

Clue®

Mr. Boddy - apparently the victim of foul play - is found in one of the rooms of his mansion. To win, you must determine the answers to these three questions: 1.) "Who done it?" 2.) Where? and 3.) How?

EQUIPMENT

A game board, showing nine rooms of Mr. Boddy's mansion.

6 colored tokens, each representing one of the suspects in the mansion. The colors of the tokens relate to the names of the suspects: Colonel Mustard-yellow; Miss Scarlet-red; Prof. Plum-purple; Mr. Green-green; Mrs. White-white; and Mrs. Peacock-blue.

1 die and 6 miniature weapons: a rope, a lead pipe, a knife, a wrench, a candlestick and a revolver.

A pack of illustrated cards: one card for each of the six suspects; one for each of the six weapons; and one for each of the nine rooms.

A pad of detective "notebooks" to aid in the investigation.

SET UP

1. Look on the board for the name of the suspect who is nearest to you. Take as your playing piece the token that represents that suspect. Then place your token onto its name. If fewer than six are playing, be sure to place the remaining token(s) onto the appropriate name(s).
2. Place each of the weapons into a different room. You may select any of the nine rooms.
3. Place the empty envelope onto the "X" in the centre of the board.
4. Sort the pack of cards into three *separate* groups: Suspect Cards, Room Cards and Weapon Cards. Shuffle the three groups *separately* and place them face down on the table. Then-so that no one can see the cards-take the top card from each group and place it into the envelope. The envelope now contains the answers to the questions: Who? Where? How?
5. Mix together the three piles of cards and shuffle them thoroughly. Then deal them-face down and one at a time-clockwise around the table. It does not matter if some players receive more cards than others. So that no one else can see them, look at your own cards. Because they're in your hand, they tell you something important: not one of them is in the envelope.
6. Take a detective's notebook and-so no one can see what you write in it-fold it in half. Then, if you wish, check off the cards in your hand.
7. Miss Scarlet-the player with the red token-plays first. Play then proceeds, in turn, to the first player's left.

PLAYING

A. MOVING YOUR TOKEN. On each of your turns you try to reach a different room of the mansion. To start your turn, move your token either by rolling the die or if you're in a corner room-by using a Secret Passage.

1. *Rolling*. Roll the die and move your token along the "marble" floor the number of squares that you roll.

a. You may move horizontally or vertically, forward or backward, but *not diagonally*.

b. You may change directions as many times as your roll will allow. You *may not*, however, enter the same square twice on the same turn.

c. You may not enter or land on a square that's already occupied by an opponent's token.

2. **Secret Passages.** As you can see on the board, the rooms in opposite corners of the mansion are connected by Secret Passages. If you are in one of these rooms at the start of your turn, you may, if you wish, use a Secret Passage *instead of rolling*. To move through a Secret Passage, first announce that you wish to do so. Then move your token to the room in the opposite corner.

3. **Entering and Leaving a Room.** You may enter or leave a room either by rolling the die and moving through a door or by moving through a Secret Passage.

a. When you pass through a door, do not count the door as a space.

b. You may not pass through a door that's blocked by an opponent's token.

c. As soon as you enter a room, you must stop moving. Therefore it doesn't matter if you roll a number that's higher than you need to enter.

d. You may not re-enter a room on a single turn.

B. MAKING A SUGGESTION. As soon as you enter a room, make a Suggestion. By making suggestions throughout the game, you try to determine-by a process of elimination-which three cards are in the envelope. To make a Suggestion, move a Suspect and a Weapon into the room that you just entered. Then *suggest* that the crime was committed in that Room, by that Suspect, with that Weapon.

Example: Let's say that you represent Miss Scarlet and that you enter the Lounge. First move a Suspect-Mr.Green, for instance-into the Lounge. Then move a weapon-the Wrench, for instance-into the Lounge. Then say:"I *suggest* that the crime was committed in the *Lounge* by *Mr.Green* with the *Wrench*."

Remember: When making a Suggestion, be sure to consider all tokens-including spare ones-as falling under equal suspicion.

C. PROVING A SUGGESTION TRUE OR FALSE. As soon as you make a Suggestion, your opponents try to prove it false. The first to try is the player to your immediate left. This player looks at his or her cards to see if one of the three cards you just named is there. If the player does have one of the cards named, he or she must show it to you and no one else. If the player has more than one of the cards named, he or she may show you whichever one he or she prefers.

If that opponent has none of the cards that you named, then the chance to prove your Suggestion false passes, in turn, to the left.

As soon as *one* opponent shows you *one* of the cards that you named, it is proof that this card can not be in the envelope. End your turn by checking off this card in your notebook. (Some players find it helpful to mark the initials of the player who showed the card.)

If no one is able to prove your Suggestion false, you may either end your turn or make an Accusation.

D. MAKING AN ACCUSATION. When you think you've figured out which three cards are in the envelope, you may, on your turn, make an Accusation. First say:"I *accuse* (Suspect) of committing the crime in the (Room) with the (Weapon)." Then-so no one else can see-look at the cards in the envelope.

In a Suggestion, the room you name *must* be the room where your token is located. In an Accusation, you may name *any* room.

Remember: You may make only one Accusation during a game. Be cautious. If your Accusation is incorrect-that is, if any one of the cards that you named is not inside the envelope-secretly return all three cards to the envelope. After making a false Accusation, you may make no further moves in the game and therefore cannot win. You may, however, continue to try to prove your opponents' Suggestions false; and your opponents may continue to move your token into the various rooms when they make Suggestions. If, after you make a false Accusation, your token is blocking a door, move it into that room so that other players may enter.

WINNING

You win the game if your Accusation is completely correct-that is, if you find in the envelope all three of the cards that you named. When this happens, take out all three cards and lay them out for everyone to see.

SPECIAL NOTES ABOUT SUGGESTIONS

1. When you make a Suggestion, you may, if you wish, name one or more of the cards that you hold in your own hand. You might want to do this to gain information or to mislead your opponents.
2. You may, if you wish, make a Suggestion and an Accusation on the same turn.
3. You may make only one Suggestion after entering a particular room. To make your next Suggestion, you must either enter a different room or, sometime *after* your *next* turn, re-enter the room that you most recently left. You may not forfeit a turn to remain in a particular room.
4. You may make a Suggestion that includes a token or weapon that's already in your room. In this case, transferring one or both of those items is not necessary. When a transfer *is* necessary, no transferred item is returned to its original position after the Suggestion is made.
5. On his or her next turn, a transferred player has a choice: a) to move from the room in one of the usual ways; or b) to make a Suggestion for that room. If he or she decides to make a Suggestion for that room, that player does not roll the dice or even move his or her token.
6. There is no limit to the number of tokens or weapons that may be in one room at one time.

We will be glad to answer inquiries concerning these rules. Contact the Customer Service Department (Rules), KennerParkerTonka, P.O. Box 600, Concord, Ontario L4K 1B7.

Additional detective notebook pads may be obtained from your local dealer or directly from Parker Brothers. Be certain to specify "New Edition".

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