

• **Correct accusation — you win!**

Reveal the three cards to the other players and declare yourself “Super Sleuth.” You win the game!

• **Wrong accusation**

Replace the three cards face down in the Swimming Pool, making sure no other player sees them. You must remain in the game to answer the other players’ suggestions, but you can’t make another suggestion or accusation.

• **False witness**

If it is discovered that you accidentally failed to show a card in your hand that was involved in a suggestion, you can no longer take part in the investigation. You must, however, remain in the game to answer suggestions.

• **Detective hints**

Before you make a suggestion you must be clear about what information you want to obtain. If you are searching for general clues, suggest guests, rooms and weapons that you don’t hold in your hand. If on the other hand, you are trying to eliminate a specific guest, or bluff the other players, you could include in your suggestion a weapon or a room card that you hold in your hand.

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CLUE

AGES 8+
3-6 Players
B0999



Contents

Gameboard • 6 movers • 6 weapon tokens
• 6 Guest cards • 6 Weapon cards
• 9 Room cards • 2 dice • Detective Notebook

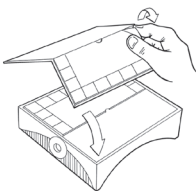
Object of the game

To solve the mystery you must find out whodunnit, where,
and with which weapon.



Set the Scene for the Investigation

1. Remove the backing from both halves of the self-adhesive gameboard and apply the boards to the plastic base, making sure you join up the CLUE® logo correctly in the middle.
2. There are six different colored squares on the board. Place all 6 playing pieces (movers) on their matching colored square.
3. Carefully remove the square weapon tokens from the card sheet. Place each weapon in a room (no more than one per room).
4. Carefully detach all the cards and separate them into three decks: Guest cards, Weapon cards and Room cards. Shuffle each deck, place it face down and, without looking, take the top card from each deck and place it face down in the middle of the board, in the Swimming Pool.
5. Shuffle the remaining cards together, making sure nobody sees them. Deal them face down so that each player has the same number of cards. Place any spares face up in the Swimming Pool.
6. Each player takes a sheet from the Detective Notebook. Use this to mark off characters, weapons and rooms you are shown throughout the game and eliminate them from your inquiry. Keep it hidden from the other players throughout the game.



Playing Detectives

1. Choose a character to play. Use the matching-colored playing piece to represent you on the board.
2. Each player rolls one die. The highest number goes first. Play then continues clockwise.
3. On your turn, roll both dice and move that number of spaces around the board, trying to reach a room. You may move horizontally or vertically, but not diagonally. You may not move over, or land on, other playing pieces.
4. You may only enter rooms through a doorway. The doorway does not count as a space. Once you have entered a room, stop. (A room may be occupied by any number of pieces and weapons.)

Secret Passages

If your playing piece is in a room at the start of a turn, you can choose to use a secret passage instead of rolling the dice. The secret passages lead from the Spa to the Guest House and back again, and from the Kitchen to the Observatory and back again. Move your playing piece to the room connected via the secret passage. This is your move for that turn.

Suggestions

When you enter a room, make a “suggestion” by placing a weapon and a guest you suspect into the room and saying, “I suggest the murder was committed by (Guest) in the (Room) with the (Weapon).” Be sure to consider all guests – include spare guests and yourself – as suspicious. A suggestion must always include the room you are currently in.

You can then question your fellow players by asking them, one by one, to reveal any card that matches the room, character or weapon you’ve named in your suggestion. If they have any one of the cards named, they must show it to you secretly. If they don’t have any, the inquiry passes to the next player and so on, until one of the cards has been shown to the player making the suggestion.

Your turn ends when another player’s card matches one of those in the suggestion. Make a note of your findings in your Detective Notebook.

Playing pieces called to different locations on the board are not returned to their original place. If your piece has been moved to a different room, you can, if you wish, make a suggestion involving that room on your next turn. However, you cannot stay in the same room while trying to eliminate it from the investigation; you must leave it and reenter each time. You cannot leave and reenter a room on the same turn, even by a different door.

Accusations

Keep moving your playing piece around the board, making suggestions when you enter rooms, until you think you’ve worked out which three cards are in the Swimming Pool. Having made a suggestion, you can in the same turn, make an accusation. To make an accusation, say out loud, “I accuse (Guest) of committing the murder in the (Room) with the (Weapon).” Once you have made your accusation, remove the three cards from the Swimming Pool to confirm your suspicions, being careful not to reveal the cards to the other players.