

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

## 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**), with (**weapon**), in (**room**)."
2. Secretly check the three cards in the center. Is your accusation correct?

**YES!** You win! Congratulations on solving the case.

**NO!** Uh oh, you're wrong! Without letting anyone see, put the cards back in the center. 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!



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GO!**

# Clue

## CONTENTS

Gameboard • 6 movers • 6 weapon tokens  
6 character cards • 6 weapon cards • 9 room cards  
2 dice • detective notepad • label sheet

## OBJECT

Solve the mystery of WHO killed Boddy Black, with WHAT, and WHERE.



MISS SCARLETT



COLONEL MUSTARD



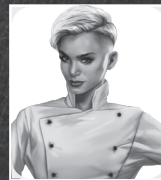
MAYOR GREEN



SOLICITOR  
PEACOCK



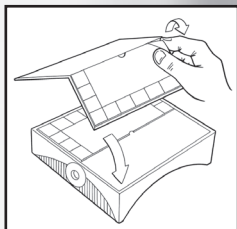
PROFESSOR PLUM



CHEF WHITE

## THE FIRST TIME YOU PLAY

1. Remove the backing from both halves of the self-adhesive gameboard and apply the boards to the plastic base, making sure you line up the CLUE® logo correctly in the middle.
2. Carefully detach the square weapon tokens from the card sheet.
3. Carefully detach all the cards.



## SETUP

1. Place all six movers (representing the characters) on their matching colored start space on the board. Choose your character.
2. Place all the weapon tokens in separate, random rooms.
3. Separate the cards into three decks: characters, weapons, and rooms. Shuffle each deck and place each facedown.
4. Without peeking, take the top card from each deck and place them in a pile facedown in the center of the board.

***These cards answer the questions: Who did it?  
With what weapon? Where?***

5. Shuffle the remaining cards together and deal them facedown among players. It's okay if some players have more cards than others.
6. Each player takes a sheet from the detective notepad and grabs a pen (not included).
7. Secretly look at your cards and mark off the characters, weapons, and rooms on your sheet. They cannot be in the center! Keep your sheet and your cards secret.

## LET'S PLAY

Each player rolls one die. The highest number goes first. Play then continues clockwise.

### ON YOUR TURN

Roll the dice and then...

#### 1. Move your character mover.

- You may move up to the number of squares you rolled, trying to enter a room. You may not move diagonally, move over other movers, or land on other movers.
- You may enter rooms through doorways. If you roll a number higher than you need to enter, just stop moving once you're inside. You cannot pass through a doorway blocked by another player, whether you're inside or outside of that room.
- **If you are already in a room at the start of your turn**, you may choose to stay there and make a suggestion. If there is a secret passage in that room, you may move to the room the passage connects to.

#### 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), 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. Any number of tokens and weapons can be in a room at a 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. —————→