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. On 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.

**ACCUASATIONS**

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.