

AGES

8+



CLUE[®]

The **Classic** Mystery Game

MR. BODDY
OF
TUDOR MANSION

REQUESTS THE HONOR
OF YOUR COMPANY

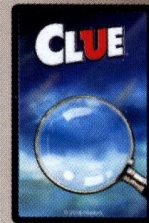
IN CELEBRATION OF
HIS 30TH BIRTHDAY
AND
THE REOPENING
OF THE HOUSE

CONTENTS

- 1 GAMEBOARD
- 6 TOKENS • 6 MINIATURE WEAPONS
- 30 CARDS (6 CHARACTER CARDS, 6 WEAPON CARDS, 9 ROOM CARDS, and 9 CLUE CARDS)
- 1 CASE FILE ENVELOPE • 1 PAD OF DETECTIVE NOTEBOOK SHEETS • 2 DICE

SET IT UP

1. Place all 6 tokens on their named spaces around the gameboard.
All tokens must be on the gameboard, even if there aren't 6 players.
Choose your character.
2. Place all the weapons in separate, random rooms.
3. Separate the 9 clue cards from the other cards. Shuffle the clue card deck and leave it face down by the gameboard.
4. Separate the other cards into 3 decks: characters, weapons, and rooms.
Shuffle each deck and place it face down.
5. Take the top card from each deck and slip them carefully into the case file envelope
so no one sees.



clue cards

The envelope now contains 3 cards that answer the questions:

Who did it? With which weapon? Where?

This is the murder mystery you need to solve!

Leave the envelope in the center of the gameboard, on the cellar stairs.

6. Shuffle the remaining character, weapon, and room cards together and deal them all out among the players.
It doesn't matter if some players have more cards than others.

Note: If you want to play a **2-player game**, see page 4.
You will deal the cards out differently at this stage.

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.

To play the traditional game of CLUE, simply remove the 9 clue cards from the game.

PLAY

More details
on page 5.

HOW TO WIN

Solve the murder!

- Move from room to room making **suggestions** for who, with what, and where.
- Other players show you a card, if they have one!
- Once you think you've solved it, make your **one accusation**.
- Peek inside the envelope to see if you're right. If you're wrong, you're out of the game, so be sure!

HOW TO PLAY

Miss Scarlett always starts, and play continues clockwise. If no one is playing Scarlett, then play starts with the next character clockwise: Mustard, Orchid, etc.

On your turn.

1. Roll the dice. Before moving your token, did you roll the magnifying glass **icon**? Then pick up a **clue card**, read it out loud and do what it says.

- If you roll 2 icons, pick up 2 cards.
- If a card is shown, mark it on your sheet!
- Put used clue cards at the bottom of the deck.



2. Move your character token the number of squares shown on the dice roll. (The magnifying glass icon counts as a 1.)

You cannot move diagonally.

You cannot move through the same square twice on one turn.

You cannot land on or move through a square occupied by another token.

OR

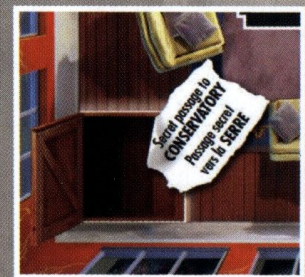
Use a secret passage.

Simply move your token from one corner room to its connecting corner room.

OR

Stay in the room your token is already in.

3. Make a suggestion. Turn over for details. ➡



The lounge is connected to the conservatory.

3. Make a suggestion if you reach a room or are in a room.

Suggestions help you figure out the 3 cards in the envelope!

- If your token is in a room, make a suggestion for who did it and with what, in that room.
Say "I suggest it was [a character], with [a weapon], in [**the room you are in**]."
– Move the suspect character and weapon into the room as you make your suggestion.
- The player to your left **secretly** shows you **one** card 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 a card, they say so and the next player secretly shows you a card from your suggestion. And so on.
- If no one has a card, that's fine.

Remember you must be in the room of any suggestion you make. Characters called into rooms are not returned to the original place.

4. Mark your sheet.

What the other players show you—or don't show you—will help you eliminate suspects, weapons, and rooms from your sheet.

- Make a note of the card you are shown. You know it isn't in the envelope!
- If no one shows a card, you'll still want to mark your sheet!

5. That's the end of your turn. The player to your left goes next.

Tips on how to mark your sheet

In this example, you can see that you were dealt the **Mustard** and **Candlestick** cards at the start.

M showed you **Plum**, D showed you **Green**, and J showed you the **Peacock** and **Scarlett** cards.

By making suggestions, you have discovered that **Orchid** is the murderer.

PLAYERS JOUEURS		Me	M	D	G	J	T
WHO? • QUI?							
Green		X			X		
Mustard • Moutarde		X	X				
Orchid		✓					
Peacock		X				X	
Plum		X		X			
Scarlett		X					X
WHAT? • AVEC QUOI?							
Candlestick • Chandelier		X	X				
Dagger • Dague							

WIN

MAKE AN ACCUSATION

Once you think you know who did it, with what and where, make your accusation.

- You can make your accusation right after making a suggestion.
- You do not have to roll the dice again or be in the room you're going to name.
- You can only make your accusation on your turn!
- But you can only make one accusation in a game, so be sure you know!

1. Say "I accuse [**character**], with [**a weapon**], in [**a room**]."
2. **Secretly** look inside the envelope. Are all 3 cards you named in the envelope?

YES! You've won!

Congratulations, you solved the murder mystery. Show everyone the 3 cards.

NO! Oops, you're wrong!

Carefully put the cards back in the envelope. Make sure no one sees them.

You can't take any more turns, but you must show cards when you need to at other players' suggestions.

- The other players continue taking turns until someone makes a correct accusation.
- If no one makes a correct accusation, then the murderer got away with it, and no one wins!

THE 2-PLAYER (OR TEAM) GAME!

You will still need to read the complete game guide to play the 2-player or team game. (The team game is a great way to involve everyone, if you group younger players with older players.)

SET IT UP

The setup begins exactly the same as the classic CLUE game on page 1. Follow steps 1–5. Then, after you have combined and shuffled the remaining cards, take the top 4 cards and place them randomly and face down in any 4 rooms. Then continue the setup as usual.

MAKE A SUGGESTION

If you enter a room with a card in it, **secretly** look at the card (and mark your sheet), then make your suggestion as usual.

Everything else is exactly the same as the classic game of CLUE.

For a speedier 2-player or team game, put the 4 face-down cards in the corner rooms.

REFERENCE SECTION

MAKING SUGGESTIONS

In order to find out who did it, with what, and where, make suggestions! Your suggestions and the cards players show you will allow you to cross off suspects, weapons, and rooms from your sheet.

- To make a suggestion, say out loud who you suggest did it, with what, and where.
- Let's say you're Miss Scarlett and you go into the lounge. You can say, for example, "I suggest it was Mr. Green, with the rope, in the lounge."

Move the green character token and the rope into the lounge. You must be in the room that you are using in your suggestion.

Note: Weapons and characters called to rooms are not returned to their original place. There is no limit to the number of suspects and weapons that may be in a room.

If you're playing as a suspect that is moved into a room, you have to stay where you are. You may use your next turn to move your dice roll, or make a suggestion in that room.

THE PROCESS OF ELIMINATION

When you make a suggestion, the other players, in turn, must show you (and only you) a card from their hand if they have one.

- First, the player to your left looks at their hand to see if one of the 3 cards you just named is there.
 - If they have one, they must show it to you and no one else.
 - If they have more than one, they choose which one to show.
 - If they do not hold any of the 3 cards named in your suggestion, they say so, and the next player looks at their hand and shows you a card, if they have one.
- As soon as a player shows you one of the cards you named, it is proof that this card cannot be in the envelope. Mark your sheet. You have now eliminated one more suspect, weapon, or room. This ends your turn.
- If no one has a card you suggested, that's great. Mark your sheet.
- You can make an accusation right after making a suggestion.

THE ACCUSATION

When you think you know which 3 cards are in the envelope, you may, **on your turn**, make your accusation and name them. You have to be in a room, any room, to make your accusation.

- First, say "I accuse [**character**], with [**a weapon**], in [**a room**]."
- Then, so no one else can see, look at the cards in the envelope.
- If all 3 cards you named are there, you've won! Show the cards to the other players. The game is over.
- If any one of the cards you named is not inside the envelope, your accusation is wrong. Secretly put all 3 cards back inside.
- You may take no further turns or make suggestions in the game and therefore cannot win.
- You must, however, respond to other players' suggestions by showing a card when asked.
- The other players may still move your character into different rooms to make suggestions.
- Play continues until someone makes a correct accusation.

SECRET PASSAGES

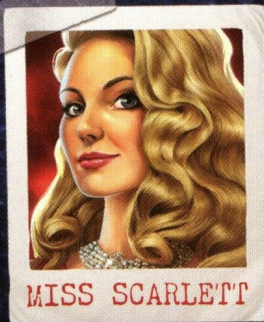
The rooms in opposite corners of the house are connected by secret passages; the kitchen and study are linked to each other, and a separate secret passage runs between the conservatory and the lounge.

- If you are in one of these rooms at the start of your turn, you may, if you wish, use a secret passage to move. If you use a secret passage, you do not move the dice roll on that turn.

ROLLING THE DICE

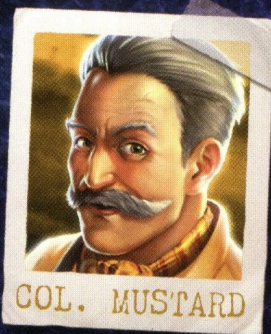
If you decide to move your dice roll, move your token one square at a time.

- Enter rooms by using a doorway. It doesn't matter if you roll a number that's higher than you need to enter—stop moving once you're inside a room.
- You cannot move diagonally and cannot move through the same square twice on the same turn.
- You may not pass through a doorway that's blocked by another player's token, whether you are inside or outside a room.
- Any number of tokens can be in a room at any one time.



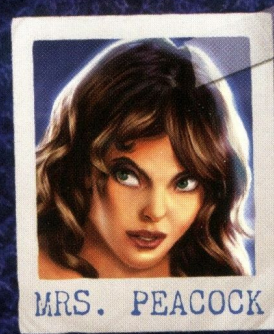
MISS SCARLETT

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. Boddy suspected Scarlett had been influencing Sir Hugh's investments. In receiving her invitation to Tudor Mansion, Scarlett assumed all was forgiven...



COL. MUSTARD

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...



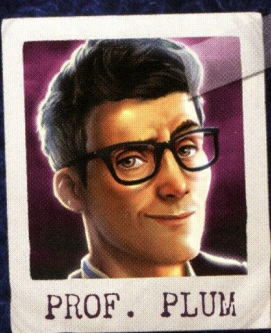
MRS. PEACOCK

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. Sir Hugh met his end just before becoming her fourth. Peacock has called in many favors to get this invitation to Boddy's party. What's on her mind: marriage or murder...?



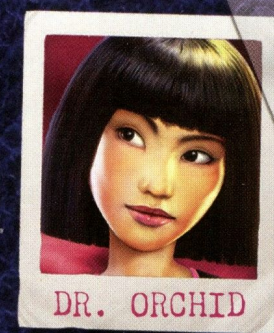
MR. GREEN

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—as a reverend. Thinking that Sir Hugh was the only man to know his true identity, he is immediately concerned when he receives an invitation from Boddy. Determined to keep his secrets safe, Green accepts...



PROF. PLUM

Fearlessly tracking down desert tombs, ancient statues, and lost cities, Professor Plum is an archaeologist with a thirst for adventure. Sir Hugh 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...



DR. ORCHID

Adopted as a teenager by Boddy, Orchid was privately schooled in Switzerland until her expulsion following a near-fatal daffodil poisoning incident. She was then homeschooled by the old housekeeper, Mrs. White. Orchid decided biology was her future and, while researching her PhD in plant toxicology, unearthed a plant of incredible medicinal properties; a discovery she wanted to share with no one—especially her adoptive father...

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