay rent if the property is mortgaged (its Title Deed is face down). **Important:** the owner must **ask** you for the rent before the player to your left rolls the dice. If they forget to ask, you don't have to pay!

#### Locations

The rent for an **unimproved** site is printed on the matching Title Deed card. This is **doubled** if the owner owns all sites in its color group and none of them are mortgaged. If the site is **improved** with Snack Shacks or Dine & Dash Diners, the rent will be much higher – as shown on the Title Deed card.

### Vehicles

Rent depends on how many Vehicles the other player owns.

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Rent:	\$25	\$50	\$100	\$200



### Lantern & Gas Station

Roll the dice and multiply the result by **4** – this is the rent you must pay. If the owning player owns both utilities, multiply the result by **10!**

# DON'T WAIT FOR T

You can do the following even when it isn't your turn – even if you're in Jail!

## 1: COLLECT RENT

If another player lands on one of your unmortgaged properties, you can demand rent from them as shown on the Title Deed – see *Property Owned by Another Player* below.

## 2: AUCTION

The Banker holds an auction when...

- ◆ A player lands on an unowned property and decides **not** to buy it for the listed price.
- ◆ A player goes **bankrupt** and turns over all his or her mortgaged properties to the Bank, which are auctioned unmortgaged (face up).
- ◆ There is a **Snack Shack/Dine & Dash Diner shortage** and more than one player wants to buy the same Snack Shack(s)/Dine & Dash Diner(s).

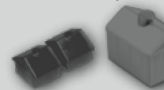


Auction bids can only be made in cash. Any player can start the bidding for as little as \$1. If no one makes a higher bid, the last player to bid must buy the property.

## 3: BUILD

When you own all the sites in a color group, you can buy **Snack Shacks/Dine & Dash Diners** from the Bank and put them on any of those sites.

- i The listed price of each **Snack Shack** is shown on the site's **Title Deed**.
- ii You must build **evenly**. You cannot build a second **Snack Shack** on a site until you have built one on each site of its color group.
- iii You can have a maximum of **4 Snack Shacks** on a single site.
- iv When you have **4 Snack Shacks** on a site, you can exchange them for a **Dine & Dash Diner** by paying the listed price on the Title Deed. You can only have one Dine & Dash Diner per site and cannot build additional Snack Shacks on a site with an Dine & Dash Diner.



## 3: ZOINKS! or RUH-ROH

Take the top card from the appropriate pile, follow the instructions on it immediately, then return it face down to the bottom of the pile.

If it is a *Get Out of Jail Free* card, keep it until you need to use it or sell it to another player.

## 4: MYSTERY MACHINE REGISTRATION/ SCOOBY-DOO'S DOG LICENSE EXPIRES

If you land on one of these spaces, you must pay the Bank the amount shown.



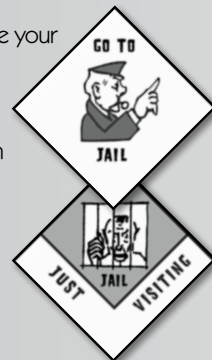
## 5: GO TO JAIL

If you land on this space, you must move your token to the **Jail** space immediately.

**Important:** You do **not** collect \$200 for passing GO if you are sent to Jail. As soon as you are sent to Jail, your turn ends – pass the dice!

### Other ways to end up in Jail...

- ◆ Draw a ZOINKS! or RUH-ROH card that tells you to *Go to Jail*.
- ◆ Roll three doubles in a row on your turn.



# THE DICE!

**Important:** you cannot build on a site if any site in its color group is mortgaged.

**Snack Shack/Dine & Dash Diner shortage?** If there are no Snack Shacks/Dine & Dash Diners left in the Bank, you must wait for other players to sell theirs before you can buy any. If Snack Shacks/Dine & Dash Diners are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

## 4: SELL SNACK SHACKS/DINE & DASH DINERS

Snack Shacks/Dine & Dash Diners can be sold back to the Bank at **half** the listed price. Snack Shacks/Dine & Dash Diners must be sold evenly in the same way that they were bought. Dine & Dash Diners are sold for half the listed price and immediately exchanged for 4 Snack Shacks.

## 5: MORTGAGE PROPERTIES

If you're low on cash or don't have enough to pay a debt, you can mortgage any of your unimproved properties. You must sell all Snack Shacks/Dine & Dash Diners on a color group to the Bank before you can mortgage one of its sites.



To **mortgage** a property turn its Title Deed card face down and collect the listed value (shown on the back of the card) from the Bank. To **repay** a mortgage, pay the **listed value plus 10%** to the Bank then turn the card face up. Rent cannot be collected on mortgaged properties.

## 6: DO A DEAL

You can do a deal with another player to **buy** or **sell** unimproved property. You must sell all Snack Shacks/Dine & Dash Diners on a color group to the Bank before you can sell one of its sites.

Property can be traded for any combination of cash, other property or *Get Out of Jail Free* cards. The amount is decided by the players making the deal.

Mortgaged property can be sold to another player at any agreed price.

After buying a mortgaged property, you must either **repay** it immediately or just **pay 10%** of the listed value and keep the card face down; if you later decide to repay to the bank the mortgage, you **will** have to pay the 10% fee again.

**Remember:** your aim is not just to get rich. To win you must make every other player **BANKRUPT!**



## Q: How do I get out of Jail?

**A:** You've got 3 options...

- i **Pay \$50** at the start of your next turn, then roll and move as normal.
- ii **Use a *Get Out of Jail Free* card** if you have one or buy one from another player. Put the card to the bottom of the appropriate pile, then roll and move.
- iii **Wait three turns.** On each turn roll the dice; if you get a **double**, move out of Jail and around the board using this roll. If you do not get a double on your third roll, you must pay \$50 to the Bank, then move the number of spaces rolled.

## 6: JAIL (JUST VISITING)

Don't worry! If you finish your normal move on the Jail space, nothing happens. Make sure you put your token on the JUST VISITING section.



## 7: FREE PARKING

Relax! Nothing bad (or good) happens.



## 8: A PROPERTY THAT YOU OWN

Nothing happens. But you're not making any money!

# DO YOU LIKE TO PLAY FAST?

## SPEED PLAY RULES

### RULES for a SHORT GAME (60-90 minutes)

There are four changed rules for this first Short Game.

1. During **PREPARATION**, the Banker shuffles then deals three Title Deed cards to each player. These are **Free**. No payment to the Bank is required.

2. You need only three **Snack Shacks** (instead of four) on each property of a complete color group before you may buy a **Dine & Dash Diner**. **Dine & Dash Diner** rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one **Snack Shack** less than in the regular game.

3. If you land in Jail you must exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one; (2) rolling doubles; or (3) paying **\$50**. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the **\$50** on the same turn.

**END OF GAME:** The game ends when one player goes bankrupt. The remaining players add up their: (1) **Dollars** on hand; (2) **Properties** owned, at the value printed on the board; (3) any **Mortgaged Properties** owned, at one-half the value printed on the board; (4) **Snack Shacks**, counted at the purchase value; (5) **Dine & Dash Diners**, counted at purchase value including the amount for the three **Snack Shacks** turned in.

**The most powerful player wins!**

### PLAY IT RIGHT!

Many players like to devise their own 'house' MONOPOLY rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other money or trade 'promises' not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

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