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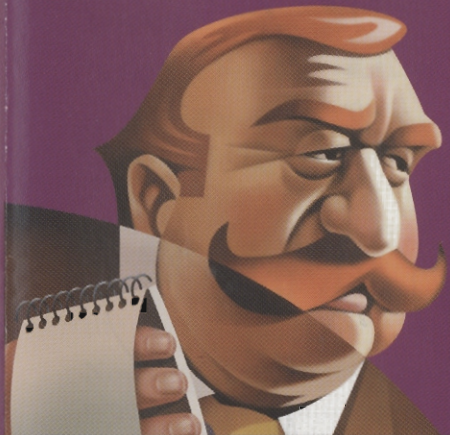
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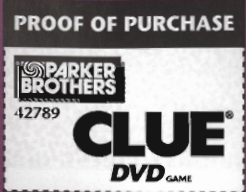
FOR 3 TO 5 PLAYERS • AGES 10+

CLUE®

DVD GAME



September 1925 through May 1926



parkerbrothers.com

The SUSPECTS



Colonel Mustard



Mr. Green



Professor Plum



Prince Azure



Rusty



Mrs. White



Miss Scarlet



Mrs. Peacock



Mrs. Meadow-Brook



Lady Lavender

COMPONENTS

DVD • Gameboard • 42 Cards • 10 Pawns • Red Reader Magnifying Glass • Case File Envelope • Cluepad • 4 Plastic Padlocks

ASSEMBLY

Before your first gameplay, you will need to remove the padlocks from their runner and the 10 pawns and cards from their wrappings. Discard the waste.

INTRODUCTION

Mr. Boddy, charitable fellow that he is, has planned a special event for some of his closest friends. Unfortunately, one of his guests has taken advantage of his hospitality and at some time, stole something from somewhere. Now it is up to you to figure out:

WHO—Which Suspect did the stealing?

WHAT—Which Item was stolen?

WHERE—From which Location was the Item stolen?

WHEN—At what Time did the theft occur?

At the beginning of the game, you will secretly remove four of the cards from play—one Suspect, one Item, one Location, one Time—and place them into the Case File Envelope. Throughout the game, players will use deduction, observation, and questioning to determine what is in the envelope. The first player to determine which four cards are in the envelope solves the case and wins the game.

Now, you won't have to solve the mystery all by yourselves. Just place the DVD into your DVD player and help is on the way! Two characters—Inspector Brown and Ashe the Butler—will join you in Tudor Mansion to guide you throughout the case. They have seen some very interesting things and can give you hints, clues and facts. Some of the information may immediately eliminate certain options, or maybe it'll nudge you toward the right suggestion. But don't get discouraged if it isn't all crystal clear right away. Sometimes the information only makes sense after you've put a few of the other clues together.

SETTING UP

Place the gameboard in a central location where at least one player can reach it easily.

Place the DVD into your DVD player. After the introduction, the Main Menu Screen will appear with 10 cases that need to be solved and a random General Case. Using your remote, pick your mystery.

SEE HERE!

The solutions to the 10 cases are the same every time you play them. The General Case, however, changes every time you play.

Once you've selected a case, the DVD will walk you through its unique setup.

Although the DVD will show you how to set up for each case, Figures 1A and 1B show what the game might look like and how to use the Cluepad. Refer to them as you set up your own case.

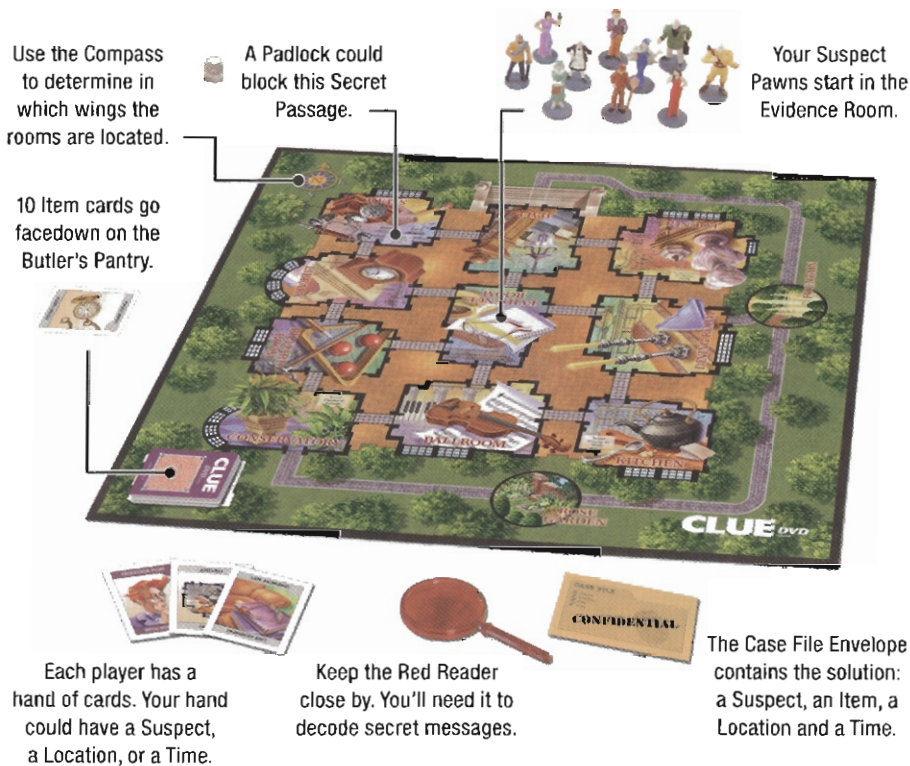


FIGURE 1A

Suspects are male and female.

Some rooms are in the West wing, some are in the North wing, some are in the South, and some are in the East. Some rooms are in two wings, such as the Study, which is in both the North and West wings. Use the Compass on the gameboard to help determine the locations of the rooms. The Fountain and Rose Garden are outside. Every other location is inside.

Use the s next to the locations to keep track of where you've looked at Item cards.

It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither light nor dark outside during Dawn and Dusk.

The Items can be divided into three groups—Antiques, Desk Items and Jewelry.

SUSPECTS		NOTES
Male	Colonel Mustard Mr. Green Professor Plum Prince Amare Rudy	
Female	Mrs. White Miss Scarlet Mrs. Peacock Mrs. Meadowbrook Lady Layard	
LOCATIONS		
<input type="radio"/>	Ballroom	
<input type="radio"/>	Billiard Room	
<input type="radio"/>	Conservatory	
<input type="radio"/>	Dining Room	
<input type="radio"/>	Parlour	
<input type="radio"/>	Hall	
<input type="radio"/>	Kitchen	
<input type="radio"/>	Library	
<input type="radio"/>	Lounge	
<input type="radio"/>	Rose Garden	
<input type="radio"/>	Study	
TIME		
<input type="radio"/>	Dawn	
<input type="radio"/>	Breakfast	
<input type="radio"/>	Late Morning	
<input type="radio"/>	Lunch	
<input type="radio"/>	Early Afternoon	
<input type="radio"/>	Tea Time	
<input type="radio"/>	Dusk	
<input type="radio"/>	Evening	
<input type="radio"/>	Night	
<input type="radio"/>	Midnight	
ITEMS		
<input type="radio"/>	Antiques	
<input type="radio"/>	Apparatus	
<input type="radio"/>	Reverent	
<input type="radio"/>	Book	
<input type="radio"/>	Desk	
<input type="radio"/>	Golf Bag	
<input type="radio"/>	Letter Opener	
<input type="radio"/>	Crystal Paperweight	
<input type="radio"/>	Jewelry	
<input type="radio"/>	Mask	
<input type="radio"/>	Handkerchief	
<input type="radio"/>	Handbag	
<input type="radio"/>	Garden Hose	

FIGURE 1B

The Evidence Room

The Evidence Room is located in the center of Tudor Mansion. This is where Inspector Brown has set up shop. All players begin the game in the Evidence Room and it is here that you must return in order to make your Final Accusation. Throughout the case, players may be instructed to turn in cards to the Evidence Room. When this happens, these cards are placed faceup on this space and their information becomes public knowledge. Any player, at any time, may look at the cards in the Evidence Room.

Scotland Yard

Younger players may have a hard time piecing together all of the clues. For some help with this, you can consult Scotland Yard. After you set up your game and before you start playing, turn to page 19 in this Instruction Book. Take the Red Reader and scan down to find the case you're preparing to solve. Read the note for that case. It will give you some tips on how to tackle the case.

ON YOUR TURN

The DVD will tell you which pawns to use and who goes first. Play then passes clockwise.

On your turn, you always do two things. You always move and then you get to do ONE other thing. At the beginning of the game, not all of the options are available. Watch the Main Menu Screen and listen to the DVD to see when your options open up.

1. Move to an adjacent Location, then
 - 2A. Make a Suggestion OR
 - 2B. Summon the Butler OR
 - 2C. Look at an Item Card OR
 - 2D. Read a Note OR
 - 2E. Make an Accusation

1. MOVE TO AN ADJACENT LOCATION

The first thing you **must** do on a turn is move to an adjacent Location. Locations are adjacent if:

- They are connected by a walkway, or
- They are connected by a Secret Passage. (If you are taking a Secret Passage, you must tell the DVD that you are doing so. Use your remote control to highlight TAKE A SECRET PASSAGE and press ENTER.)

SEE HERE!

Sometimes, doors and passages are locked at the start of the case. During your setup, the DVD will tell you which doors are locked, if any. You may not move through these doors until they are unlocked. Inspector Brown will let you know when the doors have been unlocked.

2A. MAKE A SUGGESTION (any Location except the Evidence Room)

You can make a Suggestion in any Location except the Evidence Room. The goal in making a suggestion is to determine what cards the other players have in their hand. When making a suggestion, name three things (not four) that you think might make up the solution. It is up to you to choose which three things to name.

Example: You could suggest that Colonel Mustard stole the Broach from the Fountain (leaving out the Time) **OR** Colonel Mustard stole the Broach at Lunch (leaving out the Location) **OR** the Broach was stolen from the Fountain at Lunch (leaving out the Suspect) **OR** Colonel Mustard stole something from the Fountain at Lunch (leaving out the Item).

Your only restriction when making a suggestion is: If you choose to name a Location, it must be the Location you are currently at. So, for example, in order to name the Fountain as your Location, you must be at the Fountain.

SEE HERE!

If you are familiar with standard CLUE, note that, in this game, you do not move suspect pawns named in suggestions to the Locations you name.

As soon as you make a Suggestion, it is up to the other players to prove it false. The first to try is the player to your immediate left. That player looks at his/her cards to see if one of the three cards you named is there. If this player has one of the cards you named, he/she must show it to you (AND ONLY YOU) ... no one else. If this player has more than one of the cards you named, he/she must choose one (AND ONLY ONE) to show you. If the player to your immediate left has none of the cards you named, then the chance to prove your Suggestion false passes to the next player on your left, and so on.

Once a player shows you one of the cards you named, it is proof that this card cannot be in the Case File Envelope. No other players should show you any cards. This ends your turn. Make sure you remember to check this card off on your Cluepad.

If no player can prove your Suggestion false; then you may be well on your way to solving the case.

Inspector Brown and Ashe the Butler

As you play, Inspector Brown and Ashe the Butler will come onto the scene; and they may have some information you'd be interested in knowing.



2B. SUMMON THE BUTLER (any Location except the Evidence Room)

Once Ashe the Butler, has come on duty, you may choose to summon him to any room except the Evidence Room. To do this, on your turn, use your remote control to highlight SUMMON THE BUTLER and press ENTER.

Ashe will then tell you something he has seen or heard about the case. All players will get to hear this information and may write down anything from what Ashe says. Some of the information will be helpful right away; some may not be helpful until later; all of it is true.

In exchange for Summoning the Butler, Ashe will give you one of the missing Items that he has found while searching the mansion. Take the top Item card off the deck in the Butler's Pantry and, without showing anyone, add it to your hand of cards.



SEE HERE!

When the Butler is speaking, you will see what you should write down on your Cluepad.

2C. LOOK AT AN ITEM CARD (only in a Location with a facedown card)

As the game progresses, Inspector Brown will find some of the missing Items at locations in and around the mansion. When he locates an Item, the DVD will instruct you to take an Item card from the Butler's Pantry and place it facedown in the Location the inspector specifies. Now, he is willing to share this information, *but only if you can prove your ability as a detective.*

If you are at a Location with an Item card that has been found and you want to look at it, use your remote control to highlight LOOK AT ITEM CARD ... choose the Location you are in, and press ENTER. The DVD will then explain your challenge.

If you're successful in the Inspector's Challenge, you can look at the Item card in that Location—but DO NOT put this card into your hand. Once you've looked at it, replace it facedown in the Location (but be sure to mark it off on your Cluepad). You can use the circles near the Locations on your Cluepad to keep track of where you've seen these Items.

If you weren't successful in the Inspector's Challenge, then you do not get to look at the card and your turn is over.

2D. READ A NOTE (any Location except the Evidence Room)

Periodically, Inspector Brown will write notes into his Notebook. These are facts that he has discovered and that could help you crack the case. When Inspector Brown has one or more notes written down, he will tell you. Then, on your turn, you may choose to look at one of these notes. If there is more than one note available, you'll have to choose which note you want to see.

To see a note use your remote to highlight READ AN INSPECTOR'S NOTE and press ENTER. A screen will come up. Use the Red Reader to decode the note's key number. Only you will be able to decipher the key. Then look up this number in the Inspector's Notebook located at the back of this Instruction Book and read the note. You may look at the note for as long as you'd like and write down whatever information you think necessary. You may also go back and look at this note again at a later time.

2E. MAKING AN ACCUSATION (only in the Evidence Room)

If you move into the Evidence Room, you must make an Accusation—this is your only choice when entering the Evidence Room. Using your remote, select MAKE AN ACCUSATION TO THE INSPECTOR from the DVD. A screen will come up. The DVD will show you a letter that you are to use in order to enter the four choices for your Accusation. Using the arrow buttons on your remote and the Red Reader, move the designated letter to under your choice and press ENTER. For example, if the DVD tells you to use the letter B to select your choices, use the remote arrows to position the B under all of your choices. The other players will not be able to see what choices you are making. Continue for each of your four choices.

After entering your selections for Who, What, Where, and When, Inspector Brown will tell you how many of the four selections you got right. If you got all four right, then you win! If you missed some, you are still in the game but you must turn in one Item card into the Evidence Room for each selection you got wrong. Be very careful when making accusations; losing some of your cards will help the other players.

Running Out of Cards

If, at any time, you have to turn in more cards than you have in your hand, you are out of the game. You must turn in all of the cards in your hand.

SEE HERE!

If you don't move into the Evidence Room but are instead moved there by instruction from the DVD, you do not have to make an Accusation. On your next turn, simply move out, move to an adjacent Location, and continue your turn.

DVD EVENTS

As the game progresses, the DVD will interrupt the game to alert you to an event. The screen will change and Inspector Brown will let you know that he has something to tell you. When this happens, finish the turn of the current player and then use your remote to see the DVD event. Do not play the event in the middle of the turn.

TIP: *It is helpful to have the person whose turn is next use the remote to activate the DVD event. This way you can remember whose turn is next after the event is over.*

WINNING

The first player to return to the Evidence Room and enter the four correct answers wins the game. Inspector Brown will then summarize the case for you. Check the envelope to confirm your victory.

HINTS AND TIPS FOR THE GAME

Here are some things to keep in mind when playing:

- Be careful not to check off a box based solely on what Ashe or Inspector Brown says. Mark your Cluepad so that you can differentiate between something that is a hunch and something that is a fact. Once you've seen a card, it's a fact. Until then, it's a hunch. Use suggestions to confirm something and then check it off.
- All the clues, notes, and hints are true; do not second-guess them.
- Any time all of the suspects are together, you can eliminate that time as there would be no chance for someone to sneak away and steal something.
- Clues aren't given in chronological order.
- Meals are always in the Dining Room, unless otherwise stated.
- Just because an Item card is found in a room does not mean a specific DVD event placed it there. After events, Items have a way of being moved so where they are now has no bearing on where they may have been when the crime was committed.

THE GENERAL CASE GAME

Unlike the 10 case files, the General Case is different every time, with a different random answer. To play this, choose the General Case from the DVD menu and follow the set up instructions.

Since the DVD does not know the answer to the case, certain elements of the General Case are different from the 10 case files.

- You will know which Item has been stolen and only need determine the Who, When, and Where.
- The Butler is off duty and cannot give you any hints.
- The Inspector is on the case and will break into the game to announce different events that are occurring.
- The Inspector doesn't know the answer. In this case, you look in the envelope. If you are right, you win. Otherwise you are out of the game.

In this game, making suggestions will take on more importance than in the 10 case files.

SAMPLE CASE

A Walk Through the Clues and Hints

This sample case is also included on your DVD. Read or watch it to see how information that the Butler and Inspector tell you can narrow down your choices and point you in the right direction. In this example, we use an X to show when we've seen a card and can definitely eliminate it. We use a / to show when something is probably not involved in the case but we haven't seen the card yet to know for sure.



At the beginning of this case you are dealt the following cards: Prince Azure, Rusty, Dawn, Lunch and Billiard Room. Because these cards are in your hand, you know for a fact they cannot be in the Case File Envelope. Mark these with an X on your Cluepad to indicate that they have been eliminated from suspicion.

SUSPECTS		NOTES
Colonel Mustard		
Mr. Green		
Professor Plum		
Prince Azure	X	
Rusty	X	
Mrs. White		
Miss Scarlet		
Mrs. Peacock		
Mrs. Meadowbrook		
Lady Lavender		

LOCATIONS	
Ballroom	
Billiard Room	X
Breakfast Room	
Dining Room	
Entrance	
Hall	
Kitchen	
Library	
Lounge	
Rose Garden	
Study	

TIME	
Evening	
Breakfast	X
Late Morning	
Lunch	X
Early Afternoon	
Tea Time	
Drink	
Dinner	
Night	
Midnight	

ITEMS	
Spyglass	
Reserver	
Rare Book	
Billiard	
Cold Pen	
Letter Opener	
Crystal Paperweight	
Metal	
Pocket Watch	
Jade Hairpin	
Scarlet Bracelet	

CLUE
DVD GAME

A few turns later, you Summon the Butler who says, "A few days ago, Rusty spilled an enormous vat of custard all over the Kitchen. Mrs. White had to spend all day yesterday cleaning and waxing the floor, so no one was allowed in there until today."

The Butler's hint tells you that Mrs. White was cleaning the Kitchen floor all day and that no one was allowed in. This implies that Mrs. White and the Kitchen were not involved in the crime and are not in the Case File Envelope. Use a / to indicate this suggestion. You can change the / to an X when you verify the information after seeing the cards.

SUSPECTS		NOTES
Colonel Mustard		
Mr. Green		
Professor Plum		
Prince Azure	X	
Rusty	X	
Mrs. White	/	
Miss Scarlet		
Mrs. Peacock		
Mrs. Meadowbrook		
Lady Lavender		

LOCATIONS	
Ballroom	
Billiard Room	X
Breakfast Room	
Dining Room	
Entrance	
Hall	
Kitchen	/
Library	
Lounge	
Rose Garden	
Study	

TIME	
Evening	
Breakfast	X
Late Morning	
Lunch	X
Early Afternoon	
Tea Time	
Drink	
Dinner	
Night	
Midnight	

ITEMS	
Spyglass	
Reserver	
Rare Book	
Billiard	
Cold Pen	
Letter Opener	
Crystal Paperweight	
Metal	
Pocket Watch	
Jade Hairpin	
Scarlet Bracelet	

CLUE
DVD GAME

After a few more turns, you Summon the Butler again. This time he tells you: "By the time I went to bed, after Midnight, all of the Jewelry had been locked up and accounted for."

This hint implies that since all of the Jewelry was accounted for, none of it could have been stolen and therefore, none of the Jewelry cards could be in the Case File Envelope. Mark all of the Jewelry with / marks until you verify the information by seeing the cards.

SUSPECTS		NOTES
Colonel Mustard		
Mr. Green		
Professor Plum		
Prince Azure	X	
Rusty	X	
Mrs. White	/	
Miss Scarlet		
Mrs. Peacock		
Mrs. Meadowbrook		
Lady Lavender		

LOCATIONS	
Ballroom	
Billiard Room	X
Breakfast Room	
Dining Room	
Entrance	
Hall	
Kitchen	/
Library	
Lounge	
Rose Garden	
Study	

TIME	
Evening	
Breakfast	X
Late Morning	
Lunch	X
Early Afternoon	
Tea Time	
Drink	
Dinner	
Night	
Midnight	

ITEMS	
Spyglass	
Reserver	
Rare Book	
Billiard	
Cold Pen	
Letter Opener	
Crystal Paperweight	
Metal	
Pocket Watch	/
Jade Hairpin	/
Scarlet Bracelet	/

CLUE
DVD GAME

This time you decide to look at an Inspector's Note. You flip to the back of these instructions and find the note. It reads: "Sometime after the guests had their tea, Mrs. Meadow-Brook saw someone sneaking about looking quite suspicious."

This could lead you to believe that the crime took place sometime after Tea Time. You have already eliminated Dawn and Lunch because you have these cards in your hand. Mark the remaining times before Tea Time with a /.

SUSPECTS		NOTES
Colonel Mustard		
Mr. Green		
Professor Plum		
Prince Arrog	X	
Reidy	X	
Mrs. White		
Miss Scarlet		
Mrs. Peacock		
Mrs. Meadow Brook		
Lady Lavender		
LOCATIONS		
Ballroom		
Billiard Room	X	
Conservatory		
Dining Room		
Formal		
Hall		
Kitchen	X	
Library		
Lounge		
Rose Garden		
Study		
TIME		
Dawn		
Breakfast	/	
Late Morning	/	
Lunch		
Early Afternoon	X	
Tea Time	X	
Dusk		
Dinner		
Night		
Midnight		
ITEMS		
Spyglass		
Revolver		
Rare Book		
Billiard		
Gold Pen		
Letter Opener		
Crystal Paperweight		
Medal		
Pocket Watch		
Jade Hairpin		
Scarab Brooch		

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On your next few turns you make suggestions and have eliminated some more information. Your Cluepad now looks like this.

SUSPECTS		NOTES
Colonel Mustard		
Mr. Green		
Professor Plum		
Prince Arrog	X	
Reidy	X	
Mrs. White		
Miss Scarlet		
Mrs. Peacock		
Mrs. Meadow Brook		
Lady Lavender		
LOCATIONS		
Ballroom		
Billiard Room	X	
Conservatory		
Dining Room		
Formal		
Hall		
Kitchen	X	
Library		
Lounge	X	
Rose Garden		
Study		
TIME		
Dawn		
Breakfast	/	
Late Morning	/	
Lunch		
Early Afternoon	X	
Tea Time	X	
Dusk		
Dinner		
Night		
Midnight		
ITEMS		
Spyglass		
Revolver		
Rare Book		
Billiard		
Gold Pen		
Letter Opener		
Crystal Paperweight		
Medal		
Pocket Watch		
Jade Hairpin		
Scarab Brooch		

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You decide to look at another Inspector's Note. It reads: "Around Midnight, Rusty discovered that one of the Antiques was missing from its display case in the North wing."

This note gives a strong suggestion that the Item stolen was an Antique and it was taken from one of the rooms in the North wing. You use a / to mark the other Items and Locations.

You've already narrowed down a lot of the information but you decide to Summon the Butler one more time. This time he says, "I'm embarrassed to tell you this, but ... I overheard Colonel Mustard, Professor Plum, and Mr. Green arguing over who had the better collection of antiques. It was rather childish, to say the least. Nevertheless, one of them—I'm not sure who—was quite upset afterwards."

From this hint, you deduce that your suspect was probably Colonel Mustard, Professor Plum or Mr. Green. You put a / next to the other suspects. At this point, your final notes are pointing towards:

Who: Mr. Green, Professor Plum, or Colonel Mustard
What: Revolver, Spyglass, or Rare Book
When: Tea Time, Dusk, Dinner, Night, or Midnight
Where: Hall or Lounge

SUSPECTS		NOTES
Colonel Mustard		
Mr. Green		
Professor Plum		
Prince Arrog	X	
Reidy	X	
Mrs. White		
Miss Scarlet		
Mrs. Peacock		
Mrs. Meadow Brook		
Lady Lavender		
LOCATIONS		
Ballroom		
Billiard Room	X	
Conservatory		
Dining Room		
Formal		
Hall		
Kitchen	X	
Library		
Lounge	X	
Rose Garden		
Study		
TIME		
Dawn		
Breakfast	/	
Late Morning	/	
Lunch		
Early Afternoon	X	
Tea Time	X	
Dusk		
Dinner		
Night		
Midnight		
ITEMS		
Spyglass		
Revolver		
Rare Book		
Billiard		
Gold Pen	/	
Letter Opener	/	
Crystal Paperweight	/	
Medal		
Pocket Watch		
Jade Hairpin		
Scarab Brooch		

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SUSPECTS		NOTES
Colonel Mustard		
Mr. Green		
Professor Plum		
Prince Arrog	X	
Reidy	X	
Mrs. White		
Miss Scarlet		
Mrs. Peacock		
Mrs. Meadow Brook		
Lady Lavender		
LOCATIONS		
Ballroom		
Billiard Room	X	
Conservatory		
Dining Room		
Formal		
Hall		
Kitchen	X	
Library		
Lounge	X	
Rose Garden		
Study		
TIME		
Dawn		
Breakfast	/	
Late Morning	/	
Lunch		
Early Afternoon	X	
Tea Time	X	
Dusk		
Dinner		
Night		
Midnight		
ITEMS		
Spyglass		
Revolver		
Rare Book		
Billiard		
Gold Pen	/	
Letter Opener	/	
Crystal Paperweight	/	
Medal		
Pocket Watch		
Jade Hairpin		
Scarab Brooch		

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1. The thief never helped with any of the events.
2. I'm sure that the thief stole the Item just before meeting with Mr. Boddy.
3. Rusty was outside the whole day.
4. The theft happened when the lights were out in a dark room.
5. Mrs. White is afraid of what Mr. Boddy will say when she tells him that she dropped his Crystal Paperweight on his Medal while cleaning. Fortunately, neither were broken as she kept checking on them for the rest of the day just to make sure.
6. Mr. Boddy bought his Desk Items in London.
7. The theft did not occur any place that was cleaned today.
8. Mr. Boddy still had all his Items during Late Morning.
9. One of you was with the thief today.
10. The smell of bacon brought all the men to the Kitchen at Dawn.
11. Mrs. Meadow-Brook, Colonel Mustard and Lady Lavender all arrived together.
12. The thief did not stay for more than a few hours.
13. Mr. Green said he heard the sound of breaking glass as he was rushing to Breakfast. He was afraid of missing the meal so he didn't stop to check it out.
14. A woman was running through the South wing during Tea Time, acting suspicious.
15. The Item displayed in the Hall had been given to Mr. Boddy by his uncle. Furthermore, Mrs. White found the Item on display in the study to be "as creepy as a real insect."
16. Mrs. White is quite upset. She says she overheard someone saying that he wants Mr. Boddy's new rare cook and is afraid she's being replaced.



17. Someone at the Fountain noticed seeing "something funny" through one of the windows but can't remember which window it was.
18. No one was in the North wing during the event.
19. After the night time ball, Professor Plum, Colonel Mustard, Mrs. Peacock, and Mr. Green went outside to stargaze. Professor Plum is an avid astronomer and was asked to explain what the different constellations were.
20. The thief arrived after the book reading.
21. Prince Azure is an "early to bed, early to rise" type of gentleman and retired immediately after Dinner.
22. Colonel Mustard found a Billfold tonight on the floor and asked if anyone had lost it.
23. Miss Scarlet met with Mr. Boddy in the Early Afternoon, while Professor Plum met with him at Dusk.
24. The theft did not occur in a Location that a game was played at.
25. The dog was never inside.
26. All of the women were away during daylight hours.
27. If you are reading this note, then you are looking at the sample number on the DVD. Press ENTER to get the real number for the note you should read.
28. Colonel Mustard went in costume as an old Sea Captain. Mrs. Meadow-Brook went as a Librarian.
29. The suspects were all together for Breakfast and Dinner, but Lunch was informal and people came and went as they pleased.
30. Mrs. Peacock left abruptly during Dinner, saying that she was ill and was going to bed.
31. The last time the lights went out was Midnight, but by this point, everyone but Lady Lavender had gone to bed.
32. No one was in the East wing during the event.



33. Mr. Boddy wanted to take care of some financial affairs but part of his Desk Set was missing.
34. Prince Azure was slightly embarrassed to find that he had arrived before any of the other guests and had to eat his Lunch alone.
35. The thief was too distracted to play any games.
36. Mr. Green met with Mr. Boddy in the Late Morning. Colonel Mustard met with Mr. Boddy at Tea Time.
37. Lady Lavender is in a foul mood as she was stood up from some appointment she had made.
38. Colonel Mustard was the first to arrive. Lady Lavender arrived last.
39. Mr. Green went in costume as a Decorated Soldier. Miss Scarlet went as an Armed Burglar.
40. Professor Plum recalls seeing all of the Antiques during the time he was alone.
41. The staff was seen playing games in the Kitchen all day.
42. No suspect was in the same room at the same time after Dinner.
43. Miss Scarlet put on a monologue after Tea Time. Everyone gathered in the Lounge to watch.
44. After the monkey left, Rusty was in a foul mood and stormed off abruptly.
45. Mr. Boddy had his Jewelry locked up all day.
46. The theft was in a room that was only one word.
47. The Butler saw someone in the secret passages just before Midnight.
48. Professor Plum, Mr. Green, and Mrs. Peacock were the first guests to arrive.
49. The lights went out three times after Lunch, but not before.
50. The weather was so nice that most people were outside the entire time.

