

CLUE® Little DETECTIVE

The Color-Matching Mystery Game

For 2 to 4 players / Ages 3 to 6

Rules ©1992 Waddingtons Games Ltd. Under exclusive license from Waddingtons Games Ltd to Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915. Printed in U.S.A.

Mr. Boddy is a very famous man and he lives in a very famous house. They're famous because for over 40 years, people who love mysteries have been visiting the Boddy Mansion to play the CLUE® Detective Game. And now there's a new mystery at Boddy Mansion. This time the mansion is full of Little Detectives, in this specially designed race game for preschoolers.

While they're playing detective up in the attic, the wind begins to howl... the shadows begin to move... and someone—or something!—goes BUMP! in the night. This sends the Little Detectives scurrying to escape through the mansion in a color-matching race.

The object of the game is to be the first Little Detective to make it from START in the attic, through the mansion, and out the kitchen door to the safety of the front gate at the FINISH.

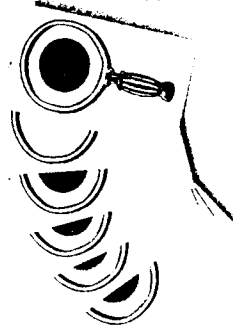
The contents of this box are everything you need to be a CLUE® Little Detective: Game board, 6 Movers and labels, and a deck of 32 Magnifying Glass Cards consisting of 20 cards with color dots and 12 very special cards we'll tell you about in a minute!

To set up the game, apply the 6 sets of matching pressure-sensitive labels to both sides of each mover, being sure to put both labels for Little Detective Peacock (Set 1), for example, on the same mover! (While the game may be played by up to 4 players, we've given you 6 Movers—so you can pick which CLUE® Little Detective you want to be!)

Each player chooses a mover and places it on the word START up in the attic, at the beginning of the track of color dots. Now mix up all the cards and place them face down to the side of the board. The youngest player goes first, and play passes to the left.

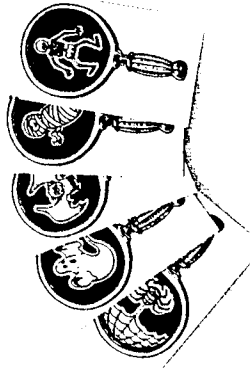
To play the game: On your turn, draw the top card from the pile, do what it indicates, then discard it face down next to the draw pile. Whenever you run out of cards in the draw pile, turn over the discards, mix them up, and go through them again.

What did you draw?



Color Card: Move forward to the first unoccupied space of that color on the track. ("Unoccupied" means there's nobody else on it.)

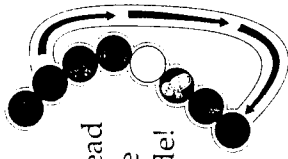
Spooky Card: Find the space on the track that matches the picture on the card, and move to it. If you're lucky, this will move you forward along the track—but it *could* move you backwards!



Boo! Card: You're so scared, you can't move! Discard the card. Your turn ends.

Secret Passages on the Board:

You've discovered a Secret Passage, and you may slide ahead quickly to the space of the same color at the other end of the slide! Wheeee!



Who won?

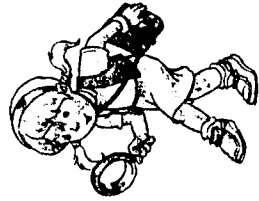
Whoever reaches the FINISH space at the front gate outside the kitchen door first, wins! When there are no color spaces left ahead of you on the track that match the color you drew, move directly to the FINISH space at the end that has all 6 colors in it!

Who are the Clue Little Detectives?

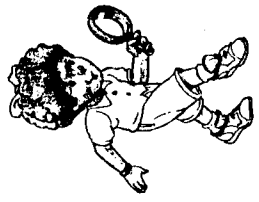
Our Little Detectives are a lot like the famous grown-up characters from the classic CLUE game.



Little Detective Mustard
Like the famous Colonel Mustard, this explorer's always ready for an expedition, whether it's a journey to Bora Bora—or the attic!



Little Detective Peacock
Birds of a feather flock together. Just like Mrs. Peacock, she keeps her binoculars handy for spotting rare birds—and clues!



Little Detective White
Neat as a pin, like Mrs. White the maid, our little detective is so spotless, she's sure to spot any dirty old clue left lying around!



Little Detective Scarlet
No one's a match for this little super spy. Her enthusiasm for detecting is as fiery as Miss Scarlet's, her namesake.



Little Detective Green
Like Mr. Green, he's rough around the edges. But this guy's actually smarter than he looks!



Little Detective Plum
Full of facts, figures and book-learning, like Professor Plum, he's the brains of this little outfit.



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.