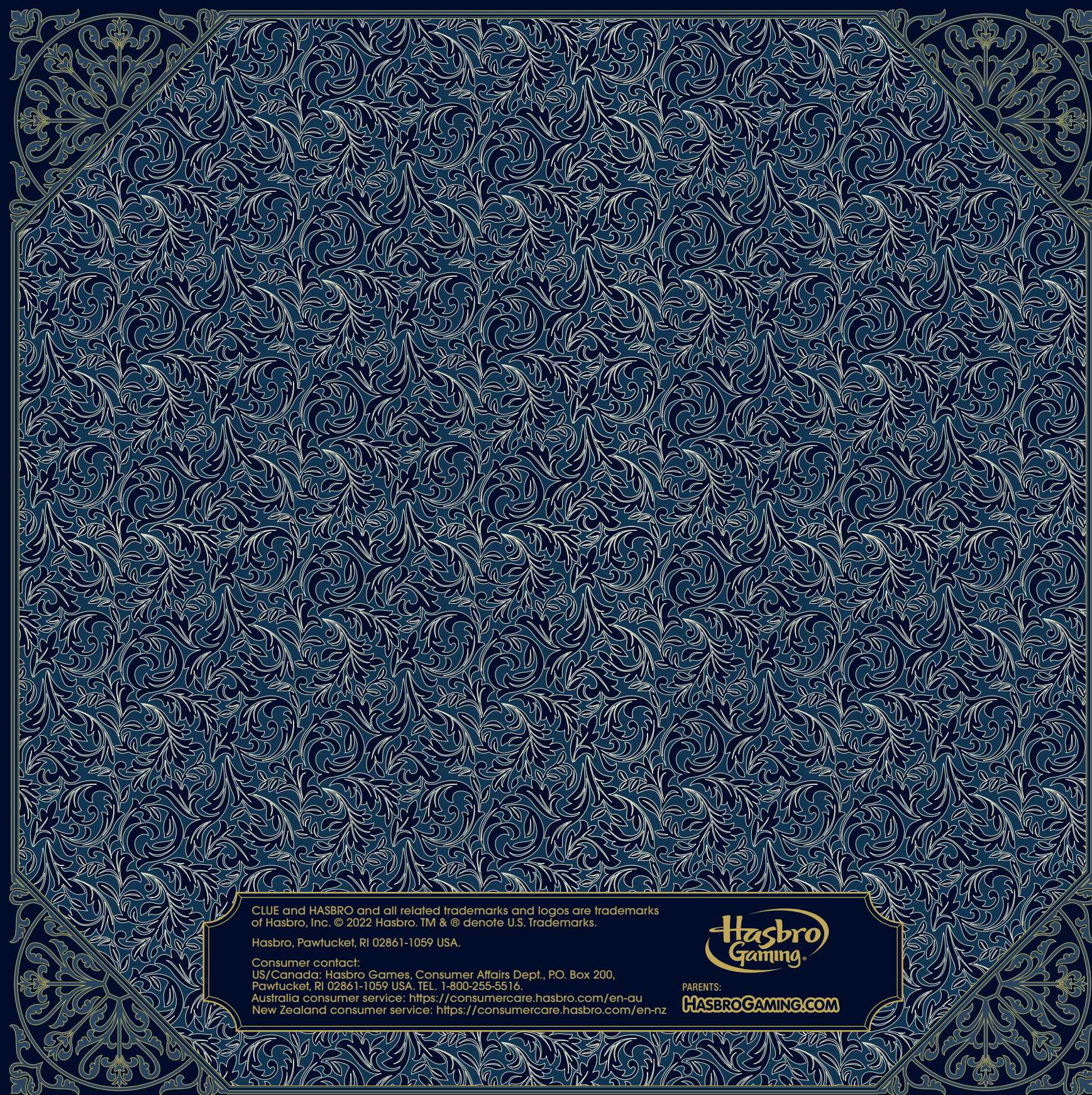




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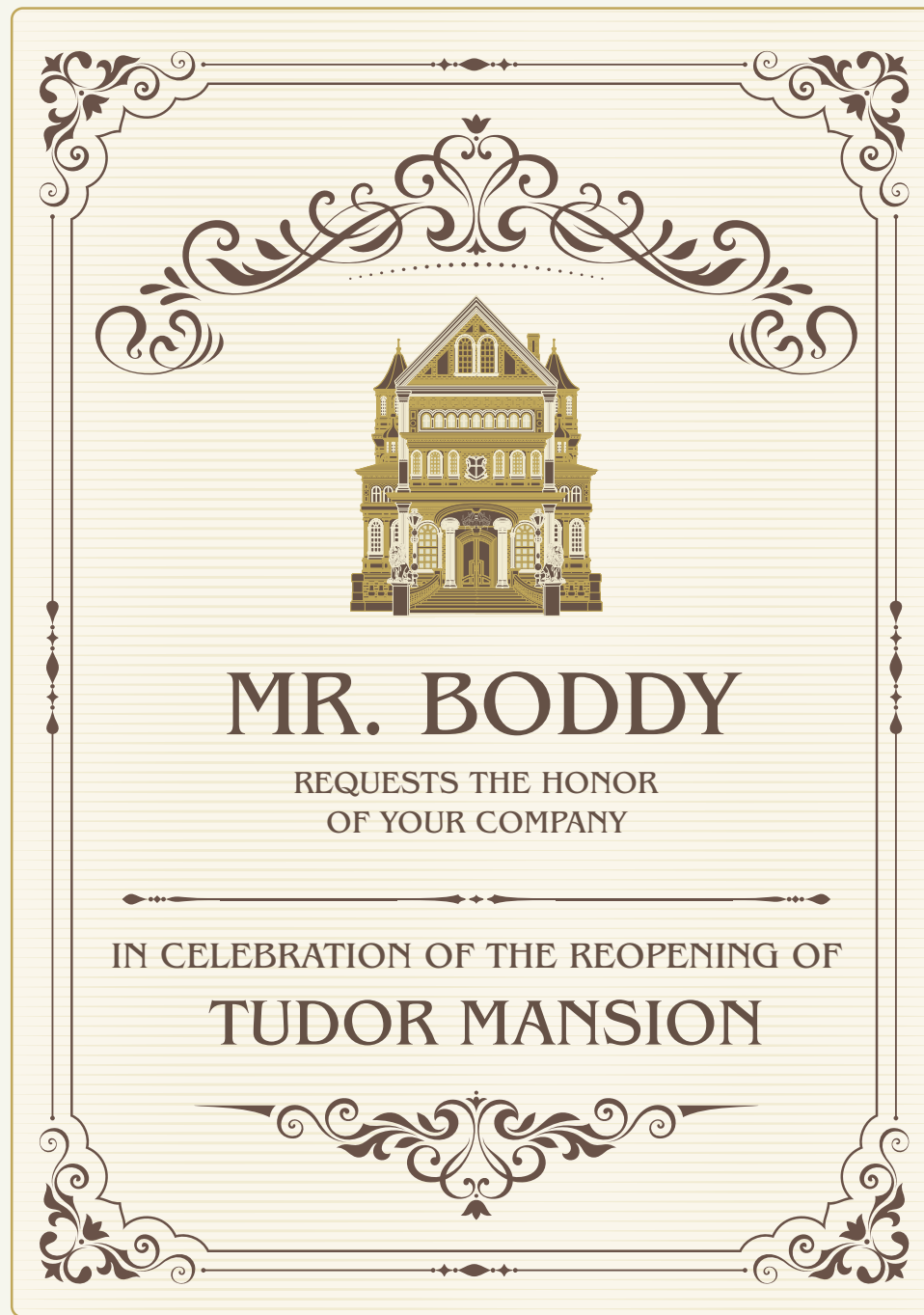
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Art by Anthony Petrie

CONTENTS

- Gameboard
- 6 wooden character tokens
- 6 miniature weapons
- 50 cards
(6 character cards,
6 weapon cards,
9 room cards,
and 29 Clue cards)
- Case file envelope
- Detective notepad
- 2 dice
- 6 notepad shields



The invitations were delivered. The guests have arrived—GASP!
The host has been murdered! Killed in cold blood. For his inheritance...or something else?
Six colorful guests are now suspects. It's up to you to solve this classic murder mystery...

WHO killed Mr. Boddy?



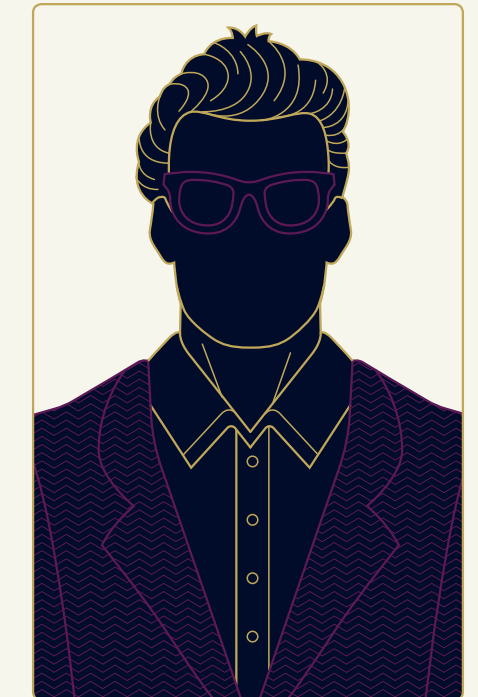
MISS SCARLETT

Beautiful. Seductive.
Ruthless? Manipulative?
Miss Scarlett has always
been beautiful, but recently
also seems cold-hearted.
Boddy and Scarlett had
grown up together and
been in all sorts of trouble
over the years. As they got
older though, their friendship
became strained over
financial matters.
In receiving her invitation
to Tudor Mansion, Scarlett
assumed all was forgiven...



MRS. PEACOCK

Flirtatious. Discreet.
Greedy? Devious?
Her exact age is unknown,
and that's just one of Mrs.
Peacock's secrets.
Peacock rocketed from small-
town girl to well-connected
socialite. Little is known of her
three husbands, other than
they all died suddenly.
Peacock has called in many
favors to get this invitation to
Boddy's party. What's on her
mind: marriage or murder?



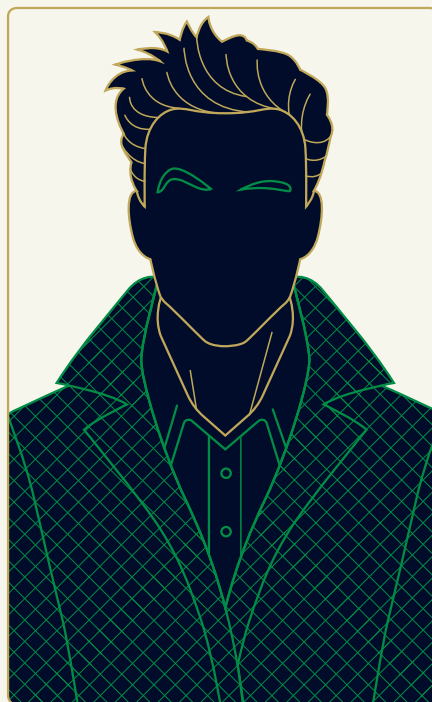
PROF. PLUM

Intrepid. Eccentric.
Obsessive? Paranoid?
Fearlessly tracking down
desert tombs, ancient
statues, and lost cities,
Professor Plum is an
archaeologist with a thirst
for adventure. Boddy financed
all his expeditions, until a
huge disagreement ended
their partnership. With no
excavations on the horizon,
Plum was bored. Boddy's
invitation, when it came, filled
him with hope. He was first to
arrive at the party...



COL. MUSTARD

Patriot. Philanthropist.
Liar? Narcissist?
To the outside world, he is a hero. Colonel Mustard is a highly decorated, successful, and popular officer. However, behind his medals of honor are rumors of black market deals and treason; rumors he's been paying someone to keep secret for too long. Mustard suspects Boddy of being his blackmailer, and eagerly travels to Tudor Mansion to search for evidence...



MR. GREEN

Charming. Witty.
Unforgiving? Decadent?
As a suave con man, Green has fronted as a prince, a pilot, a doctor, and an attorney. After years on the scam, trouble has finally caught up with him and forced him into hiding. Thinking that Boddy was the only man to know his true identity, he is immediately concerned when he receives the invitation. Determined to keep his secrets safe, Green accepts...



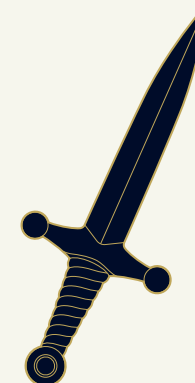
MRS. WHITE

Dependable. Hardworking.
Resentful? Disgruntled?
Perhaps no one was closer to Boddy than his loyal and steadfast cook and housekeeper, Mrs. White. But with little to show for her decades of dedicated service, she'd begun to wonder if her compensation was adequate. She was feeling particularly underappreciated on the evening of the party, as she labored in the kitchen in preparation for the guests. Was she cooking up more than just dinner?

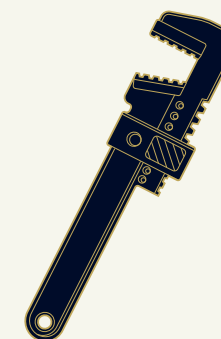
with WHAT?



Rope



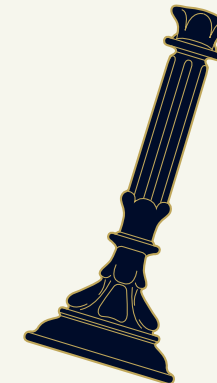
Dagger



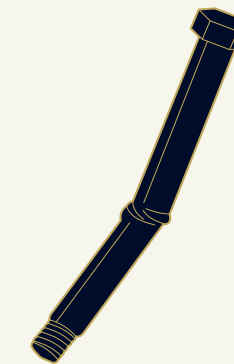
Wrench



Revolver

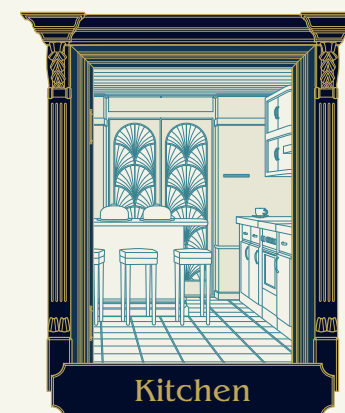


Candlestick

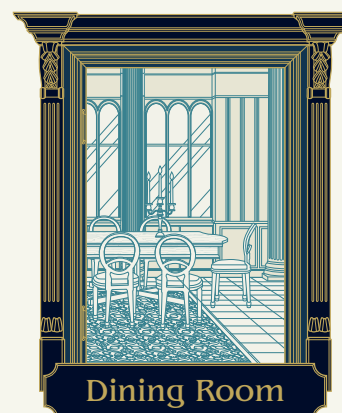


Lead Pipe

and WHERE?



Kitchen



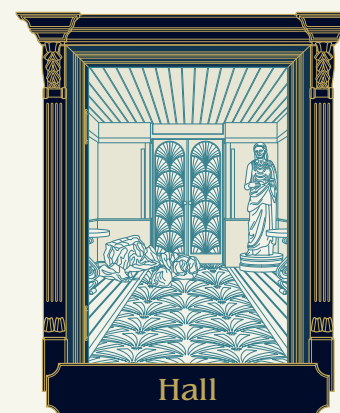
Dining Room



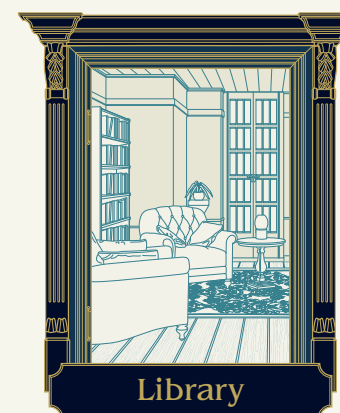
Lounge



Study



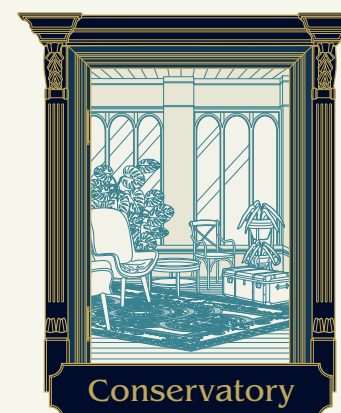
Hall



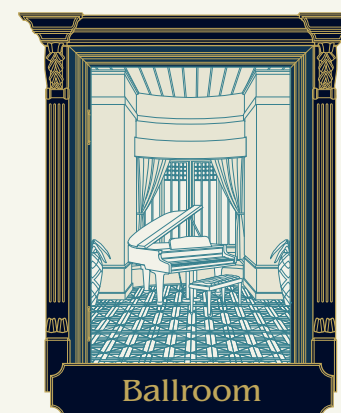
Library



Billiard Room



Conservatory



Ballroom

GET READY

1. Place all six character tokens on their named spaces, even if there aren't six players. Choose your character.
2. Place all weapons in random, separate rooms.

3. Shuffle the twenty-nine Clue cards and place them facedown in a pile near the board.

To play the traditional game of CLUE, remove these cards from the game.

4. Separate the other cards into three decks: characters, weapons, and rooms. Shuffle each deck and place it facedown.

5. Slide the top card from each of those three decks into the case file envelope so **no one sees**.

These cards answer the questions:
Who did it? With what? And where?

6. Shuffle the remaining character, weapon, and room cards together and deal them out facedown among players. It's okay if some players have more cards than others.

For a two-player game, you'll deal the cards out differently. See last page for details.

7. Everyone takes a notebook sheet, a notepad shield, and a pen (not included). Mark each player's initial (including your own) at the top.

8. Secretly look at your cards and mark them on your sheet. They cannot be in the envelope! Keep your sheet secret.



LET'S PLAY

Miss Scarlett always goes first, and play continues clockwise.
(If no one is playing as Scarlett, the next player clockwise on the board starts.)

ON YOUR TURN

1. Roll the dice.

If you roll the magnifying glass icon, draw a Clue 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 character, weapon, or room card is revealed, mark it on your sheet.



=



2. Do ONE of three things:

- **Move your character token** the number of squares you rolled. (The magnifying glass counts as 1.) Try to get to a room!
- **Use a secret passage:** If you're in a room with a secret passage at the start of your turn, you can move your token to the room the passage connects to.
- **Stay in the room** your token is already in.



Moving

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

Entering Rooms

- You must enter rooms through doorways.
- If you roll a number higher than you need to enter, just stop moving once you're inside.
- Any number of tokens and weapons 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.

3. If you reach or stay in a room, make a suggestion for whodunit, with what, and where. Say, "I suggest **(any character)**, with **(any weapon)**, in **(the room you are in)**."

- Move the suspect character and weapon into that room. (They'll remain there after your turn.)
- 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.

4. Mark your sheet with the card you were shown. It can't be in the envelope. If you weren't shown any cards, that could mean your suggestion is correct!

Think you know whodunit? You can make an accusation right after you make a suggestion! See WIN for details.

That's it. Now the player to your left goes!

WIN

Once you think you know whodunit, make your accusation! You can only make one accusation per game. It must be on your turn, but it can be right after you make a suggestion. You must be in a room, but you don't have to be in the room you're going to name.

- 1. Say, "I accuse **(character)**, with **(weapon)**, in **(room)**."
- 2. Secretly open the envelope. Are all three cards you named inside?

YES! You win! Congratulations on solving the case!

NO! Uh oh, you're wrong! Without letting anyone see, put the cards back in the envelope. You can't take any more turns, but you must show cards when other players make suggestions or name cards they want revealed. The game continues until someone makes a correct accusation. If no one does, the murderer gets away!

TWO-PLAYER (OR TEAM) GAME

This variation plays like the classic game, with two exceptions:

- Set up: After you've completed steps 1-5, shuffle the remaining cards and place four cards facedown randomly in any four rooms. (For a speedier game, place them in the corner rooms.) Then continue setup as usual.
- Play: If you enter a room with a card, **secretly** look at that card and mark your sheet before making your suggestion as usual.

DETECTIVE TIPS

MARKING YOUR SHEET

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

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 envelope.

USING YOUR CARDS

Use the cards in your hand to your 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.

Clue

SIGNATURE COLLECTION

WHO?	N	K	A	R	O
Green	X				
Mustard			X		
White					
Peacock		X			
Plum				X	
Scarlett					X

WHAT?					
Candlestick		X			
Dagger				X	
Lead Pipe			X		
Revolver	X				
Rope					
Wrench		X			

WHERE?					
Ballroom					X
Billiard Room		X			
Conservatory				X	
Dining Room	X				
Hall		X			
Kitchen					X
Library	X				
Lounge					
Study			X		

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In this example, Mrs. White is the murderer!