ON YOUR TURN, CONT'D

4. Secretly look at ONE suggested Evidence card named in your suggestion from another player's hand.

Always start with the player to your left!

- After you suggest your WHO, WHAT, and WHERE, the **player to your left** checks their hand. If that player has **any** of those Evidence cards, they **must *secretly* show you one.**
  (If that player has more than one, they may choose which one to show you.)
- If the player to your left has **none** of those Evidence cards, **the player to their left** checks and so on, until you have been shown one Evidence card named in your suggestion, **or** until every other player confirms that they have none of those cards in their hand.
- If **no** player, including you, has any of those Evidence cards, they must be in the solution envelope—**you just solved the mystery!**

5. Mark your evidence sheet with the card you were shown. You now know it can't be one of the answers in the solution envelope!

Think you know whodunit?

You can make a final **accusation** at any point on your turn! See "HOW TO WIN" for details.

CLUE and HASBRO GAMES and all related trademarks and logos are trademarks of Hasbro, Inc.
© 2026 Hasbro. TM & ®denote U.S. Trademarks.

415OA0284000OF

HOW TO WIN

Once you think you've solved the mystery, make a **final accusation** of WHO killed Boddy Black, WHAT weapon they used, and WHERE they killed him.

You may make an accusation:

- At any point during your turn, including after making a suggestion.
- In any room, even if you are not in the room you name in your accusation.
- **Only once per game.**

To make an accusation, say "I accuse **[character]**, of killing Boddy Black, with the **[weapon]**, in the **[room]**." Then open the solution envelope and secretly look at the three Evidence cards inside. Are all three cards you named inside?

NO: Uh oh—looks like you were outwitted! Put the three Evidence cards back in the solution envelope without letting anyone else see them. **You're out of the game!**

- The game continues until another player makes a correct accusation, or until every player makes an incorrect one.
- You **cannot** take any more turns, but you must show cards from your hand when other players make suggestions or name cards that must be shown.
- If every player's accusation is incorrect, the game ends and the mystery goes unsolved.

YES: Congratulations on solving the mystery! **You win the game!**

Hasbro GAMES



DETECTIVE TIPS

Process of elimination

Suggestions help you figure out whodunit by process of elimination. As players reveal cards, you narrow down which character, weapon, and room cards might be in the solution envelope.

Marking your evidence sheet

When someone shows you a card, mark it on your sheet in the column under their initial. Knowing who has which cards will help you strategize when making suggestions, and you may be able to pick up on clues when other players make suggestions.

Using your cards

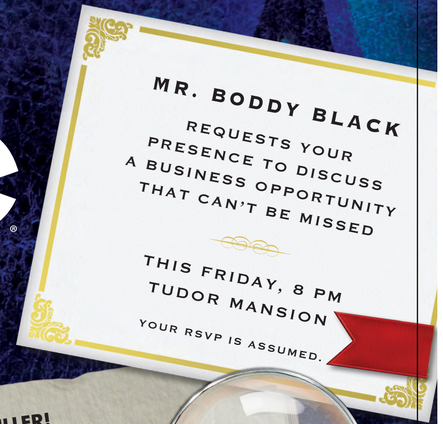
The cards in your hand can give you an advantage when making suggestions. If you want to know if a player has a specific card, try naming one or two of your own cards.

8+ | A5826 | 2-6 | 30

Clue®

CONTENTS

- Gameboard
- 6 Plastic Character Tokens
- 6 Weapon Tokens
- 30 Cards (21 Evidence Cards, 9 Investigation Cards)
- Solution Envelope
- Evidence Notepad
- 2 Dice



SOLVE THE MYSTERY, CATCH THE KILLER!

Boddy Black has been murdered in his own mansion, and it's up to you to figure out whodunit! Move from room to room, making suggestions about **who**, with **what**, and **where**. Narrow down the possibilities as other players show you cards. Once you think you've cracked the case, make your accusation and check the solution envelope to see if you're right!

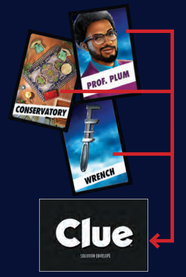
SET UP

1. Place **all six character tokens** on their starting spaces, even if there aren't six players. Then, each player chooses a character token to play as.
2. Randomly place the six **weapon tokens** in any room. Only place one weapon per room.
3. Separate the **Evidence cards** and **Investigation cards** into separate decks.
4. Shuffle the nine Investigation cards and place them facedown in a pile near the gameboard.

   If you would like to play the original version of CLUE, remove the Investigation cards from the game and place them back in the box.

5. Separate the Evidence cards into three piles: **characters**, **weapons**, and **rooms**. Separately shuffle each pile and place them facedown next to the gameboard.
6. Take the top card from each of the three piles and slide those cards facedown into the **solution envelope**—*without looking at them!* Place the envelope next to the gameboard.

   The envelope now contains the answers to the three questions you need to solve: WHO killed Boddy Black? With WHAT weapon? And WHERE?

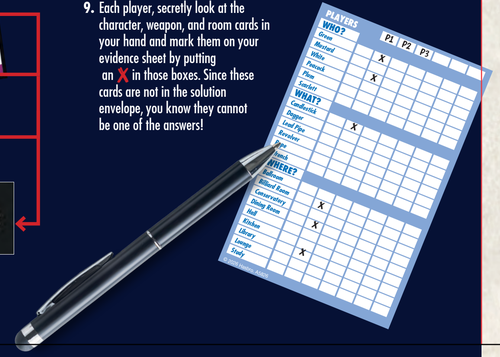


7. Shuffle the remaining character, weapon, and room cards together into one Evidence card deck, and deal them evenly to all players. You may look at the Evidence cards in your hand, but keep them secret from other players!

   In a 4- or 5-player game, you will have leftover Evidence cards. Deal these among the least experienced players. The more Evidence cards you have, the more hints you start the game with!

   In a 2-player game, place four Evidence cards facedown in four random rooms. (For a speedier game, place them in the corner rooms.) Then deal the remaining cards evenly among the two players.

8. Each player takes one **evidence sheet** from the evidence notepad and a pen or pencil (not included). Mark each player's initial (including your own) at the top of the sheet.
9. Each player, secretly look at the character, weapon, and room cards in your hand and mark them on your evidence sheet by putting an X in those boxes. Since these cards are not in the solution envelope, you know they cannot be one of the answers!





LET'S PLAY

HOW TO PLAY

Move your character token through Tudor Mansion, enter rooms, and make suggestions about WHO killed Boddy with WHAT weapon in that room. The more suggestions you make, the more evidence you gather, and the closer you get to narrowing down the answers! The first player to solve the mystery with a correct final accusation wins!

WHO GOES FIRST?

The youngest player takes the first turn, and play moves to the left.

ON YOUR TURN

1. Roll the dice.

If you roll the magnifying glass icon, draw an Investigation card. Read it aloud and do what it says, then return it to the bottom of the deck.



- If you roll two icons, draw two cards.
- If a card is revealed, mark it on your evidence sheet.

2. Choose ONE of the following options:

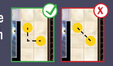
- ***Move your character token*** the number of spaces you rolled. (The magnifying glass counts as 1.) Try to get to a room!
- ***Stay in your current room.***
- ***Use a secret passage:*** If you start your turn or move into a room with a secret passage, you may move your token from the room you're in to the room the passage connects to.



  - Using a secret passage requires one move. If you have no moves left when you enter a room, you may not use the secret passage on that turn.
  - Once you move to the new room, you may choose to stay there, or move out of it using any remaining moves.

Moving

You **cannot** move diagonally, go through the same square twice on a turn, or land on or move through a square occupied by another token.



Entering Rooms



- You must enter rooms through doorways.
- If you roll a number higher than what you need to enter, just stop moving once you're inside.
- Any number of character and weapon tokens can be in a room at a time.
- You cannot pass through a doorway blocked by another player, whether you're inside or outside of that room.



- **In a 2-player game**, if you enter a room with a facedown Evidence card in it, look at that card. Mark it on your evidence sheet, then return it facedown next to the room.

3. If you reach or stay in a room, make a suggestion about WHO killed Boddy, WHAT weapon they used, and WHERE they killed him.

WHO: You may suggest ***any character***, including your own!

- Place that character token in the room you're currently in.

WHAT: You may suggest ***any weapon***.

- Place that weapon token in the room you're currently in.

WHERE: You **must** suggest the room your character token **is currently in**.