



The Case of the Missing Pet Game

Rules

For 1 to 6 players / Ages 6 to 10

Rules ©1989 Waddingtons Games Ltd. Printed in U.S.A.

OBJECT

To figure out these three elements of the crime: What pet was stolen? Who took it? Where's it hidden? You'll solve each of 24 cases of pet-snatching with the help of the unique "mystery wheel" playing board and the clue-revealing red magnifying glass that lets you read the secret clues you collect as you move around the downtown shopping area.

EQUIPMENT

Mystery wheel game board with 7 trap doors • 6 Suspect ID movers and bases • Magnifying Glass • Die • Detective Notesheet pad

SETUP

1. Give each player a Detective Notesheet. You will each need a pencil for taking notes.
2. Each player selects a Suspect ID mover, inserts it into a plastic base, and places it on the START space.
NOTE: Even if you're not using all the movers, keep the other Suspect ID's out on the table, since you'll need to refer to them for clues. You may also refer to the lid of the box, which shows all the suspects, so prop it up near the playing area.
3. Place one of the 7 trap door pieces over each of the cutouts in the game board surface.
4. To randomly select a mystery, revolve the game board wheel until you line up any one of the black lines on the wheel edge with the small arrow in the "Roll Again" space.
5. Each player rolls the die. High roller goes first. Play passes to the left around the table.
6. More than one token may occupy the same space.

GAMEPLAY

On Your Turn:

- Roll the die
- Move that number of spaces
- Follow the directions on that space

Your Detective Notebook:

As you move around the board, mark down the clues you've revealed. To figure out which Store the pet is hidden in, you must learn if the floor is Wood or Rug, and if the Sign is Red, Green or Yellow. To figure out which Suspect took the pet, you'll have to collect clues about their hair and eye color and facial expression, then study the faces on the Suspect mover tokens (or the front of the box), circle the information on your notesheet, and write in the Suspect's name when you've made your deduction. At the Pet shop you'll learn which animal is missing.

NOTE: Be sure to keep your Notesheet covered, or folded in half, so the other players can't see what you've already learned!

Board Spaces:

Check Clue Here: Lift up the trap door in the adjoining store, hold the magnifying glass over the opening, and read the clue. Replace the trap door, and mark what you've learned on your Detective Notesheet.

Example: You checked the clue in the GLASSES store and it told you the suspect has BLUE eyes. Circle Blue on your Notesheet under Suspect.

Roll Again: You get another turn!

Take the Bus to Any Space on the Board: Go wherever you want to on the board and follow the instructions on that space.

Check Clue Anywhere: Without moving your token, lift any trap door you want (except the solution!) to learn a clue.

Move Ahead... or Move Back...: Move to the space indicated and follow the instructions there.

SOLVING THE CRIME

At the end of one of your turns, when you've collected all the clues you need to fill out your Notesheet and you think you know the Missing Pet, the Store and the Suspect, announce, "I'm going to solve the crime." Tell everyone your solution, then lift The Solution trap door at the Police Station and check it out with the magnifying glass. (You do not have to move your piece to the Station to check out the Solution.) If you're right, you win! But if you're wrong, you're out of the game. Do not tell the correct solution to the other players! Play continues until another player correctly solves the mystery.

WINNING THE GAME

The winner is the first person to solve the mystery by announcing the correct Solution.



Polly Peacock



Samantha Scarlet



Wendy White



Mortimer Mustard



Georgie Green



Peter Plum

See the back page for more clues!

THE SUSPECTS

| Name | Eyes | Hair | Mouth |
|------------------|-------------|-------------|--------------|
| Samantha Scarlet | Brown | Dark | Smile |
| Peter Plum | Blue | Dark | No smile |
| Georgie Green | Blue | Light | Smile |
| Wendy White | Blue | Light | No smile |
| Mortimer Mustard | Brown | Light | Smile |
| Polly Peacock | Brown | Dark | No smile |

THE STORES

| Name | Flooring | Sign Color |
|-------------|-----------------|-------------------|
| Signs | Wood | Yellow |
| Wigs | Rug | Green |
| Rugs | Wood | Red |
| Bank | Wood | Green |
| Dentist | Rug | Yellow |
| Glasses | Rug | Red |

THE PETS

Dog
Cat
Monkey
Turtle
Bird



We will be happy to answer your questions and comments about our CLUE® JR game. Write:
Consumer Relations Department, Parker Brothers, P.O.Box 1012, Beverly, MA 01915.

Proof of Purchase
Clue Jr.