# **INSTRUCTIONS**

Ages 3 to 6 For 2 to 4 players

## **Contents:**

48 Game Cards
1 Scooby-Doo figure

# **Object:**

At the end of the game be the player with the most points.

## Gameplay:

- 1. Mix all the cards and place them, face down in 6 rows of 8 cards.
- 2. The youngest player starts by turning over any two cards and shows them to the rest of the players.

If the two cards match, that player places them next to him/her. That player also gets to take one extra turn (even if they get a match on their second turn). The player to the left now selects a pair and so on.

If the two cards do not match, put them back where they were, face down, and the player to the left now takes their turn.

## **Special Cards:**

There are 3 types of special cards in the deck, as follows:

10 "Take Scooby" Cards: When you get a pair of these, you get to take the Scooby-Doo!™ figure from the table the or from the player who has it.



### 4 Monster Cards:

When you get a pair of these, you lose ONE of the pairs you have. (return both pairs to box)



### 2 WILD Cards:

ANY other card you pick with this (including a Monster card or a Take Scooby card) becomes an instant pair!



# **Ending and Winning the Game:**

After there are no more matches to be made, players count up all the cards they have.

The player who has Scooby-Doo at this time adds an extra 4 points to their score. The player with the most points wins.

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

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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.

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