

clue™

Murder in Disguise™



CLUE
MURDER IN DISGUISE

The Spirit of the Chase is Alive and Well in this Round The World Game or Murderously Good Fun!

Table of Contents

Equipment/Components	Page 1, 2
Overview	Page 2
Complete Instructions for Introductory Game	Page 3
Clue Fact Cards	Page 3
Detective Factsheet	Page 3
Gameplay for Introductory Game	Page 5
Winning the Game by Making an Accusation	Page 5, 9
Complete Instructions for Full Game	Page 6
Identifying Tape Sections	Page 6
Clue II™ Suspect Identity Cards	Page 6
Making Interrogations	Page 7
Interrogation Hints	Page 8
Gameplay for a Full Game	Page 9
Final Suspense Round	Page 9
The Case Solutions	Page 10
Meet the Murderers—Suspect Biographies	Page 13
The Case Mysteries	Page 14

Equipment

- 60-minute VHS or Beta 1/2 inch video tape
- Detective Casebook with instructions, case mysteries, and solutions
- 2 packages of cards containing
 - 1 deck of 10 Clue II™ Suspect Identity Cards (gray backs)
 - 3 decks of 28 Clue Fact Cards (1 each of blue, green, and red backs)
- Detective Factsheet pad
- Red filter solution viewer

We will be happy to answer your questions or comments about Clue II™ VCR Game. Write to Parker Brothers for answers or note pad reorder: P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department. Send check or money order in the amount of \$2.00 per pad, postage paid.

Overview

In the original Clue® VCR Mystery Game, players were invited to the mansion of the late Mr. Boddy to solve numerous murders. In the Clue II™, MURDER IN DISGUISE™ Game, players follow the suspects to Paris, Tangiers, and Rangoon to solve intriguing murders that occur along the way.

Each Clue® VCR Mystery Game is a unique adaptation of the popular Clue® board game. As in the board game, the object is to solve each murder mystery case by naming:

- all the MURDERERS and their VICTIMS
- the ROOMS in which the murders took place
- the WEAPONS that were used

But the Clue® VCR Mystery games have unique elements not found in the traditional board game. First, the video action reveals important facts on suspects, rooms, and weapons. Second, there are 18 different cases to solve. Third, there are multiple murder mysteries in each game.

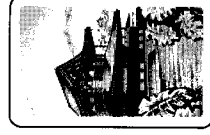
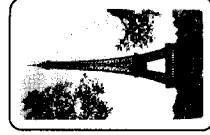
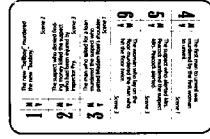
And there's one more element that makes the games playable time and time again. At the start of a game, each player secretly adopts the identity of a suspect. So to win, you must not only solve the case by determining all the murderers, their victims, their weapons, and the rooms where the evil deeds took place, but you must also figure out the secret identity of each of your opponents!

Clue II™ Game Components

The 60-minute VIDEO TAPE portrays 18 different games, 6 each in the 3 murder locales—Paris, Tangiers, and Rangoon. You'll get many of the visual clues you need to solve the mysteries from the tape.

The 3 decks of color-coded CLUE FACT CARDS (blue = Paris, green = Tangiers, red = Rangoon) reveal additional facts not shown on the tape and help you start to figure out whodunit.

The DETECTIVE FACTSHEET PAD lets you keep track of everything you learn from the tape, the cards, and your own investigation.



Now let's play the Introductory Game...

Complete Instructions for the Introductory Game

NOTE: Be sure to play the Introductory Game before you proceed to a Full Game. *First*, continue reading pages 3–5 before you watch the Introductory Game on the tape. During the one scene that comprises the Introduction, you'll meet *all* the suspects in *all* the rooms and see *all* the possible weapons. Then Inspector Pry will show you the sleuth tricks you need to enjoy the game—and solve the mysteries!

Game Setup

1. **Check page 14**, where the Case Mystery Introductory Game is described in full. It states that there are 3 murders, committed by 3 different murderers. Each murder was committed in a different room with a different weapon. Inspector Pry solves one murder for you on the tape. After this introduction, you'll go on to solve the other 2 murders on your own.
2. **Deal out the blue-backed Clue Fact Cards**. Shuffle all the blue cards and deal 3 face down to each player or team. Place the remaining cards face down in a draw pile. Notice that each card contains facts for all 6 games of the same color. Right now we're only reading the facts numbered 1, looking for information about Murderers (M), Victims (V), Weapons (W), and Rooms (R). At the end of each fact, you'll find the scene number to which it refers (See Diagram B). Keep the information on your cards secret unless an opponent asks for a card.
3. **Prepare the Detective Factsheets**. Give each player a factsheet from the pad and mark the case number in the box at the left. The Introductory Game is the first Blue game, so it is Case #B-1. See Diagram A. Turn to page 14 and read the PARIS/BLUE Introductory Game—Game 1 aloud while you and your opponents mark the information down on your factsheets, noting the number of murderers, victims, rooms, and weapons in the upper right-hand corner (DIAGRAM A, #1).

Always use a checkmark to indicate something that is true, and an X to indicate something that is not true. When you watch the tape in a few minutes, Inspector Pry will help you mark the following facts on your factsheets:

[illegible]

3. Diagram A

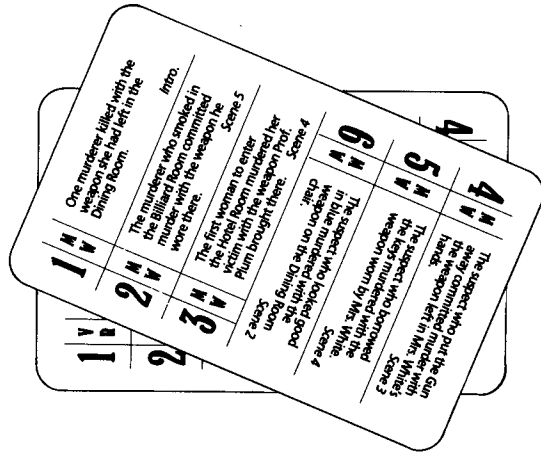


Diagram B

Some facts give information about MURDERERS and WEAPONS.

Fact: “The woman who opened the door committed murder with the candlestick.”

Do you remember that Mrs. Peacock opened the door? Put a check in the murderer column next to her name. You can also write “candlestick” next to her name in the weapons column (Diagram A, #2).

Some facts give information about WEAPONS and ROOMS.

Fact: "The weapon held by Monsieur Brunette was used to commit murder in the lounge."

Do you remember that he held the candlestick? Since you know Mrs. Peacock used the candlestick as a murder weapon and the candlestick was used to murder in the lounge, then Mrs. Peacock killed someone in the lounge. Write that information down in the accusation section of your factsheet (Diagram A, #3).

Some facts give information about VICTIMS.

Fact: "The man who held up the papers died in the room with the bird cage." If you remember that Professor Plum had the papers, then you know he's the victim. If you also remember that the room with the bird cage is the lounge, then you have the case solved. You can then write in the accusation section that MRS. PEACOCK murdered PROF. PLUM in the LOUNGE with a CANDLESTICK. (DIAGRAM A, #4).

Gameplay for the Introductory Game

After completing Game Setup, you're ready for a round of play. Depending on the information you've already collected and the information you need, select one of these 3 options:

1. Ask any player for a fact about a Murderer (M), Victim (V), Weapon (W), or Room (R). That player must give you one of his Clue Fact Cards containing the requested information. If the first player you ask hasn't got the information you requested, ask another player for the same information, or ask the same player for different information. Keep this new card in your hand. **HINT:** Make notes on your factsheet of any loose ends your facts have brought up; if you have to give away a Fact Card, you'll have something to refer back to.

OR 2. Replay the Introductory Scene.

OR 3. Pick a new Clue Fact Card. Once the draw pile is depleted, this option is no longer available.

Continue taking turns, selecting one of the 3 options above on each of your turns, until one player thinks he has solved all 3 murders in the Introductory Game. If you think you've solved it...

Winning the Game by Making an Accusation

When you think you've solved the case, fill out your accusations on the bottom of the Detective Factsheet. Wait until the end of your turn (when you've had a chance to gather your last bit or bits of information), then announce that you wish to make an accusation.

Check the solution for yourself by using the red filter to read the Case Solution on page 10.

If you're **RIGHT**, you win! Tell your opponents whodunit, who they did it to, where they did it, and what they did it with.

If you're **WRONG**, you're out, but stick around to give fact cards to the remaining players.

Now that you've read the Complete Instructions for an Introductory Game, turn on your VCR, load the tape, and set the tape counter to 0000.

NOTE: You will not use the Clue II™ Suspect Identity Cards during the Introductory Game, and you will not make interrogations; you will learn about both later in the tape, and you will do both when you play a Full Game.

Refer back to pages 3-5 if necessary while you watch the Introductory Game. Now, press **PLAY**, and meet Inspector Pry...

Complete Instructions for a Full Game

NOTE: Don't begin a Full Game until every player has viewed and understands the Introductory Game at the beginning of the tape. *This is very important.*

All the principles of Game Setup and Gameplay apply to the Full Game, but with the addition of two exciting aspects. First, each player assumes the identity of one of the suspects; second, an Interrogation Round has been added to the gameplay.

Game Setup

1. **Decide to play individually or on teams.** For groups of six or more, it's a good idea to play in teams. Mix experienced players with beginners. Team members share a hand of cards and a Detective Factsheet, and can confer on strategy and solutions. However, team members are treated individually when personal identities are given. **NOTE:** If there are more than 10 people playing, some individuals will not have a personal identity. This will not affect play.
2. **Select a Case Mystery to solve.** The entire video contains 18 games of 5 scenes each. They all form a continuous international story, but the games within the 3 locales stand on their own and can be played in any order. So turn to page 14 and pick a Case Mystery. Within each locale the games numbered 1 and 2 are easiest to solve; 3 and 4 are moderately difficult; 5 and 6 are most difficult. Read the case aloud, and mark your factsheets with the information about the chosen case.

Identifying Tape Sections

To help you identify the game you're playing, color-coded title screens appear at the beginning of each chapter and scene. In addition, a colored scene number appears in the lower left of the screen during all scenes.

By using the following chart and the **FAST FORWARD**, **REWIND**, **SEARCH FORWARD** or **SEARCH REVERSE**, and **STOP** functions on your VCR, you can locate all sections in a chapter. Use the **TAPE COUNTER** to record the number at the beginning of each chapter and scene on the chart that follows. We suggest you avoid using the **PAUSE** **BUTTON**, as this can slowly erode the audio/video quality of the tape.

Tape Index		Tape Index	
Start of Tape	0000	Chapter 2, Tangiers:	(green cards)
Introductory Scene, U.S.A.	—	Scene 1	—
Instructions	—	Scene 2	—
Instructions	—	Scene 3	—
	—	Scene 4	—
	—	Scene 5	—
Chapter 1, Paris:	(blue cards)	Chapter 3, Rangoon:	(red cards)
Scene 1	—	Scene 1	—
Scene 2	—	Scene 2	—
Scene 3	—	Scene 3	—
Scene 4	—	Scene 4	—
Scene 5	—	Scene 5	—

3. **Suspect Identity Cards.** To assign suspect identities, shuffle the deck of 10 gray-backed Clue II Suspect Cards and have each player draw one (except when there are more than 10 players). Any cards not in use are put out of play *without* revealing the identities on those cards. You may read aloud "Meet the Murderers" on page 13. However, these suspect biographies contain no information about a suspect's involvement in a case.

Keep your secret identity secret! Finding out who's who is part of the game. Mark your own secret identity on your factsheet, and fill in the names of the other players in the upper left-hand corner.

Interrogation Hints

- Interrogations based on a suspect's appearance can provide useful information. For example, you can ask a player if his or her character...**

...speaks with an

...wears a watch.
...wears a tie.
...wears a ring.
...has facial hair.

Pay attention to all the characters in a scene for what they do or have in common. Then ask a question based on that information to narrow down the possibilities for each player. Here are some hints. Ask, "Did your character...?"

Scene 1 wear eyewear in the hall of the hotel?

..... ha

**Scene 5 handle the candlestick?
see the money in the billiard room?**

talk behind the curtain?

spin the table Inspector Pry sat at?

try to kill Inspector Pry in the hall?

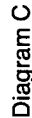
Scene 4 handle wine in the billiard room?

Scene 5 sit at the "round table" discussion?
 fall asleep while Inspector Pry was being fed?
 bribe Inspector Pry?

Scene 1stand in the room when the lights came on?

yell about Miss Peach's diary?

Scene 2.....hear Mrs. White order Chinese food?
stay in the room when Miss Scarlet's package arrived?



Gameplay for a Full Game

1. Watch the first scene of the selected Case Mystery.
2. Play a full round of interrogations. Each player asks one other player for a fact about his identity. If the opponent doesn't know the answer to the question as asked, either rephrase the question to the same player, ask a different player the same question or a different question.
3. Then, play a full round of turns. Each player's turn consists of one of the following 4 options:

- Ask any player for a Clue Fact Card with a fact about a Murderer (M), Victim (V), Weapon (W), or Room (R).
- OR • Replay any scene on the tape that has already been shown.
- OR • Interrogate any player about his or her personal identity. (This option is in addition to the interrogation made during the interrogation round).
- OR • Pick up a new card from the Clue Fact Card deck. Once all the cards have been drawn, this option no longer exists.

Continue the play by showing a new scene on the tape, playing a round of interrogations and a round of turns. *After you have viewed Scene 5, the last scene, STOP playing the Interrogation round.* Continue with rounds of turns (you may still make an interrogation as one of your turn options) until someone solves all the murders.

Winning a Full Game by Making an Accusation

When you believe you've solved the case AND know everyone's secret identity, fill out your accusation form. Make an accusation *at the end of your turn.*

To do so:

1. Announce that you wish to make an accusation.
2. Use the red filter to check the solution on page 10.
 - IF YOU'RE WRONG, you're out of play except to answer interrogations directed to you or to furnish Clue Fact Cards.
 - IF YOU'RE RIGHT, don't reveal the solution. Now announce each player's secret personal identities. You can't win the game unless each player's identity is correct, so start with the players you're least certain of. That way, if you make a mistake you won't give correct information to other players. If you incorrectly identify a player, you're out of the game and a Final Suspense Round is held.

Final Suspense Round

Play begins to the left of the person who incorrectly identified a player's identity. He or she follows the procedure for making an accusation and, if correct, tries to reveal each player's secret identity. Play proceeds, in turn, until someone correctly accuses and identifies all players. This player announces the solution and wins the game. However, if no one can do so, the one who correctly filled in the accusation form FIRST is the winner!

The Case Solutions

Introductory Game (#1, Blue)

Solved on tape:

Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
To be solved by players:

Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR

Game 2, Blue Chapter

Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR

Game 3, Blue Chapter

Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR

Game 4, Blue Chapter

Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR

Game 5, Blue Chapter

Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR

Game 6, Blue Chapter

Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR
Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR Clue II VCR

Meet the Murderers Suspect Biographies

- **Col. Mustard** was a top international spy until a freak accident magnetized the steel plate in his head. The plate was removed, thus ending his attraction to metal objects, but alcohol became his new attraction.
- **Prof. Plum** teaches chemistry at a nonaccredited college. He refuses to use rats in his experiments, choosing two-legged creatures instead. He's currently wanted for multiple homicide.
- **Madam Rose** is a psychic medium who sees into the future. She's wanted in 43 states for telling fortunes—and making a fortune—without a license.
- **Mr. Green** was a salesman for a well-known crime family. But a suitcase full of his day's receipts mysteriously wandered away—and so did he. His employer is dying to talk to him.
- **M. Brunette** paid a high price for his foreign accent from a croissant baker on La Rue Nice. He calls himself an "artiste de con" who plans to retire after a few more jobs.
- **Sgt. Gray** is an amnesia victim who stole the uniform he's wearing—and the owner's name—when he escaped from the insane asylum. Fortunately, he doesn't remember that he's a very dangerous homicidal maniac.
- **Mrs. Peacock** has been married and widowed so many times she's given up wearing basic black. Each time she vows the new husband will be her last, which always comes true. She's traveling for her health—and a possible new late husband.
- **Miss Peach** shares a lot in common with M. Brunette, but she calls herself a con artist. She supplements her creative career by slinging hash at a local diner, but yearns for that one big break that will set her up for life—of luxury, that is.
- **Miss Scarlet** ran her own successful freelance spy business, winning the coveted "Mata Hari Award." But since she went into partnership with Colonel Mustard, she's been looking in the "Help Wanted" section every day.
- **Mrs. White** was employed at the Boddy Mansion as a maid, an occupation she still falls back on from time to time. But she's doing well now as an apprentice blackmailer, quickly catching on to the tricks of the trade.

The Case Mysteries

PARIS/BLUE

Introductory Game—Game 1. There are 3 murders, committed by 3 different murderers. Each murder was committed in a different room with a different weapon. Inspector Pry solves one murder in the instructions on the tape. Can you solve the others? Remember, 4 suspects are innocent survivors.

Game 2. There were 2 murders, committed by 2 different murderers. Each murder was committed in a different room with a different weapon. Six innocent survivors will be able to use their passports.

Game 3 & 4. There were 3 murders, committed by 3 different murderers. Each was committed in a different room with a different weapon. Four suspects are innocent and among the living.

Game 5 & 6. There were 4 murders, committed by 4 different murderers. Each was committed in a different room with a different weapon. Only 2 survivors, and great foreign intrigue!

TANGIERS/GREEN

Games 1 & 2. There were 3 murders, committed by 3 different murderers. Each murder was committed in a different room with a different weapon. There are four innocent survivors who are left to go sightseeing.

Game 3. There were 3 murders, each in a different room and with a different weapon, but there were only 2 murderers. Who was the double murderer?

Game 4. There were 4 murders, committed by 4 different murderers. Each murder was committed in a different room with a different weapon. Dying is becoming quite the thing to do.

Game 5. There were 4 murders, committed by 4 different murderers in 4 different rooms with 4 different weapons. But wait! One of the murderers also became a victim. That means there were 3 innocent survivors.

Game 6. There were 5 murders, committed by 5 different murderers. Each murder was committed in a different room with a different weapon. No one is an innocent survivor!

RANGOON/RED

Game 1. There were 3 murders, committed by 3 different murderers. Each murder was committed in a different room with a different weapon. There were 4 innocent survivors.

Game 2. There were 3 murders, committed by 3 different murderers with 3 different weapons. But one room was the scene of 2 murders. Quite a popular spot...

Game 3. There were 4 murders, committed by 4 different murderers. Each was committed in a different room with a different weapon. There were 2 innocent survivors.

Game 4. There were 4 murders, but they were committed by 3 different murderers. To complicate matters, each murder was committed in a different room, but one weapon was used more than once. Good Luck!

Game 5. There were 5 murders, but 2 murderers were also victims. No weapon was used more than once, but one room was the scene of 2 murders. Oh, what a tangled web murder is!

Game 6. There were 5 murders. One murderer knocked off 2 different victims, while one murderer became a victim. One weapon was used twice....so was one room. A tough wrap-up for super-sleuths.