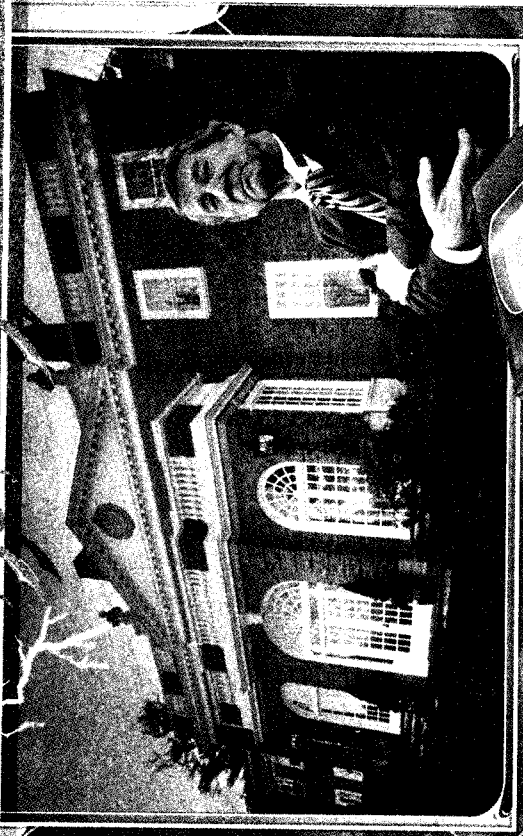


Clue™

VCR Mystery Game



DETECTIVE CASEBOOK

The Butler, Dedit,
has the unexpected pleasure of requesting your company
at the mansion of the late Mr. Boddy
for a murderously good time!!

An Invitation

Clue™ VCR Mystery Game—is a unique game based on the spirit and character of the traditional board game Clue®. Each game is a different mystery case with multiple murder mysteries for you to solve. As you play you will be watching the video action for important facts, keeping notes on suspects, rooms and weapons and playing your cards strategically to learn more facts from your opponents. To solve a case you must name:

- all the *Murderers* and their *Victims*.
- the *Rooms* in which the murders took place, and
- the *Weapons* that were used.

But there's one more twist to the mystery. At the beginning of the game each player secretly adopts the identity of one of the suspects in the mansion. To win you must not only solve the case but learn the secret identity of each of your opponents as well!

Because this is a new concept in gameplay, we've prepared a special *Introductory Game* to help you along. (Game 1—blue-backed cards.) The instructions are on the tape so you can turn on your VCR right now and begin. (Set your tape counter to 0000 before pressing the "play" button.)

The butler, Dedit, will guide you through the use of the Clue™ cards, the investigation cards and the Detective Notepad and get you started on a simple introductory game without secret identities. When Dedit says its time to play, stop the tape (make a note of the tape counter number in the tape index on page 3) and begin. If you would like more detailed information on the rules and equipment, check **Elements of the Game** page 5.

After playing the *Introductory Game* return to the tape for the second half of Dedit's instructions on the use of the Suspect cards and Personal Identity Facts. Refer to the Casebook for additional details and you'll be ready to play a full game.

With 18 different cases to solve, Clue™ VCR Mystery Game is designed to be played over and over again.

Suspect Biographies

You may read these aloud before beginning a game.

- **Col. Mustard** was with the Royal Fusiliers in India, now retired. He has busied himself since as a big-game hunter, or so he says.
- **Prof. Plum** teaches chemistry at a nonaccredited college. On the side he does research in undetectable poisons.
- **Madam Rose** is the late Mr. Boddy's sister and only known relation. She's an amateur medium with occasional psychic powers.
- **Mr. Green** claims to be a businessman but refuses to discuss the business he's in. He has never attended charm school.
- **M. Brunette** is allegedly French, allegedly Mr. Boddy's lawyer, and allegedly needs the eyepatch he's wearing.
- **Sgt. Gray** is a local policeman, or at least he thinks he is. He suffers from amnesia and uncontrolled fits of temper.
- **Mrs. Peacock** has been a respectable married woman 14 times, all of her husbands dying under mysterious circumstances.
- **Miss Peach** seems to have arrived by accident. She's a crack shot, an expert knife-thrower, and is proficient with blunt instruments.
- **Miss Scarlet** spends much of her time in exotic lands and the rest of her time denying that she was ever there. A woman of oriental mystery.
- **Mrs. White** is color-blind. She's been the maid at Boddy mansion for 25 years and knows more than she should about everyone.

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We will be happy to answer your questions or comments about Clue™ VCR. Write to Parker Brothers for answers or note pad re-order, P.O. Box 4012, Beverly, MA 01915. Attention: Consumer Response Department. Send check or money order in the amount of \$2.00 per pad/postage paid.

Equipment

- 60-minute VHS or Beta 1/2 inch video tape
- Detective Casebook with instructions, case mysteries, and case solutions
- red filter solution viewer
- 10 Suspect cards (black back)
- 18 Investigation cards (gray back)
- 3 decks of 28 Clue™ cards (1 each of blue, green and red backs)
- notepad of detective factsheets
- card tray

Using Your VCR

To help you find and identify all sections of the tape, color-coded title screens mark the beginning of each chapter and scene. A colored scene number appears in the lower left of the screen during all scenes.

Because you will be selecting specific portions of the tape to watch as you play, you may need to use the following functions on your VCR:

- **Fast Forward**—to advance to a particular section of the tape.
- **Rewind**—to replay a portion of the tape.
- **Search Forward or Search Reverse**—to locate the exact beginning of a scene by scanning the scene numbers or the action.
- **Stop**—to interrupt the video action for game play
- **Tape counter**—to keep track of the locations of all sections of tape. Set the counter to zero, play the tape and record the number for the beginning of each chapter and scene on the tape index below.

Warning: Avoid using the pause button as this will slowly erode the audio/video quality of the tape.

Tape Index

0000

Start of Tape	_____	Introductory Game Only (Use blue-backed cards: Game #1)
Introductory Scene	_____	Solving the Case Personal Identities
Instructions — Part 1	_____	(Use blue-backed cards: Games #2 through #6)
Instructions — Part 2	_____	(Use green-backed cards: Games #1 through #6)
The Will	_____	(Use red-backed cards: Games #1 through #6)
Chapter 1 — Blue:	scene 1 _____	
	scene 2 _____	
	scene 3 _____	
	scene 4 _____	
	scene 5 _____	
The Search	_____	
Chapter 2 — Green:	scene 1 _____	
	scene 2 _____	
	scene 3 _____	
	scene 4 _____	
	scene 5 _____	
The Secrets	_____	
Chapter 3 — Red:	scene 1 _____	
	scene 2 _____	
	scene 3 _____	
	scene 4 _____	
	scene 5 _____	

Getting Ready to Play

1. **Select a Mystery Case to Solve.** The tape contains three chapters of five scenes each: Chapter 1—The Will (blue), Chapter 2—The Search (green), and Chapter 3—The Secrets (red). Select one chapter to view. The game is played with the Clue™ cards that match the chapter color. The six facts on each card refer to six different games: 1 and 2 are the easiest to solve, 5 and 6 are the hardest, and 3 and 4 are in-between. Refer to **The Mystery Cases** on page 14, select a case and read the details aloud. The story is continuous from chapter to chapter, but for game play, each chapter stands on its own. Make sure all players see the introduction prior to watching any chapter so that all players get acquainted with the suspects, weapons and rooms.
2. **Decide to Play Individually or in Teams.** Team play is recommended for groups of six or more. If you are not playing the introductory game, team up experienced players with beginners. Team members confer on strategy and solutions. They share a hand of cards and a detective factsheet but each player has a secret personal identity.
3. **Assign Personal Identities.** Shuffle the 10 black-backed Suspect cards and deal one to each player. This card assigns a player's personal identity and must be kept secret and out of play for the duration of the game. Set any remaining Suspect cards aside without looking at them. If there are more than 10 players and team play is not desired, some individuals will be without personal identities. This will not affect play.
4. **Prepare the Detective Factsheets.** Give each player or team a factsheet from the detective notepad. Write your case number in the box at the left. Write the number of murders, victims, rooms and weapons in the boxes at the top right (diagram A, #1). Write the names of all opponent players in the vertical spaces at the upper left (diagram A, #2). Then write your own name in the space next to the name of your secret personal identity and draw X's through the boxes where that suspect's name crosses the names of your opponents (diagram A, #2). Enter teammates' names in the same way. Fold the factsheet to keep this information secret.
5. **Deal out the Cards.** Shuffle the remaining Suspect cards in with all the Investigation cards and the Clue™ cards that match your chapter color. Deal five cards to each player or team of players. (NOTE: If you are playing as individuals and some players are much more experienced than others, handicapping is allowed. Deal one to three cards instead of five to the more experienced players.) Players' hands may contain all three types of cards or only one or two types. This difference does not affect game play.
6. **Set up the Card Piles.** Place the remaining cards face down in the card tray. This is the draw pile. Use the other side of the tray for the discard pile. During the course of play discard cards face up into the discard pile. When the draw pile is depleted shuffle the discard pile and make a new draw pile. Place the game box cover face down near the center of the play area to hold the "public evidence" discards. Clue™ cards and Suspect cards that have been read or shown to all players are to be placed here. Anyone may review these cards at any time. Do not re-shuffle these cards or place them in the card tray at any time.
7. **Be Sure You Know How To:**
 - use and play all three types of cards.
 - use and give personal identity facts.
 - use the factsheet.

You can get this information by watching Didi's instructions on the tape and/or by reading the next section.

Elements of the Game section is a reference guide. You may turn to it during play to clarify a rule or read it before beginning. Information on all elements is given in greater detail here than on the tape. If you are ready to play now, skip to **Playing the Game** page 9.

Elements of The Game

The Clue™ Cards give you the facts needed to solve the mystery cases. Keep them secret if you can. There are three decks of 28 Clue™ cards each (blue, green and red backs). Use the deck that matches the chapter color you select to play. On the face of each card are six numbered facts. Use only the facts that match the case number you select to solve. The facts designated by the other numbers do not pertain to the case you have selected. *Be sure everyone is reading the correct facts.*

The scene number to which a fact applies is noted after each fact. *When reading a fact from a Clue™ card aloud, also read the scene number—it's part of the fact.* Example: "The suspect who sat in the red chair was a murderer. Scene 4." Different suspects may have sat in the red chair in scenes 1 through 3. You must watch scene 4 to identify the murderer.

Clue™ cards can be read aloud, stolen, buried or given to another player depending on the action of an Investigation Card.

The Suspect Cards are not used in the introductory game. In all other games one is given to each player as a secret personal identity. *Do not include your identity card in your hand; it must be hidden out of play.* Any remaining cards are shuffled into the deck where they may be picked and played. The suspect cards are used to assign and solve secret identities only. They give no information about a suspect's involvement in the case.

If you draw a Suspect card during play you know that no player has that suspect as a personal identity. Mark your factsheet to eliminate that suspect as a possible identity for all players (diagram A, #3). However, that suspect may be a murderer, victim or innocent survivor. Hold and play a Suspect card from the deck as you would a Clue™ card... you may steal, bury or give it to another player instead of a Clue™ card... or you may show it to all players instead of reading a fact from a Clue™ card, depending on the action of your Investigation card.

The Investigation Cards tell you what to do on a turn. Most of them give you three options from which to choose. To play an Investigation card, select one of the options, read it aloud and take whatever action is required. Then discard the card face up onto the discard pile to end your turn. All Investigation cards in your hand must be played. If you begin the game with more than one Investigation card, you must play them, one to a turn, before drawing any new cards. *Suspect Cards and Clue™ Cards apply to all of the actions described below.*

• Read a Clue™ Card Aloud

To play this card, you must select a Clue™ card from your hand, read it aloud and then discard it to the public evidence discard pile (HINT: Read a fact that gives away the least valuable information.) If you have no Clue™ cards or Suspect cards, take one from another player's hand to read and discard.

• Steal a Clue™ Card from any Player

To play this option, take one Clue™ card of your choice from any other player's hand and keep it.

• Bury 1 to 3 Clue™ Cards

Use this option to discard your best facts in the discard pile, thus keeping them from your opponents until after the deck is reshuffled. Bury Clue™ or Suspect cards face up on the discard pile with your Investigation card on top. (HINT: The best facts tie three pieces of a murder together.)

• Ask any Player to Give You a Clue™ Card

Use this option to get a Clue™ card from the player of your choice. He or she must select the Clue™ card to give you. (HINT: If you must give a card, choose the one with the least valuable information.)

• Ask any Player to Read a Clue™ Card Aloud

Use this option to force a player to read a fact from his or her hand and then discard it to the public evidence pile.

• Replay Any Scene

Use this option to replay one scene. Select any scene already viewed from the chapter that you are playing.

• Ask Any Player for a Personal Identity Fact

Use this option to force a player to give a fact out loud about his or her secret personal identity. (See page 4 on Personal Identity Facts for additional rules.) This option is not used in the Introductory Game.

If you do not wish to replay a scene or ask for a personal identity fact, and you cannot use an option on your Investigation card, then discard your Investigation card and end your turn.

A team's hand is treated by the same rules of action as an individual's hand. When a team is asked for a personal identity fact, each member of the team gives one fact.

Personal Identity Facts Before beginning a game (except the Introductory Game) each player adopts a secret personal identity and "becomes" one of the suspects in Boddy Mansion. (See **Suspect Cards** above.) Players try to learn the identities of their opponents while keeping their own a secret through the use of personal identity facts.

A Personal Identity Fact is a True Statement, made in the first person, about your secret suspect.

When called upon to give a personal fact, you must state a fact about your suspect which is:

- true, based on your observation of the video and verifiable.
- a new fact about your suspect. (You may not repeat or restate information you have given before. Example: Do not restate a gender clue like "I am male" with a clothing clue like "I am wearing slacks," which is true of all males and no females.)
- a positive statement of fact. (Statements worded as a negative, for example: "I do not..." or "I am not..." are disallowed.)

Other considerations are:

- facts that apply to all suspects are disallowed. For example: "I was at the will reading" is true of all 10 suspects and may not be used. "I was seated at the will reading" excludes a few suspects and is an excellent fact to use.
- a fact that refers to a scene or location must include that information. If, for example, in scene 3 your suspect spoke to a man in the Hall you could say "I spoke to a man in scene 3" or "I spoke to a man in the Hall."
- a fact that is voted as too obscure by a majority of the players is disallowed.

As you watch the video pay special attention to your suspect. You might want to make a note of some facts about actions, speech and appearance. Good choices for personal identity facts are those which apply to several suspects, (different players may give the same fact, for example: "I am female.") and those which you think may have been unobserved by your opponents.

Keep track of player information on your factsheet. See **Recording Personal Identity Facts** page 8.

If you have trouble thinking of a fact, use the **Personal Identity Fact Suggestions** at the back of this casebook as a guide.

Personal Identity Fact Suggestions

Personal identity facts can be based on a suspect's appearance.

- Examples are:
I have dark/white/light hair.
I have/wear headgear. (hat, beret, turban, frill)
I smoke.
I have/wear eyewear. (glasses, monocle, eyepatch)
I wear a necklace.
I wear a bow. (tie, hair ribbon)
I speak with an accent.
I wear a watch.
I wear a tie.
I wear a ring.
I have facial hair.
I am male/female.

It is clever to mention a fact that you know applies to other suspects as well as your own. Also, look for clues that appear in the different scenes and state the scene number when giving the facts.

Examples:

- Chapter 1
Scene 1 I cut the phone line.
Scene 2 I handled the rope in the Hall.
Scene 3 I held a weapon at the will reading.
Scene 4 I sat/stood at the will reading.
Scene 5 I held a weapon in the Kitchen.
Chapter 2
Scene 1 I was in the library after Mime.
Scene 2 I poisoned food that was served at dinner.
Scene 3 I sat to the right/left of Mime.
Scene 4 I wore black/white/no gloves.
Scene 5 I left the Hall carrying a weapon.
Chapter 3
Scene 1 I searched for the will.
Scene 2 I wore a bandage on my arm or hand/head or neck/leg.
Scene 3 I was in the Conservatory when Prof. Plum said, "We found it!"
Scene 4 I was in the Conservatory when coffee was poured.
Scene 5 I was mentioned in Boddy's will.
Chapter 4
Scene 1 I was in the Kitchen when the will was found.
Scene 2 I ate something in the Hall.
Scene 3 I gave Mime. Rose something that I wear.
Scene 4 I held a weapon at the seance.
Scene 5 I am related to someone in the mansion.
Chapter 5
Scene 1 I was in the Library when the will was burned.
Scene 2 I read a note aloud.
Scene 3 I was in the Hall when White told about her diary.
Scene 4 My secret was told in the Dining Room.
Scene 5 I ate something in the Dining Room.
Chapter 6
Scene 1 My secret was told in the Kitchen.
Scene 2 I told someone's secret in the Kitchen.
Scene 3 I have a phony occupation.
Scene 4 I was seen running through the Hall.

The Case Mysteries

Introductory Game **Game 1 Blue-backed cards** There were 3 murders in the mansion tonight, committed by 3 different murderers. Each murder was committed in a different room and with a different weapon. Dedit solves 1 murder in the instructions on the tape. Can you solve the others? Remember, 4 suspects are innocent survivors.

Games 2 & 3 Blue Chapter There were 2 murders in the mansion, committed by 2 different murderers. Each murder was committed in a different room and with a different weapon. There were 6 innocent survivors. Will your suspect be among them?

Games 4, 5, & 6 Blue Chapter There were 3 murders in the mansion committed by 3 different murderers. Each murder was committed in a different room and with a different weapon. Four suspects are innocent and among the living.

Game 1 Green Chapter There were 2 murders in the mansion, committed by 2 different murderers. Each murder was committed in a different room and with a different weapon. There were 6 innocent survivors. Do you think there's enough money for all of them?

Games 2 & 4 Green Chapter There were 3 murders in the mansion, committed by 3 different murderers. Each murder was committed in a different room and with a different weapon. Four suspects are innocent.

Game 3 Green Chapter There were 3 murders in the mansion tonight, each one in a different room and with a different weapon, but there were only 2 murderers. Who was the double murderer? Five suspects are innocent and have escaped harm.

Game 5 Green Chapter There were 4 murders in the mansion tonight, committed by 3 different murderers. Someone has been very busy. Each murder was in a different room. Only 3 weapons were used; 2 murderers used the same weapon, which means the double murderer used 2 different weapons.

Game 6 Green Chapter There were 5 murders in the mansion tonight, committed by 5 different murderers. Each murder was committed in a different room and with a different weapon. Since there were no innocent survivors, who is there to call the cops? Dedit, you wouldn't dare!

Game 1 Red Chapter There were 2 murders in the mansion tonight, committed by 2 different murderers. Each murder was committed in a different room and with a different weapon. Six are innocent survivors. What are they trying to hide?

Game 2 Red Chapter There were 3 murders in the mansion tonight, committed by 3 different murderers. Each murder was committed in a different room and with a different weapon. There are four innocent survivors.

Game 3 Red Chapter There were 3 murders in the mansion tonight, committed by 3 different murderers. Each murder was committed in a different room with a different weapon; but 1 murderer was murdered in turn. (Your clues will reveal 1 murderer who was also a victim.)

Game 4 Red Chapter There were 4 murders in the mansion tonight, committed by 4 different murderers. Each murder was committed in a different room and with a different weapon. Things are getting a little too crazy!

Game 5 Red Chapter There were 4 murders in the mansion tonight. One of the murderers was killed (justice prevails). One weapon was used twice, and 1 room was the scene of 2 murders. A tangled web for experienced detectives.

Game 6 Red Chapter There were 5 murders in 5 rooms of the mansion tonight. One murderer knocked off 2 different victims; there was 1 innocent survivor. One weapon was used twice (hint: that weapon was not the knife). A tough wrap-up for super-sleuths.

COL. MUSTARD



PROF. PLUM



MIR. GREEN



M. BRUNETTE



SGT. GRAY



MISS SCARLET



MRS. PEACOCK



MRS. WHITE



MADAM ROSE



MISS PEACH

