

SCOOBY-DOO!™

ESCAPE FROM THE  
HAUNTED MANSION

[ MYSTERY MANUAL ]

READ ME FIRST!



A Coded Chronicles™ Game



# Welcome!

## Mystery, Inc. needs your help!

In this **Coded Chronicles™** game, take on the roles of the teen sleuths and their courageous canine pal as you search for a way out of the haunted mansion. Can you solve the mystery of Lady Fairmont's ghost with the help of your friends?

**BEFORE looking at any other contents in the box,  
READ THIS MYSTERY MANUAL!**

### CONTENTS

5 Narrative Books, 13 Map Tiles, 60 Clue Cards, 8 Secret Envelopes, 1 Chapter 2 Envelope, 5 Character Standees, 1 Mystery Manual



Narrative Books



Map Tiles



Clue Cards



Secret Envelopes





Character Standees

## SET UP

1. Hand out the Narrative Books between as many different players as possible so that more people can participate in looking up results. If you're playing with younger children, you may opt to read for them, or challenge them a bit!
2. Place the stack of Map Tiles **face-down** in **numerical order**.
3. Place the deck of Clue Cards **face-down** in **numerical order**, next to the Map Tiles.
4. Place the Character Standees and the Secret Envelopes to the side.

- 1 Share Narrative Books and participation among all players. Even mix up who reads what as the anticipation progresses.

Allow enough space for the mansion and clues to be revealed as the mystery unfolds.

**2 & 3**  
**DO NOT SHUFFLE** or look at the front side!



- 4 Standees ready, envelopes sealed.



# HOW TO PLAY

## Mapping the Mansion:

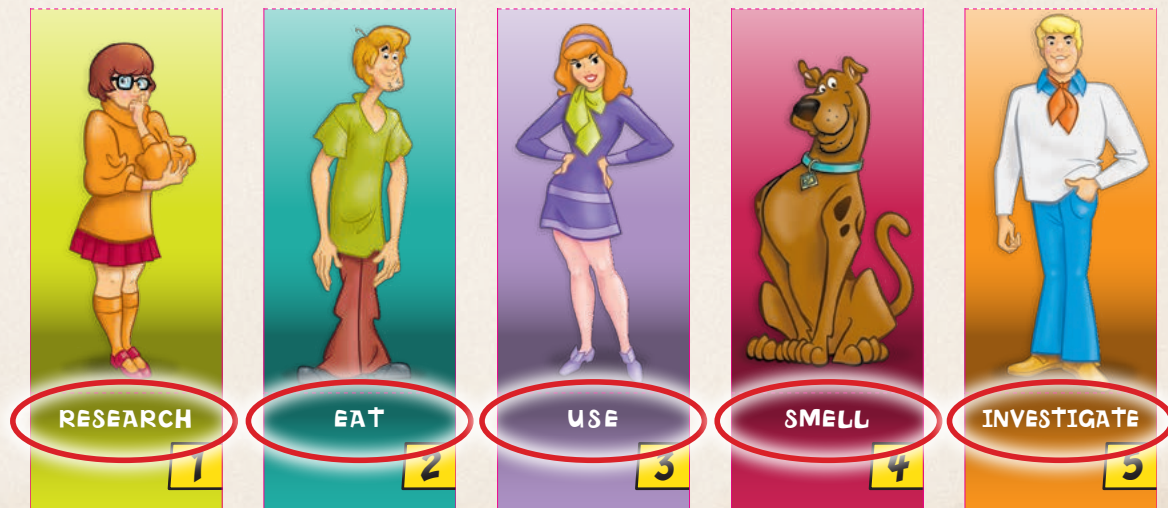
1. Throughout the game, you will be directed to place Map Tiles on the table, that represent rooms in Lord Fairmont's Mansion. Each Map Tile only fits in one specific location, and as you explore the mansion, you will add more rooms to the mansion. You will always be told which Map Tile to place and where to place it in relation to the tiles you have already explored.
2. As your team progresses through the game, you will gain access to different Mystery, Inc. characters. Like the Map Tiles, you will be instructed to place specific characters in specific rooms as you locate them. **You can move any character into any room that they can access through unlocked doors.** It is important to work together to complete this game – no individual player has total control of any specific character. For example, Scooby-Doo can be controlled by everyone at the table and his actions should be determined by the group reaching an agreement.



## Using the Mystery, Inc. characters:

*Each character has a different ability:*

Velma – RESEARCH  
Shaggy – EAT  
Daphne – USE  
Scooby – SMELL  
Fred – INVESTIGATE





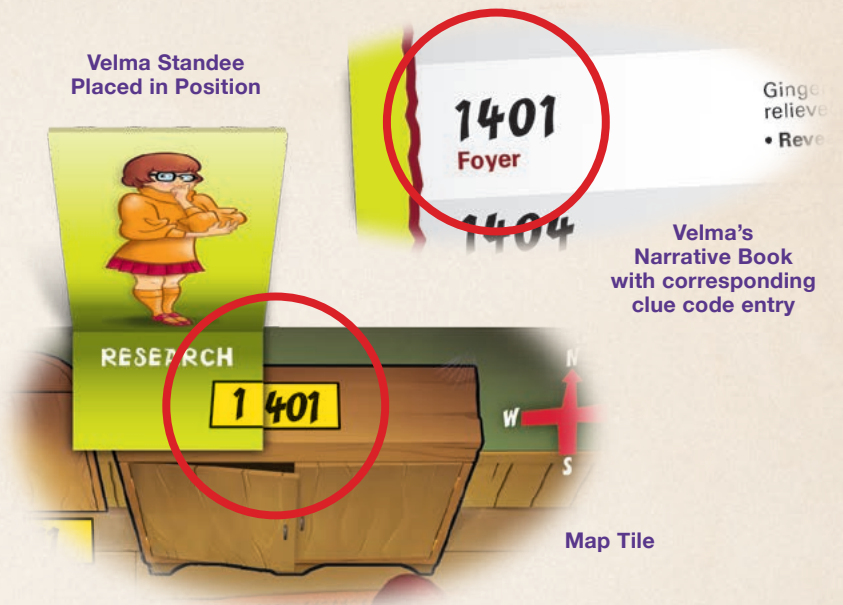
To find clues and put abilities to use, slide an available Character Standee so that the number on the base of the standee is lined up at the **beginning** of a number on a Map Tile or Clue Card. This will create a 4-digit code that you will use to look up a clue in the respective Narrative Book.

**Example:** Velma's ability is RESEARCH, so to research the armoire, place Velma's Character Standee, notated with a 1, next to the yellow box on the armoire, which reads 401. Put those 4 digits together and look up entry 1401 in Velma's Narrative Book, where you will find more information about the armoire.

Some objects have only 1 or 2 digits on them. This means you will need to place more digits next to these in order to create a 3-digit number. Once you have a 3-digit number, any character that has access to that location can add their number to the beginning of it to create the required 4-digit code.

**Example:** A door in the Foyer has the number **11** on it. If you were to find a key that had the number **2** on it, Velma could RESEARCH (**1**) that key and that door together. With Velma's **1** listed first, this creates the code **1112** to look up in Velma's Narrative Book! You could have also placed the key before the door to get the code **1211** – this also works. **Note that the character's number must always be first in the code!**

Have the characters interact with anything and everything! You will not be penalized for researching, smelling, using, eating, or investigating unless you are solving a puzzle.





## Solving puzzles:

All puzzles in this game can be solved without knowledge from outside the game.

When you solve a puzzle, you may be asked to remove cards, reveal cards, add Map Tiles, and open Secret Envelopes.

### Please follow the directives carefully!

There may be times when you are asked to reveal or remove cards that you have already revealed or removed. You may even be asked to remove a card that you have never even seen. This is okay! It means you've solved the puzzle quicker – you're just that amazing!

Clue Cards with a blue border are item cards. These cards are carried around with the characters throughout the adventure unless you are told to discard them.

## Hints:

To use a hint, use the chart on page 8 of this manual to find the room you are stuck in. Then look up the code in the appropriate Narrative Book. **Use the hints in order** to avoid spoiling future puzzles. **Note that you will have to eat a Scooby Snack (see below) to use some of the hints in a room.**

## Scooby Snacks:

1. When you are attempting to solve a puzzle (such as opening a locked door) and you enter the wrong code, the Narrative Book will instruct you to eat a Scooby Snack, which you will record by marking off one Scooby Snack on page 8 of this manual. This will affect your score at the end of the game (see End Game Score, at right on page 7).
2. Whenever you are about to read an entry from a Narrative Book, check to be sure that the entry is linked to the room you are in! If it is not, then you have used an incorrect code and must eat 1 Scooby Snack! Any time you try to find a 4-digit code in a Narrative Book but it does not exist, you must also eat a Scooby Snack.

Gingerly reaching out, Wile is relieved when nothing happens...

• Reveal Card 1

**CAREFULLY**  
follow directives!



Example of blue bordered Clue Card



# You are now ready to start your adventure!

Turn to Entry 5000 in Fred's Narrative Book and read the entry aloud to all the players.

Continue to decipher codes, find clues, solve puzzles and combine your abilities until you solve the mystery and  
***Escape from the Haunted Mansion.***

## End Game Score:

Once you have completed the game, use the chart below to measure your mystery solving prowess.

Scooby Snacks Remaining	Did you solve the <i>mystery and Escape from the Haunted Mansion</i> ?	
	YES	NO
20	<i>Super sleuths!</i> The Mystery, Inc. gang would be proud of your fine efforts.	Great job, but you missed a couple clues that would have helped you crack the case.
16-19	Dynamic Detectives! You are worthy of a place amongst the Mystery, Inc. gang!	Almost, but you missed a few of the clues that would have helped you solve the mystery.
12-15	Case crackers! Excellent work by your team!	Relatively good work, a little more intuition would have gone a long way.
8-11	Well done. Glad you didn't get too hungry along the way.	Too many misses. Better luck next time.
4-7	You are on your way to becoming an amateur detective.	Why not give it another try?
1-3	Good job, close one, but you did solve the mystery!	Ruh Roh!

## CHAPTER BREAK

*Scooby-Doo: Escape from the Haunted Mansion* plays out as two chapters. You may choose to play the game in one sitting and solve the mystery. If you prefer to pause and return to the game in another sitting, there will be directions at the end of Chapter 1 on how to pack it up and play Chapter 2 at a later time.





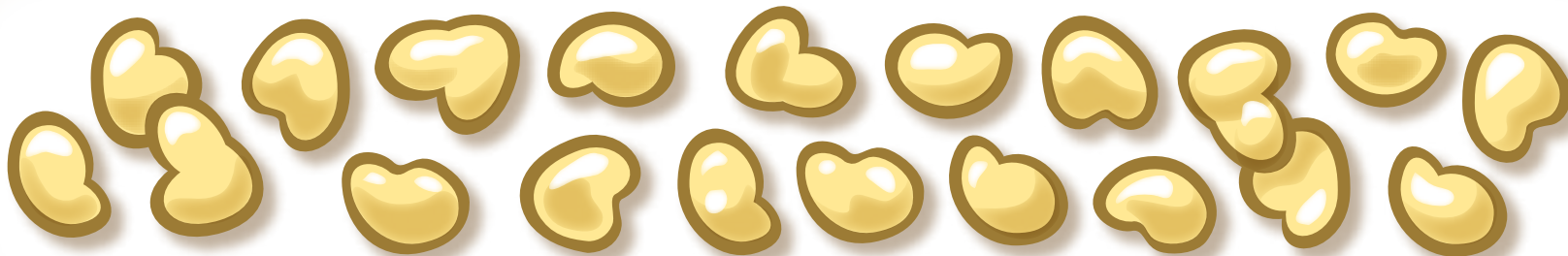
## Hints chart:

To use a hint, find the room you're stuck in on the chart. Then look up the code in the appropriate Narrative Book.

Use the hints in order to avoid spoiling future puzzles. **Note** that you will have to eat a Scooby Snack to use the third hint or higher in a room.

Location	Hint 1	Hint 2	Hint 3	Hint 4	Hint 5	Hint 6
Foyer	1000	1250	1500	1600		
Music Room	1750	1850	1950	2050		
Library/Gallery	2250	2500	3500	2750	3750	2850
Kitchen	4000	4250	4500			
Dining Room	2350	2450	2550	2650		
Game Room	1450	1550	1650			
Laundry Room	3550	3600	3700	3850	3950	
Vents	4600	4700	4950			
Hedge Maze	3100	3200	3300	3400		
Master Bedroom	5150	5250	5350	5450	5550	5650

## SCOOBY SNACK tracker:



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**NOTE:** While the game may be reset to play again, the story and result remain the same!

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