



Clue[®] game

For 2 to 6 players / Ages 8 to adult

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OBJECT

To be the first player to make a correct accusation and announce which Suspect killed Mr. Boddy, in Which Room, and with Which Weapon.

SETUP

1. Mix up all 21 square Clue Cards, face down.
2. Select three cards, one of each color, and put them aside, face down. These represent Who committed the murder (yellow Suspect card); Where the murder occurred (blue Room card); and With What (red Weapon card).
3. Place two square cards (any color) face down in each room of the mansion; these are the clues you'll receive when you enter that room on your turn.

NOTE: Except when looking at them on a turn, be sure to keep the Clue Cards face down so other players can't "steal" clues!

4. Each player takes a sheet from the Detective Note Pad and folds it in half so all the information recorded there will stay secret!
5. Youngest player goes first. Play passes clockwise, to the left.

NOTE: Throughout the game, DO NOT SHIFT THE GAME BOARD. Keep it oriented in the same direction to help you remember which rooms you and your opponents have looked in!

GAMEPLAY

On your turn you:

1. Go to any room and look at the two Clue Cards you find there. (Don't let anyone else see them!)
2. Mark on your note sheet where you looked and cross off the Suspect(s), Room(s) and/or Weapon(s) you saw there. Put the Clue Cards back, face down.

3. Ask any other player if he or she has seen a specific Suspect, Room OR Weapon. If the answer is Yes, cross out that Suspect, Room or Weapon on your note sheet. *As long as you get a Yes answer, continue asking players for clues, one at a time; but your turn ends as soon as you get a No.*

NOTE: On your note sheet, you may want to write "S" by any clue you crossed out because you saw it yourself, and "H" by any clue you heard another player divulge.

4. As other players take their turns, keep track on your note sheet of the rooms they go into to help you ask good questions later.
5. At your turn, you may make an Accusation. Do this *after* looking at two cards in a room, but before you get a No answer from another player. You do not have to ask a question of another player before making your Accusation, but you may.
6. Your turn ends when you get a No answer.

ACCUSATIONS

1. If you decide to make an Accusation — and you may do so only once per game — announce out loud: "I accuse (Suspect) of committing the crime in the (Room) with the (Weapon)."
2. Look at the three set-aside Clue Cards. If your Accusation was correct, you win! But if you were wrong, put the three cards back, face down. You cannot win, but you stay in the game; don't collect any new clues by looking at cards, but continue to answer questions asked by other players still trying to solve the mystery!

ANSWERING QUESTIONS

When you are asked a question by another player, you need only answer what you have seen yourself; you do not have to divulge clues you have heard other players give!

WINNING THE GAME

The first player to make a totally correct Accusation wins the game.

TO ORDER PARTS: To order one Detective Note Pad (\$1.50) or a new set of Clue Cards (\$1.50), send a check for the total amount (postage and handling are included) made out to Parker Brothers, to: TRAVEL CLUE® OFFER, P.O. Box 3111, Northbrook, IL 60065. Please allow 6 to 8 weeks.