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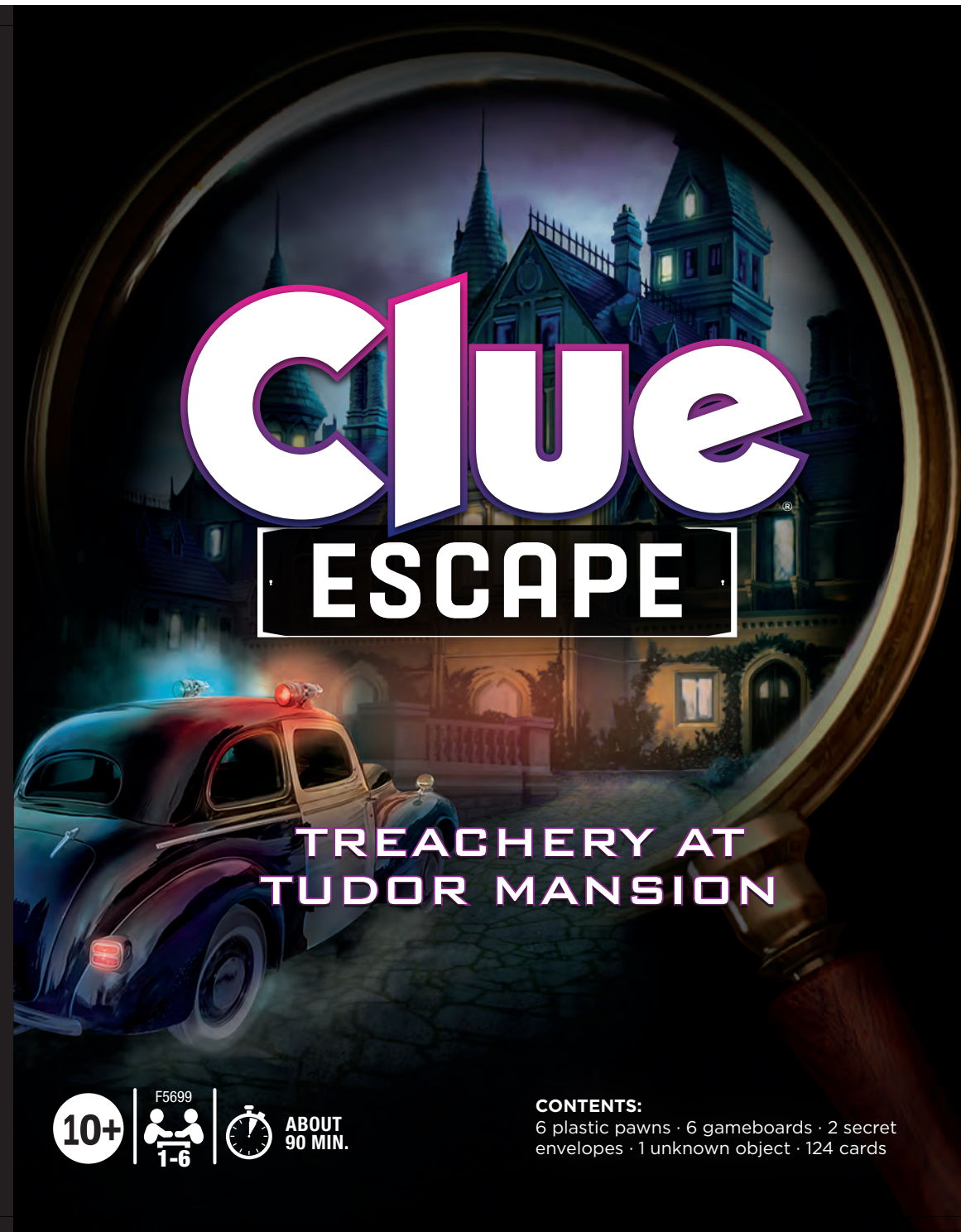
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ABOUT
90 MIN.

CONTENTS:

6 plastic pawns · 6 gameboards · 2 secret envelopes · 1 unknown object · 124 cards

QUICK START

1. Take out the tutorial board that says, "Someone cut the lights! Figure out how to turn them back on!" Lay it on the table. Place your pawns in the center of the board. Next, take out the Tutorial Deck from the left-hand side of the package. Place it next to the tutorial board.

DO NOT LOOK THROUGH THE CARDS.



2. The youngest player goes first. Move your pawn to any numbered location (nodes, as shown in the illustration in step 1) on the tutorial board, then draw the card from the Tutorial Deck that has the same number on it. The numbers represent different points of interest in the room and the cards you draw will tell you something about what you find there.

3. Read your cards out loud to the table.

- If it's a **narrative card**, it will give you information and directions to follow. There may be prompts on the bottom telling you what action to take next, don't miss them! When you're done with these cards, discard them to the lid of the box.
- If it's a **puzzle card**, it will have a puzzle piece icon in the bottom right corner that is labelled with a letter and number. Puzzle pieces with the same letter go together. The card will also tell you how many puzzle pieces you need to solve that puzzle along the bottom edge.



NOTE: If you don't have all the pieces to solve a puzzle, explore more nodes on the board and leave the unfinished puzzle face up on the table until you find more pieces.

The answer to every puzzle in the game will be a NUMBER.

When you think you've solved and gotten that number, draw the matching card from the deck. **If the card you pulled says SOLVED, you're correct!** If the number you're looking for doesn't have a corresponding card in the deck, or **if the card you pulled doesn't say SOLVED on it, you're incorrect—try again!**

4. When the first player has completed their turn, play moves to the left. The next player should move their pawn to an unexplored node and draw the card that has the matching number.
5. The goal of the Tutorial Deck is to turn the lights on—good luck! If you get stuck at any point during the game, check the **HINTS section** at the back of this booklet.

STOP. PUT THE RULES AWAY AND BEGIN PLAY.

You will be prompted to return to the rules when needed.

OBJECT

Take turns exploring Tudor Mansion as you work together to solve puzzles and gather clues to escape the mansion and crack the case. The more clues you find, the better your chances are of solving the classic whodunnit mystery: WHO killed Mr. Boddy, WHERE did they do it, and with WHAT weapon?

LET'S PLAY

The youngest player goes first, then turns rotate to the left.

ON YOUR TURN

The only way to escape Tudor Mansion and solve the mystery is to explore rooms, reveal puzzles, and gather clues. To do this:

- **MOVE** your pawn to an unexplored number on the gameboard. Take the card from the deck that has a matching number.
- **READ** your card aloud to the group. If there are any actions listed on it, do what it says. If it's a puzzle, lay it on the table for all to see until you find all the pieces needed to solve it. For more information about the different types of cards you'll encounter, [see CARDS](#).
- **SOLVE** any available puzzles on the board with the help of your fellow players.
- **PASS** your turn to player on your left if there's nothing left to do.

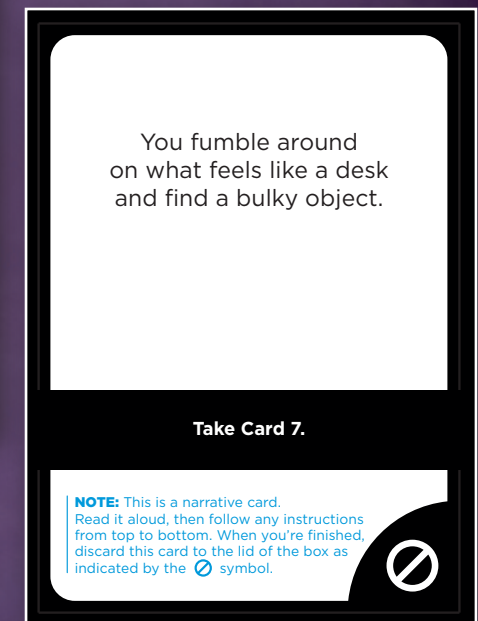
NOTE: When a turn ends and the next begins is somewhat fluid in this game—do your best to keep track of who performed the last action. One way to do this is to remember who last moved their pawn to an unexplored node.

CARDS

Throughout the game, you'll encounter several different kinds of cards.

NARRATIVE CARDS

Most of the cards will be narrative cards that tell you pieces of the story and direct your actions while you play. Read these aloud and do what they say. If any card has a , discard it to the lid of the box when you're done.



CARDS

PUZZLE CARDS

Puzzles often consist of multiple cards that can be anything from word play problems to visual riddles that you have to piece together. **Every puzzle card will have a puzzle piece icon in the corner with the letter assigned to that puzzle, and a note about how many pieces are needed to solve it.**



Solved puzzles will unlock new items, locations, and clues and are the key to advancing through the game.

NOTE: If the puzzle piece icon on a card is empty, that card is an item and should be kept out for the entire game.

Keep puzzles face up where everyone can see them and do not discard them until another card instructs you to.

Remember, all the solutions for puzzles are NUMBERS. When you think you've discovered the right number to solve the puzzle, look for that card in the deck.

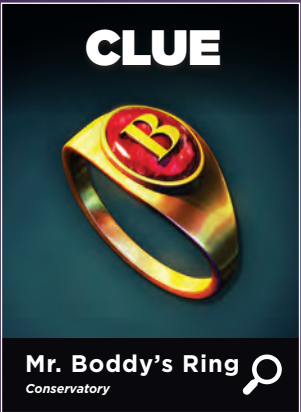
- If you don't find the card in the deck, it means you were incorrect and you'll have to try again.
- If you do find it, you should see **SOLVED** at the top of the card.
- If you DON'T see **SOLVED** at the top, you've pulled the wrong card; put it back in the deck and attempt to solve again.

NOTE: If you get stuck on a puzzle or room and cannot move on, **see HINTS** at the back of this booklet and find the hint that corresponds with puzzle piece letter/number you're stuck on.

CLUE CARDS

Clue cards are kept for the entire game. Every Clue card will have a spyglass icon in its lower right corner. These cards aren't used to solve puzzles, but will help solve the final mystery at the end of the game.

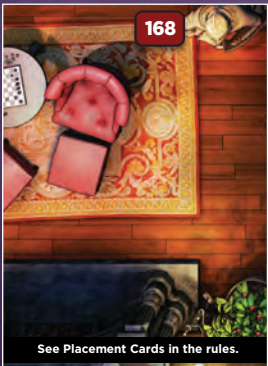
Keep them face up on the table where everyone can see them.



PLACEMENT CARDS

Placement cards change the board and add additional numbered locations for you to explore. When instructed by the game to do so, you'll find these cards in the deck and place them on the board. Line up the art on the card with the art on the board.

Any players that were at a location under the card should be placed on top and lose access to any unexplored locations under the new card. You may now explore the new, RED location.



BUILDING THE MANSION

The gameboard grows as you play and unlock new rooms in the mansion. When the game tells you to take a board out, find it in the box and place it beside the other rooms in the game. Similarly, when instructed, find new decks of cards in the box and add them to the game by unwrapping them and placing them under your current deck. Do not look through the decks, and do not shuffle any of the cards.





HOW TO SOLVE THE MURDER

At the end of the game, you will have to decide as a team: who killed Mr. Boddy, with what weapon, and where? Use all of the clues and evidence you've gathered during your escape to make a final decision.

- Look at different rooms or nodes you may have missed. Take your time to do so.
- Lay out the Clues you've found in the rooms they were found in to create a full picture of the murderer's path through the mansion.

Once you think you've solved the mystery, make your accusation. Then open the solve packet to find out if you were right.

5	Y
362	X
201	T
372	P
451	N
483	M
367	K
365	J
283	H
247	G
209	F
167	D
195	C
147	B
8	A
Card Number	Puzzle Number

SOLUTIONS

FIRST SET OF

HINTS

Puzzle Number	Card Number	HINT
A1	2	It sure is dark in here. Remember, you need three pieces to solve this puzzle.
Y1	6	You need something that lights up to help you see!
B1	103	This gold key is so striking...it might have a matching lock somewhere in the room.
C1	120	These books look important, Boddy sure does have deep pockets. Could he have kept notes about them somewhere?
D1	118	Overlapping the pieces of armor in different positions seems to change what you see.
F1	269	The gardener seems cranky, better hold on to this just in case though. It could be vital.
G1	132	Those who dance the waltz must follow the lines.
H1	225	A silver key likely fits in a silver lock. Hmm, are there any doors around here?
J1	335	Be sure to follow this very red maze from the outside in and note what darts you pass.
K1	375	Before you hit the cue ball, there were ten balls on the table.
P1	370	Stress makes it hard to focus. Try playing some darts to relax before you keep looking for the key.
X1	360	Taking inventory requires careful attention to detail, be sure to look carefully at every room.

Puzzle Number	Card Number	HINT
M1	400	Lining the wire cards up correctly is key to solving the equations.
N1	430	The vintages on some of these bottles seem absurd, and why are some numbers underlined?
Q1	100	It's so dark in the chimney but a fire is out of the question to light it up.
R1	130	It might not be a good idea to stick your hand under that desk without being able to see better.
T1	200	Poor plant, if only you had something to hold water in.
U1	260	Where did that flashlight get off to?

SECOND SET OF

HINTS

Puzzle Number	Card Number	HINT
A2	5	A new perspective is often just what you need. You can rotate cards to line up and connect images.
B2	145	The key for this lock is probably nearby. When you find it, match up the cipher to solve the puzzle.
C2	117	Stack the shelves carefully, lining everything up matters when organizing books!
D2	165	The etchings don't look decorative. When they line up just right, they might spell something out.
F2	261	These two ingredients together might be good to use on a dying plant.
G2	232	On such a dark night, the moon must be shining brightly. It would be nice to let it's glow in.
H2	290	What a weird red rug, Boddy sure had questionable taste in décor.
J2	336	What do the darts say as you make your way from the top to the bullseye?
K2	379	Which ball did you sink? Make note of that number!
P2	369	Every key fits a lock, this one may not go to a door though.
M2	452	Check the power box for a clue as to what order you should trace the wires.
N2	445	These symbols almost look like they could be on the label of a wine bottle.
T2	276	The watering can is a tool, much like the flashlight, and its cipher works the same.

THIRD AND FOURTH SET OF

HINTS

Puzzle Number	Card Number	HINT
A3	5	When you connect the wire cards by lining up the art, do you see a number?
C3	116	If you could track down a note, you might be able to make sense of the colors of the books.
D3	166	Read the words from top to bottom, left to right.
F3	265	A salt water solution could be good for slowing down a plant's growth.
K3	383	You're a good shot, that's another ball off the table.
M3	465	Even Tudor Mansion isn't so old that you can't find a calculator, use one on a phone if need be.

Puzzle Number	Card Number	HINT
C4	192	The highlighted words appear to be significant.
F4	268	Water and alcohol would just cancel each other out.
K4	387	Three down, wow. What order did you sink them in?