



GAME GUIDE

HOW TO PLAY



PLUM



WHITE



SCARLET

CLUE[®]

The **Classic** Mystery Game



GREEN



MUSTARD



PEACOCK

CONTENTS

- Mansion Gameboard
- 1 Yellow Murder Envelope
- 1 Detective Notepad
- 6 Character tokens
- 21 Black Clue cards
- 13 Red Bonus cards
- 6 Weapon tokens
- 2 Dice

BEFORE YOU START, read the case file out loud to all players.

THE CASE FILE

This evening Samuel Black was found murdered in his mansion! Detectives found six suspects and six weapons in the mansion's nine rooms, but couldn't solve the case. So, now it's up to you to solve the murder!

To win the game you must find out three things about the murder:

1. Who did it?
2. With what weapon?
3. And where?

WHO? Meet the Suspects.

One of these six suspects is the murderer. You must find out who.



WHAT? Check out the Weapons.

One of these is the murder weapon. You must find out which.



WHERE? Take a peek at the Rooms.

One of these rooms is the scene of the crime. You must find out which.



NOW YOU'VE READ THE CASE FILE, choose one player to set up the game by following the steps on the opposite page.

SETUP

Each player gets a number of cards. Keep your cards secret! They are not involved in the murder.

- 1
 - Place all six weapon tokens and all six character tokens in the center of the board (even if there are less than six players).
 - Each choose a character from the suspect list to play as. You will use your character's matching color token to move around the mansion.



These three cards are involved in the murder. To win, you must find out what they are!

- 2
 - Sort all the Black CLUE cards into Weapon, Suspect and Room decks.
 - Shuffle each deck separately and place them facedown on the table.
 - Without looking, take the top card from each deck and put them into the Yellow Murder Envelope. **These are the suspect, weapon and room involved in the murder!**
 - Place the Murder Envelope at the side of the board.

- 3
 - Shuffle the rest of the Black CLUE cards together.
 - Deal them all out facedown to each player so you all have an equal number of cards. **Shh! Everyone must keep their cards secret!**
 - If the cards don't divide exactly between players, place the two or three leftover cards faceup at the side of the board.

- 4
 - Give each player a CLUE Sheet and pen (not included). **Shh! Always keep your CLUE Sheet secret!**
 - Without letting anyone see, each player must secretly cross off the Black CLUE cards they have been dealt and any leftover cards that are faceup on the table. **Your cards are not in the Envelope so are not involved in the murder!**
 - Throughout the game you will get to see other players' cards one at a time. Every time you see one, cross it off your CLUE sheet. **It's not in the Envelope so it's not involved in the murder.**

- 5
 - Shuffle the Red Bonus cards and place them at the side of the board for bonus moves while you play.
 - Or, if you want to play original CLUE, return them to the box.



NOW YOU'RE ALMOST READY TO START, just go to the next page to find out how to play.

DON'T WORRY! CLUE is really easy to play! But, if you haven't played for a while, read the Game Basics below out loud to all players.

THE GAME BASICS

HOW TO WIN

Solve the murder! To win you must be the first player to find out which suspect, weapon and room cards are in the Murder Envelope.

HOW TO PLAY

1. Decide who goes first

- Everyone rolls the dice. Highest roller goes first, play then continues left.

2. On your turn, roll, move and enter a room

- Roll the dice and move your character token that number of spaces around the board. (Or, if your token was moved by another player since your last turn, you can choose to stay where you are and ask a question without moving.)
- You can move vertically and horizontally, forward and back through the Corridor, but not diagonally.
- Always try to enter a room (at the start, any room will do). You don't need an exact roll to enter a room; if your roll would've taken you beyond the room, just finish your move early and stop in the room.



You are **Mustard**. You roll ten and move from the **Game Room** to the **Bedroom** as shown.

Roll too low to enter a room? Go for a Red Bonus card!

- If your roll is too low, you must stay in the Corridor this turn. Or aim to land on a Red Bonus space instead!
- You don't need an exact roll to stop on the Bonus space. When you land there, pick up the top Red Bonus card and follow the instructions.
- Once you've used the card, place it on the discard pile. If you're not using the Red Bonus cards (or don't want one), just move your token towards the next room you want to enter.



3. Then ask a CLUE question and get an answer

- If you entered a room, you must stop and ask a CLUE question about **one suspect, one weapon and the room you've just entered**.

- For example, if you'd just entered the Garage, you could ask: "Was it Scarlet, with the Rope in the Garage?"

Hint! Try to ask about suspects, weapons and rooms you haven't crossed off your CLUE Sheet.

- Bring the suspect's character token and weapon token you're asking about into the room with you.
- The player on your left must be the first to try to answer your question. If they have any of the cards you asked about they must show one of them to you secretly. **They should never show you more than one card!**
- If they don't have any of the cards you asked about, they just say "I cannot answer" and the question passes left to the next player and so on until you have been shown **one card**.



You are **Peacock**. You bring **Scarlet** and the **Rope** into the **Garage** with you and ask your question: "Was it **Scarlet** with the **Rope** in the **Garage**?"



What if no-one can show me a card?

First put on a poker face! As long as you weren't bluffing by asking about one of your own cards, you've figured out which cards are in the Envelope.

4. Finally, end your turn by marking off your CLUE sheet

- Cross off the card you have been shown on your CLUE Sheet. It's not in the Envelope, so it's not involved in the murder!
- Leave the character and weapon token you moved where they are. If the character token you moved belongs to another player, they can ask a question on their next turn without moving.
- Now your turn is over. No matter who answered your question, the player on your left goes next.

WHO?	
Green	
Mustard	X
Peacock	
Plum	
Scarlet	X
White	
WHAT?	
Wrench	
Candlestick	X
Dagger	
Pistol	
Lead Pipe	
Rope	
WHERE?	
Bathroom	
Study	X
Dining Room	
Game Room	
Garage	X
Bedroom	
Living Room	X
Kitchen	
Courtyard	

Another player shows you a card. It is **Scarlet**. You cross **Scarlet** off your CLUE sheet.

Once you've crossed off everybody's cards on your CLUE Sheet, **YOU'RE READY TO SOLVE THE MURDER!** Turn over to find out how to win.

HOW TO WIN

Make an accusation

Once you've asked enough questions to eliminate all but three of the cards on your CLUE Sheet (one suspect, one weapon and one room), you're ready to solve the murder!

**I ACCUSE GREEN,
WITH THE LEAD PIPE
IN THE DINING ROOM!**

You must get to the space in the center of the board before you can make an accusation. Once you get there, read your accusation out loud: "I accuse Green, with the Lead Pipe in the Dining Room!" Then, without letting anyone else see, check the cards in the Envelope.

Were you right?

YES, I GOT ALL THREE CARDS RIGHT!

You win! Congratulations, you've solved the murder! Reveal the cards in the Envelope to everyone.

NO, I GOT SOMETHING WRONG!

Oops! You've made a mistake and are out of the game. Secretly return the cards to the Envelope – don't tell the other players which ones you got wrong!

- Keep your cards hidden and keep answering other players' questions.
- Do not ask any further questions or make any further accusations.

What if everybody guesses incorrectly?

- If everyone makes an incorrect accusation, the murder remains unsolved. Take the cards out of the Envelope and take a look at which suspect got away with it!

SNEAKY MOVES TO MAKE

Moving through Joining Doors and Secret Passages.

- If you're in a room that has a Joining Door or Secret Passage to another room, you can move into the other room at the start of your turn without rolling the dice.
- You cannot pass through one room and into another or into the Corridor on a single turn; you must stop and ask a question whenever you enter a room.

You move from the Dining Room into the Kitchen and stop. On your next turn you can move through the Secret Passage to the Garage.



SNEAKY QUESTIONS TO ASK

Asking about your own cards

If you want to baffle opponents, bluff by asking about some of your own cards.



**WAS IT PEACOCK
IN THE BEDROOM
WITH THE DAGGER?**

2-PLAYER OR TEAM RULES

You will still have to read the full instructions to play CLUE this way!

For 2-players or teams, add the following rules to your game. If you're playing in teams, keep younger players involved by grouping them with older players.

1. The first major difference between 2-player/Team CLUE and classic CLUE is the setup. (See page 2 for classic setup).
 - Follow steps 1 and 2 of setup as usual.
 - In step 3, shuffle the rest of the Black CLUE cards together as usual. But then, before you deal them to the players/teams, take the top four black CLUE cards from the deck and place them facedown in a row at the side of the board.
 - Follow step 4 of setup as usual.
 - But ignore step 5: **you can never use the Red Bonus cards in a 2-player or Team game.**
2. The second major difference in 2-player/Team CLUE is what you do when nobody answers your question. (See page 4 for classic rules on asking).
 - Ask questions as normal. The other player/team must always try to answer.
 - But, if player/team cannot answer, you must secretly look at one of the four cards at the side of the board. Once you've crossed it off your CLUE Sheet, return the card to **exactly** the same spot at the side of the board.
 - Every time the other team/player cannot answer one of your questions, secretly look at a different one of the four cards at the side of the board. (You'll have to remember the places of the ones you've already seen!)



Everything else is exactly the same as classic CLUE!

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The Classic Mystery Game



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