

AGES
8+



E7589/ E7495 ASST

CLUE

CARD GAME

CONTENTS

1 Crime card • 12 Evidence cards
4 sets of 12 Case File cards • 2 Reminder Rules cards
6 Character Profile cards

Extra cards for the Advanced Game

(marked with a ⊕ symbol)

3 Evidence cards • 12 Case File cards

OBJECT

Use your detective skills to solve the mystery and make an accusation—who did it, with what, and where!

CLUE

CARD GAME

GET READY

1. Take all the cards marked with a (+) in the corner out of the game. These cards are only for the **ADVANCED GAME FOR TOP DETECTIVES** (see this section for more info).
2. Take out all the Character Profile cards. Each player picks a card. This is who you'll be for the game.
3. Give each player a set of 12 Case File cards. Sets are marked in the corner with one of four symbols:



Make sure all cards in a set have the same symbol.

Each player should have 6 Suspect cards, 3 Weapon cards, and 3 Location cards (see setup image below). Put aside any spare sets of Case File cards.

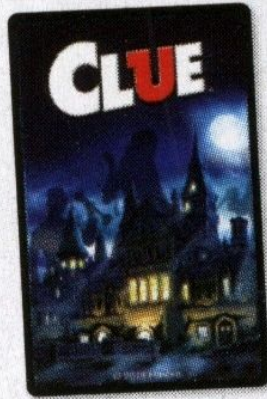
4. Separate the Evidence cards into 3 piles: Suspects, Weapons, and Locations. Shuffle each pile, keeping the cards face down. Without looking, place one card from each pile face down in a new pile in the middle. Cover these cards with the Crime card—they make up the crime, and stay secret until someone makes an accusation.
5. Shuffle the remaining Evidence cards together, then deal them out face down so everyone has an equal number. Spare cards are set in the middle, face up, for all to see.
6. Look at your own Case File cards and Evidence cards, and inspect any face-up Evidence cards in the middle. All Evidence cards you can see are cleared—they can't be underneath the Crime card.
7. Pull any Case File cards from your hand that match the face-up Evidence cards. Place them face down in your cleared pile.

IMPORTANT:

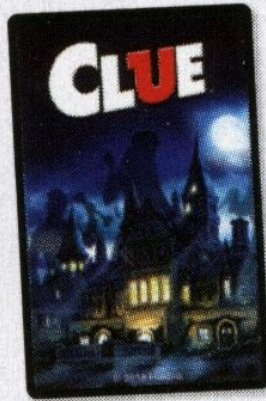
Keep your Evidence cards in your hand at all times, and keep all your cards hidden from other players!

SAMPLE LAYOUT OF ONE PLAYER'S HAND
(other players' will look similar)

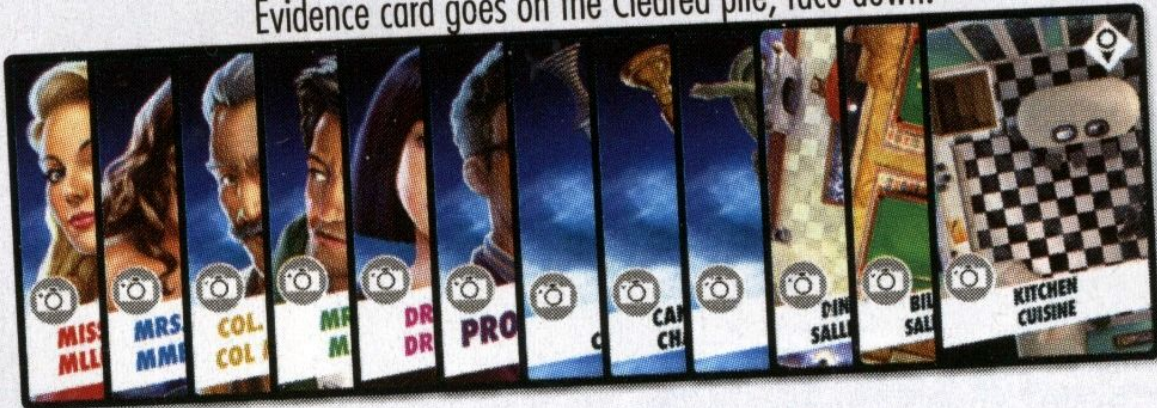
Evidence cards




Cleared pile
FACE DOWN



Any Case File card that matches a visible Evidence card goes on the Cleared pile, face down.



12 Case File cards: All cards in your set should show the same symbol, in this case 

HOW TO PLAY

Have you played Clue before? This game is similar.

Find out what's under the Crime card—who did it, with what, and where—by asking other players questions. Every time a player shows you an Evidence card, you know it's not under the Crime card. Put its matching Case File card in your cleared pile—this is like crossing things off on a Clue notepad.

Time to start investigating! The most suspicious-looking player goes first.

ON YOUR TURN

1. Look at your cards. Ask the player to your left about any two items you think might have been involved in the crime. You can ask about different item types, like "Scarlett and the rope" or the same item type, like "the rope or the candlestick."
2. The player you've asked must check the Evidence cards in their hand. If they have one of the Evidence cards you asked about, they **must** show you and no one else. If they have both of the Evidence cards you asked about, they can choose one to show you (without revealing that they have both). If they have neither of the Evidence cards, they must say so.
3. If the first player on your left can't help you, ask the next player the same question. Keep asking until someone shows you an Evidence card, or until you've asked everyone. If no one has either of the Evidence cards you asked about, you know that one or both of those items are under the Crime card. (See TIPS AND TACTICS for details.)
4. Once you've seen an Evidence card, you know it's not under the Crime card—**it's cleared**. Put its matching Case File card face down in your cleared pile.
5. Your turn is over. The player to your left goes next.
6. Keep playing until you've figured out who did it, with what, and where!

MAKING AN ACCUSATION

When it's your turn, and you think you know who did it, with what, and where, say you're ready to make an accusation. Ask if anyone else wants to accuse.

Is it only you accusing?

- Lay the three Suspect, Weapon, and Location Case File cards you're accusing face down in front of you (separate from your cleared pile).
- Peek at the cards under the Crime card—don't show anyone else!
- If the three cards under the Crime card match your accusation, congratulations, you win! Turn over the Crime card and your Case File cards to prove it.
- If your cards don't match, sorry, you lose! Other players keep playing. You can no longer ask questions or accuse, but you must truthfully answer questions when asked.

Is more than one person accusing?

- Decide who is ready to accuse first, second, third, and last. All players place their three accusation Case File cards face down. All accusing players should turn these cards face up at the same time.
- The first accuser must turn over the cards under the Crime card. If the cards match your accusation, you win! If they don't, the next player (in the order you've established) with the right cards wins. If no one wins, the criminal has outwitted you all!


HOW TO WIN

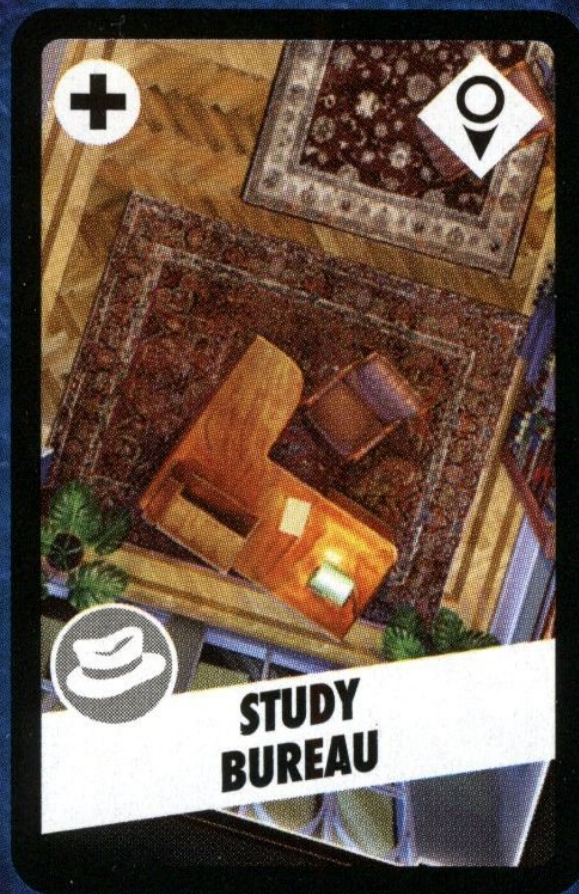
Be the first to solve the crime!

ADVANCED GAME FOR TOP DETECTIVES

(2-4 Players)

Think you're ready for a bigger case?

- Add in the  cards. Now there will be one extra Weapon and 2 extra Locations.
- Setup is the same as before, except each player now has a set of 15 Case File cards (6 Suspects, 5 Locations, 4 Weapons) and there are now 3 extra Evidence cards (pistol, living room, and study) that could be innocent or guilty.
- Ask questions and accuse as before. If there are just two of you playing, when one of you accuses, the other player must accuse as well.





SOLVE THE MURDER

TIPS AND TACTICS

- When you're positive an Evidence card is part of the crime, get rid of all other cards of that type. For example, if you're sure the knife was involved, put all the other Weapon Case File cards face down in your cleared pile.
- Unsure if a card is part of the crime? Keep it in your hand.
- Bluff by asking about one Evidence card you **do** have and one you don't.
- Remember which players have seen your Evidence cards so that you reveal the least amount of information possible.
- Pay attention even when it's not your turn. You could learn vital clues!
- Accuse before you have all the evidence if you think someone might get there before you!

Retain this information for future reference.

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