

MAKING A FINAL ACCUSATION

On any of your turns, after following the Bonus Die directions, you may make a Final Accusation. But think carefully—if you're wrong, you're out of the game!

To make a **Final Accusation**, place two Suspect dice on the Suggestion board and declare your Accusation just as you would while making a Free Accusation. *Your opponents do not try to disprove your Final Accusation.* Now pick up the Case File and secretly look at the two cards inside.

- If either one of the accused Suspects is not inside the Case File, your Final Accusation is disproven. Sorry, Detective—you're out of the game! Return the cards to the Case File, but don't leave the scene: you must still try to disprove any Suggestions made by your opponents.
- If both of the accused Suspects are inside the Case File, your Final Accusation is correct. Lay the cards out for everyone to see. Congratulations—you solved the case!

HOW TO WIN

You win the game if your Final Accusation is correct—that is, if you find inside the Case File both Suspects that you accused.

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THE MASTER DETECTIVE GAME

SET IT UP

Setup is the same as the Detective Game, except for the following:

- Sort the 18 cards into three decks: Brains cards, Brawn cards, and Driver cards. Then shuffle each deck, draw one card from each, and secretly place the three cards in the Case File envelope.
- Place the Suggestion board Master Detective-side up in the center of the play area.

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LET'S PLAY!

As in the Detective Game, players follow steps 1, 2, and 3 to gather clues. Here's what's different:

- **Making a Suggestion:** You still make a Suggestion by placing two Suspect dice on the Suggestion board. However, you may choose from Brains, Brawn, and Driver squares when placing your two dice.
- **Making an Accusation:** When making either a Free or a Final Accusation, you must place all three Suspect dice on the Suggestion board, on the squares that match your Accusation. See the example below.



HOW TO WIN

To win a Master Detective Game, you must find all three cards in the Case File that prove your Final Accusation is correct!

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CLUE DICED!

READY, SET, ROLL!

CONTENTS: game case • 18 suspect cards • 4 dice
dice labels • case file envelope • suggestion board • detective pad

OBJECT

Solve the mystery of the murder in the mansion by finding out whodunit!

Two of the six suspects are guilty and it's your job to discover **who was the brains and who was the brawn!**

Choose from Two Games: The Detective Game (basic play) or the Master Detective Game (advanced play).



THE FIRST TIME YOU PLAY

Apply the self-adhesive dice labels as instructed on the label sheet.



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THE DETECTIVE GAME

SET IT UP

1. Remove the six Driver cards from the deck and place them to the side. Sort the 12 remaining cards into two decks: Brains and Brawn cards. Shuffle each deck and place it facedown in front of you.
2. Take the top card from each deck and slide it into the Case File Envelope facedown **without peeking**. These two cards answer the questions: *Who was the Brains? And Who was the Brawn?*
3. Shuffle the two decks back together, then deal them all out facedown among the players. (It doesn't matter if some players have more cards than others.) Each player takes a sheet from the Detective Pad.
4. All players: secretly look at your cards, then check them off on your Detective sheet. Now you know they're not in the envelope! *Make sure to keep the clues on your sheet secret.*
5. Place the Suggestion Board Detective-side up in the center of the play area.

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LET'S PLAY!

The youngest player goes first, then play continues clockwise.

ON YOUR TURN

1. **ROLL ALL 4 DICE.** The black dice are the Suspect dice, and the blue die is the Bonus.
2. **MAKE A SUGGESTION:** Look at the three Suspect dice you rolled, then make a Suggestion naming one suspect as the *Brains*, and one as the *Brawn*. To do this, place two of the three Suspects you rolled on the Suggestion board: one on a *Brains* square and one on a *Brawn* square. For example:

Example: You rolled these three Suspect dice:



You could place Mr. Green on one square and Dr. Orchid on the other; or you could place one Dr. Orchid on both squares. You decide to suggest that Dr. Orchid was the Brains and Mr. Green was the Brawn. You place the two dice on the Suggestion board as shown.



Strategy Hint: You may, if you wish, suggest one or more of the cards in your hand, either to gather specific clues or to mislead your opponents.

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Now your opponents try to prove your Suggestion false. This is done in turn, as follows:

- The player to your left **secretly** shows you one of the cards from your Suggestion, if they have one. If they have more than one, they choose which one to show you.
- If they don't have one, then the next player secretly shows you a card from your Suggestion, and so on. No one has a card? That's okay.
- When an opponent shows you a card, check the name off your sheet. (Some players like to mark the initials of the player who showed the card as well.) *No more than one player can show you a card.*

By making Suggestions throughout the game, you'll try to narrow it down to the two culprits in the Case File envelope.

3. **LOOK AT THE BONUS DIE.** Now you have a chance to gather more clues. Follow the directions on the die:



If you roll a magnifying glass, inspect a card from any player's hand. Choose a player, have them fan out their cards, then select one at random to peek at. Check the name on your detective sheet.

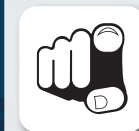
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If you roll a question mark, ask any player about the 3rd Die (the die that was *not* part of your Suggestion). This player must secretly show you a card that shows that suspect, if they have any. If they don't, you're out of luck. Mark your detective sheet.



If you roll an eye, peek at the Case File. Pick up the Case File envelope, lift the flap, and secretly check the color showing in the notch in the back. This color indicates the identity of one of the culprits. For example, if you see red, you know that Miss Scarlet played at least one role in the crime. Mark your notebook accordingly!



If you roll a pointed finger, make a free Accusation. You can make an Accusation about both roles in the crime, with no penalty if you're wrong. Decide which Suspects you'd like to accuse, then pick up two Suspect dice and place one on a Brains square and the other on a Brawn square. *Turn each die so that the accused Suspect is face up.* Then announce your Accusation to everyone.

Now each of your opponents, in turn, must try to prove your Accusation false, the same as they would if you had made a Suggestion. (See **Make a Suggestion.**) If your Accusation was not disproven, you may have solved the crime!

After following the Bonus die directions, your turn is over (unless you want to make a Final Accusation).

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