



Now you must solve the classic mystery.

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SET-UP

1. Place all six tokens on their colored spaces around the gameboard.
All tokens must be on the gameboard, even if there aren't six players.
Choose your character.
2. Place all the weapons in separate, random rooms.
3. Separate the 29 Clue cards from the other cards.
Shuffle the clue card deck and leave it facedown by the gameboard.
4. Separate the other cards into three decks: characters, weapons, and rooms. Shuffle each deck and place it facedown.
5. Take the top card from each deck and slide it carefully into the solve envelope so no one sees. It now contains the three cards that answer the questions:



Clue cards

WHO killed Black, WHERE did they do it, and with WHAT weapon?

This is the mystery you need to solve! Place the envelope on the center of the board.

6. Shuffle the remaining character, weapon, and room cards together and deal them all out among the players. It's okay if some players have more cards than others.
7. Tear one sheet from the detective notebook for each player. You'll need to get a pen (not included) for each player too.
8. Secretly look at your cards and mark off the suspects, weapons, and rooms on your sheet. They cannot be in the envelope! Keep your sheet and your cards secret.

Note: If you want to play a two-player game, see page 6.
You will deal the cards out differently at this stage.



LET'S PLAY

Roll one of the six-sided dice to determine who goes first.

ON YOUR TURN

Roll the dice then you may perform one or more actions:

1. Move your character token.

- You may move up to the number of squares you rolled. (The magnifying glass counts as 1!) If you are able to enter a room, see step 2 for more details.
- 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 — including doorways.
- You may enter a room on your turn, but do not have to roll the exact number. You must enter through an unblocked doorway.
- If you are already in a room at the start of your turn: You do not have to move if you plan to make a suggestion (see step 2). If there is a secret passage, you can move your token to the room the passage connects to.

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, you should still only draw one card.
- If a character, weapon, or room card is revealed, mark it on your sheet.
- Any time you have to reveal a card, place it back in your hand afterwards.



2. Make a suggestion.

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

- Move the suspect character and weapon into that room. (They'll remain there after your turn. There can be any number of tokens and weapons in a room at one time.)
- 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. After you've been shown a card, your suggestion is disproven, and play moves on.
- No one has a card? That's okay.

Mark your sheet with the card you were shown. It can't be in the envelope.

Think you've solved the mystery? You can make an accusation right after you make a suggestion! See WIN for details.

If you weren't shown any cards, that could mean your suggestion is correct!

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

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HOW TO WIN

Once you think you've cracked the case, 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), in (room), with (weapon)."

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.

In this example, Professor Plum is the murderer!

Clue

WHO?	PLAYERS					
	JG	CA	TG	AB	PD	
Green	X					
Mustard	X				X	
Peacock	X		X			
Plum	X					
Scarlett	X				X	
White	X		X			

WHAT?
Candlestick
Dagger
Lead Pipe
Revolver
Rope
Wrench

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

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