

Clue®



RULES

FOR 3, 4, 5, OR 6 PLAYERS/AGES 8-ADULT

INTRODUCTION

This game is unlike any other. All of the characters are fictitious—even the “victim” is imagined. It is like a stage play.

The scene opens in Mr. Boddy’s palatial mansion. Mr. Boddy is apparently the victim of foul play and is found in one of the rooms.

The object of the game is to discover the answer to these three questions:

1. “WHO DONE IT”?...2. WHERE?...3. HOW?

The answer lies in the little envelope resting on the stairway *marked X* in the center of the board. The envelope contains 3 cards. One card tells who did it—another card reveals the room in which it all happened, and the third card discloses the weapon used.

The player who, by process of deduction or plain common sense, first identifies the 3 solution cards hidden in the Case File envelope, wins the game.

This is accomplished by players moving into the rooms and making “suggestions” of what they believe is the room, the person and the weapon for the purpose of gaining information. This information may reveal which cards are in other players’ hands and which cards are missing and must, therefore, be hidden in the little envelope. “Accusing” a suspect and naming the weapon and the room under suspicion becomes a most dramatic moment.

EQUIPMENT

The game board showing nine rooms of Mr. Boddy’s house.

Six colored tokens representing the suspects in the house. The colors of the pieces are closely associated with the names of the suspects:—

Suspects	Tokens
Col. Mustard	Yellow
Miss Scarlet	Red
Prof. Plum	Purple
Mr. Green	Green
Mrs. White	White
Mrs. Peacock	Blue

Six miniature weapons and one die.

The pack of 21 illustrated cards includes a card for each of the 6 suspects, one for each of the 6 weapons, and one for each of the 9 rooms.

There is also a pad of Detective “Notebooks” to aid the players in their investigations.

PREPARATION

Place the playing pieces on the starting squares marked with their names. All 6 pieces are placed on the board regardless of the number of players. Each participant will use the token nearest him. Place each of the Weapons in a different room, using any of the rooms.

ARRANGING THE CARDS

Place the empty envelope on the spot marked "X" in the center of the board. Then sort the pack of cards into three groups -- Room Cards, Weapon Cards and Suspect Cards.

Shuffle each of these three groups *separately*. Take the top card from each group and place it in the envelope. *This should be done carefully so that no player knows any of the three cards (one room, one weapon, and one suspect).*

DEALING THE CARDS

The remaining cards in the three piles are now thoroughly mixed together and shuffled, and then are dealt, one at a time, clockwise around the table to each player. *It is important that no player sees any of the cards while they are being shuffled and dealt.* Some players may receive more cards than others. Each player holds the cards dealt him, taking care that no player sees the cards in his hand.

TO BEGIN

The player having the red token, Miss Scarlet, rolls the die and moves first. After Miss Scarlet has moved, the next player on the left rolls the die and moves. Each of the other players follows in turn.

MOVEMENT OF TOKENS

To reach a room, players may move their tokens on the "marble" squares anywhere on the board according to the throw of the die. All the "marble" squares on the board are for the movement of tokens.

Tokens can move forward, backwards, or crosswise, but *not diagonally*. A token may be moved forward and crosswise on the same turn, but it cannot move to a particular space twice in the same turn.

No two tokens may occupy any one square, nor may a player move his token through a square occupied by another token. A room, however, may be occupied by any number of tokens and weapons.

MOVING INTO A ROOM

There are three ways of entering a room: (1) Throwing the die and moving your token along the squares entering through a doorway, (2) via the Secret Passages by leaping across the board, corner to corner, without using the die, and (3) a player's token may be placed in a room by another player in the feature play known as "the Suggestion." If the space at the entrance to a room is occupied by the token of one player, no other player may move into that room, through that door.

GETTING OUT OF A ROOM

There are three ways of leaving a room: (1) by throwing the die and moving out through a doorway onto the squares, heading toward another room of your choice, (2) by using the Secret Passages and finally, (3) by being transferred to a new room by some other players.

On the throw of the die, players may enter Rooms *by the doors only*, but cannot leave a room on the same turn; *entering the Room ends the move*. It is not necessary to throw the exact number to enter a Room. That is, if a player needs 4 to bring him into a room and throws 6, he ignores the last two units after entering a Room.

Players already in a room may leave it *by any door*—using the die as usual and moving toward another room—or, they may use the secret passage, if in a corner room. A room may not be re-entered on the same turn.

The doors of each room are not counted as squares.

THE “SUGGESTION”

Whenever a player moves into a room he should make a “Suggestion”.

A “Suggestion” consists of naming a Suspect, a Weapon and the Room into which the player has moved. *As soon as a player makes a suggestion the token of the suspect named and the weapon named are brought into the room named in the suggestion.* No player may forfeit a turn to remain in a particular room. Players must move by a throw of the dice or by the secret passages on each turn.

Example: The player representing Miss Scarlet may, on a turn, reach the Lounge. Miss Scarlet may then call a Suspect into the Lounge (for example, Mr. Green) and move the green token into the Lounge. She will also call into the Lounge some weapon (for example, the wrench) and will say “I suggest that the crime was committed in the *Lounge*, by *Mr. Green* with the *Wrench*.”

Note:— All tokens, spare ones as well as players’ own tokens fall under equal suspicion and should be considered by players making “Suggestions.”

PROVING THE SUGGESTION TRUE OR FALSE

When a Suggestion has been made the first player to the left of the one making the Suggestion examines his cards to see if he is able to prove the Suggestion false. To disprove the Suggestion he must hold one or more of the cards named. (In our example above, the cards named are Mr. Green, the Wrench, and the Lounge.) If he holds one or more of these cards, he must show *one only* to the player making the Suggestion. *This must be done without the other players seeing the card shown.*

(If Miss Scarlet holds in her own hand one or more of these cards, perhaps the *Lounge* and Mr. Green, she may soon discover whether some other player has the *Wrench*, or if it is hidden in the envelope. A smart player will often deliberately make a Suggestion naming one or two cards that he holds in his own hand just to gain information or mislead the other players.)

If the first player to the left does not have any of these three cards, then the next player at his left examines his cards and must show one of the three if he has it. A player having more than one of the called cards may show whichever one he wishes, but only one.

Obviously, if any player holds in his hand one or more of the three cards named in the Suggestion, it is proof that those particular cards are *not* in the envelope. Therefore, when a card is shown to the player who made the Suggestion, his Suggestion has thus been proved to be *false*, and he may wish to make a note of this by checking the card off in his Detective “Notebook.”

The opportunity to prove the Suggestion false passes to the left until some player has shown **ONE** card to the suggesting player, whose turn then ends, and play passes to the next player.

If no one disproves the Suggestion the player may then either pass the turn or else make an *Accusation*.

THE ACCUSATION

When a player is satisfied that he knows the three cards hidden in the envelope, he can on his turn, make an *Accusation*. He states that he is making an *Accusation* and names the three cards he believes to be in the envelope. Then, carefully, so that the other players do not see, he looks at the three cards in the envelope. Contrary to the rules for making a Suggestion a player may make an *Accusation* whether or not his piece is in the room he mentions.

WINNING THE GAME

If the Accusation is correct, that is, if the player finds in the envelope, those 3 cards that he just named, he lays the cards face up on the table, and he is the winner.

If the Accusation is incorrect, the player returns the three cards to the envelope unseen by any other player and replaces it on the board. Having made a false Accusation he has no further moves in the game, and cannot win, but remains as a player to contradict Suggestions made by other players with the cards he holds in his hand.

However, if the player's token is resting on the space before a doorway, he would move this token into the room so that it would not block the door. From there it would be available for other players to move into other rooms in order to make Suggestions.

A player can make only one Accusation during any one game.

SECRET PASSAGES

The Secret Passages shown in the corner rooms enable players to move between opposite corner rooms in one move. This can be done on a player's turn without throwing the die merely by moving his token to the opposite corner room and announcing he is using the Secret Passage. A Suggestion may be made after this move.

INTERESTING NOTES AND HINTS

A player must be extremely careful in examining his cards before stating he cannot disprove a "Suggestion."

"Suggestions" may even include cards held in the player's own hand.

The room named in a Suggestion must always be the one into which the suggesting player's own token has been moved.

A player may make only one Suggestion after entering a room, and may not make another until entering another room or else, using at least TWO TURNS, leaving and then re-entering the same room.

Tokens and weapons transferred to a room as the result of a Suggestion are not returned to their original positions on the board. To leave a room in which his token has been placed by a Suggestion, a player on his next turn uses either the *Throw of the die* or, if in a corner room, he can use the *Secret Passage*.

If a token is moved into a room by a Suggestion, the player who owns the token may, on his next turn, make a Suggestion of his own for that room. For this turn he does not throw the die or move his token.

By making Suggestions and having them proved True or False players will eventually be able to identify the three cards in the envelope.

Although there is no requirement or rule on how players should use the Detective Note Pads it is suggested that the best and easiest way to play the game is to check off items on the Note Pads as they become known, and using the initials of the player showing the card sometimes is an additional aid in winning the game.

Some players prefer to check off the names of the cards dealt to them at the beginning of each game.



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We will be glad to answer inquiries concerning these rules.
Address: Parker Brothers, P.O. Box 600, Concord, Ont.
Additional Detective "Notebook" pads may be obtained from your local dealer or directly from Parker Brothers. Price 3/\$1.50. Be certain to specify "New Edition".