



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.



The Case of the Hidden Toys

For 2 to 4 players / Ages 5 to 8

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OBJECT

The neighborhood Pets love to hide in funny places... and they love to hide the Kids' Toys! It's up to you to search their hiding spots, check out all the Kid movers, and **figure out which Pet took which Toy and is hiding it in the Doghouse!**

EQUIPMENT

CLUE® Jr. gameboard and 3-D components • Movers and bases • Labels • Detective Notepad • Die

Note: Each player needs to have something to write with, such as a crayon.

ASSEMBLY

- Punch out the Doghouse, fold it and hook the tabs on the ends (see back of box). Set Doghouse into grass base. Fold roof and place on top. Put to the side of gameboard.
- Put a **Toy label** on the bottom of each of the five **white bases**. Now mix up all five—with the Toys hidden on the bottom! Take one base and put it, Toy-side-down, in the Doghouse.
- Put a **Pet label** on the bottom of each of the five **yellow bases**. Mix up all five—with the Pets hidden! Take one base and put it, Pet-side-down, in the Doghouse.

- Punch out the **Kid movers** (Vivienne Scarlet, Peter Plum, Johnny Green and Liz Peacock) and—**without looking at the bottoms**—put them into the four remaining **white bases**.
- Punch out the four **Household Items**. **Without looking**, put them into the four remaining yellow bases and put each next to the yellow spaces on the gameboard (**file cabinet in the attic study, desk in the bedroom, couch in the living room and laundry basket in the basement**).
- The two mystery bases inside the Doghouse reveal the solution: which Pet and which Toy are missing from the gameboard.
- Apply the labels to all sides of the Die.

SETUP

- Give each player a sheet from the Detective Notepad and something to write with, such as a crayon. Fold your sheet in half along the dotted line in the middle, to keep it secret!
- Each player picks a Kid mover. **Important:** Turn your mover over and secretly mark on your notepad what Toy you see on its base. Now, put your mover on the matching color Start space.
- If you are playing with fewer than four players, you still use all the movers in the game. Put them on their Start spaces—and be sure to **move to them** during the game so you can check out what's on the bottom!

GAMEPLAY

The youngest player goes first. Play passes to the left.

On your turn: Roll the die, move your mover and play detective, if you can. You collect only **one** clue per turn. Record whatever you find out on your Detective Notepad by secretly crossing out where you looked and crossing out the Pets and Toys you found.

WHAT DID YOU ROLL?

- If you roll a **number**, move your Kid mover **up to** that many spaces along the track, in any direction. Try to land on a yellow space or a space with another player's Kid mover on it.

- If you roll the **Star**, move anywhere on the board.
- If you roll the **Magnifying Glass**, do not move. Instead, pick up any other player's Kid mover and check the bottom for a clue. Put it back where you found it. Don't forget to secretly mark your sheet.



WHAT DID YOU LAND ON?

- If you land on a yellow space right next to a Household Item, you may look at the base and see what Pet is there. **Example:** Maybe the rabbit is in the laundry basket!
- If you land on a space with another Kid mover on it, check out the base and see what Toy is there. **Example:** Does Liz Peacock have the roller skate?

WINNING

When you think you know the solution, say so on your turn, and secretly check the Doghouse. If you're right, show everyone—you win!

But if you weren't correct, put the bases back into the Doghouse. You're out for the rest of the game, and the other players continue until one of them solves the mystery. (In a two-player game, if you weren't correct, the other player wins automatically.)

It's a new mystery every time, so remove the cardboard pieces, mix up the bases—and try again!

RESTORAGE

Unfold the Doghouse so that it is flat, and place it in the box with the rest of the game components.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free).

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