

IF THE ACCUSATION IS CORRECT, THE PLAYER LAYS THE CARDS FACE UP ON THE TABLE, AND HE IS THE WINNER.

If the Accusation is incorrect, the player replaces the three Clue Cards **unseen by any other player** into the envelope and replaces it on the board. Having made a false Accusation he has no further turns in the game, and cannot win, but remains as a player to contradict Suggestions made by other players with the cards he holds in his hand.

A player can make only one Accusation.

MOVEMENT OF PIECES:

If a player wishes to move his playing piece on his turn, he must do so **BEFORE** making a Suggestion.

Players may move their pieces anywhere on the board on the squares according to the throw of the dice.

PIECES MUST MOVE IN STRAIGHT LINES ONLY. That is, **FORWARD, BACKWARD** or **CROSSWISE**, but never diagonally. A playing piece may be moved forward and crosswise on the same turn.

Players may enter Rooms by the doors only, but cannot leave a room on the same turn; entering the Room ends the move. It is not necessary to throw the exact number to enter a Room. That is, if a player needs 4 to bring him into a room and throws 6, he ignores the last two units after entering the Room.

Players may enter and leave Rooms by any of the doors they wish.

NO TWO PIECES MAY OCCUPY ANY ONE SQUARE, NOR MAY A PLAYER MOVE HIS PIECE THROUGH A SQUARE ON WHICH ANOTHER PIECE STANDS. A room, however, may be occupied by any number of pieces and weapons.

Playing pieces and weapons transferred to a room as the result of a Suggestion are not replaced in their original positions. Players must resume moving their playing pieces from their new positions on the board.

SECRET PASSAGES:

The Secret Passages shown in the corner rooms enable players to move between opposite corner rooms in one move. This can be done on a player's turn without throwing the die but constitutes a move.

ERROR IN SHOWING CARDS:

If it is discovered that a player has failed to show any card when it was his turn to disprove a Suggestion and actually does hold a card which should have been shown, then that player is penalized by not being allowed to make any further suggestions, but is allowed to make one Accusation whenever he wishes.

HINTS FOR PLAY:

Although there is no requirement or rule on how players should use the Detective Note Cards it is suggested that the best and easiest way to play the game is to check off items on the Note Cards as they are seen.

If the initials of the person showing the card are used to check the item and attention also is paid to who disproves an opponent's suggestions, winning the game will come easier.

RULES FOR PLAYING

the

Intriguing New Game of

"CLUE"

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LEEDS, ENGLAND

MADE IN U. S. A.

For 3, 4, 5 or 6 players

INTRODUCTION



CLUE is unlike any other game. All of the characters are fictitious — even the "victim" is nothing more than a dummy. It is like a Stage Play.

The scene opens with the report of the death, under suspicious circumstances, of

Mr. Boddy, the victim. The game board represents the nine rooms of Mr. Boddy's Mansion. Mr. Boddy was found in one of these rooms.

THE OBJECT OF THE GAME is to discover the answer to these three questions:

- 1st. **WHO** did it? Which one of the several suspects?
- 2nd. **WHERE:** in what room?
- 3rd. **HOW:** with what instrument?

The answer lies in the little Black Envelope resting on the stairway in the center of the board. This envelope contains 3 cards. One card tells who did it — another card reveals the room in which it all happened, and the third card discloses the weapon used.

The player who, by the process of deduction and good plain common sense, first identifies the 3 cards in the little black envelope, wins the game.

EQUIPMENT:

There are six playing pieces representing the suspects in the house. The colors of the pieces are closely associated to the names of the suspects:—

Col. Mustard	Yellow
Miss Scarlet	Red
Prof. Plum	Purple
Mr. Green	Green
Mrs. White	White
Mrs. Peacock	Blue

There are six miniature weapons. These are the Knife, Rope, Candlestick, Revolver, Lead Pipe and Wrench.

The pack of 21 illustrated cards includes a card for each of the 6 suspects, one for each of the 6 weapons, and one for each of the 9 rooms.

There is also a pad of Detective Note Cards to aid the players in their investigations (see HINTS FOR PLAY).

PREPARATION:

Place the wooden playing pieces on the starting squares marked with their names. All 6 pieces are placed on the board regardless of the number of players.

Place each of the Weapons in a different room, using any of the rooms.

Place the empty envelope marked "Clue Cards" on the spot marked "X" in the center of the board. Then sort the pack of cards into three groups — Room Cards, Weapon Cards and Suspect Cards.

Shuffle each of these three groups separately. Take the top card from each group and place it in the envelope. **THIS SHOULD BE DONE CAREFULLY SO THAT NO PLAYER KNOWS THE THREE CARDS (ONE ROOM, ONE WEAPON, AND ONE SUSPECT) PLACED IN THE ENVELOPE.**

The remaining cards in the three piles are now carefully mixed and shuffled together and then are dealt, one at a time, clockwise around the table to each player. **IT IS IMPORTANT THAT NONE OF THE CARDS ARE SEEN IN SHUFFLING OR DEALING BY ANY PLAYER.** Some players may receive more cards than others.

Each player holds the cards dealt him, taking care that no other player sees the cards in his hand.

START:

Each player adopts the wooden playing piece nearest to him and for the rest of the game that is his piece, and he is that person (regardless of what cards he holds in his hand).

Miss Scarlet deals and starts the first game and from then on the deal and start passes to the left.

The next player on the left of Miss Scarlet shakes the die and moves. Each of the other players follows in turn.

SUGGESTIONS:

Whenever a player moves into a room he may, if he wishes, make a "Suggestion."

A "Suggestion" consists of naming a Suspect, a Weapon and the Room into which he moved. **AS SOON AS A PLAYER MAKES A SUGGESTION THE PLAYING PIECE (SUSPECT) NAMED AND THE WEAPON NAMED ARE BROUGHT INTO THE ROOM OF THE SUGGESTION.**

For example the player representing Miss Scarlet may, in two moves, reach the Lounge. Miss Scarlet may then call a Suspect into the Lounge (for example Mr. Green) and move that particular piece into the Lounge. She also will call into the Lounge some weapon (for example, the Wrench) and will say "I suggest that the murder was committed in the LOUNGE, by MR. GREEN with the WRENCH."

Note: — All pieces, spare ones as well as players' pieces fall under equal suspicion and should be considered by players making "Suggestions."

THE ROOM NAMED IN A SUGGESTION MUST ALWAYS BE THE ONE IN WHICH THE PLAYER'S PIECE RESTS.

A player may make only one Suggestion after entering a room, and may not make another until entering another room or else leaving and re-entering the same room (**using AT LEAST TWO TURNS**).

If a Suggestion moves a player's playing piece into a room, that player may on his next turn make a Suggestion of his own for that room. In this case he does not throw the die or move his playing piece on this turn.

SUGGESTION — TRUE OR FALSE?

When a Suggestion has been made, the first player to the left of the one making the Suggestion examines his cards to see if he holds any of those named in the Suggestion. (In our example above, the cards are Mr. Green, Wrench and the Lounge). If he holds one or more he **must** show **one only** of these cards to the player making the Suggestion. **This must be done without the other players seeing that card.**

If the first player to the left does not have any of the three cards, then the next player at his left examines his cards and **must** show one of the three if he has it. A player having more than one of the called cards may show whichever one he wishes, but only one.

The opportunity to disprove passes to the left until some player has shown ONE card to the suggesting player, whose turn then ends, and play passes to the next player.

If no one disproves the suggestion the player then may either pass the turn or else make an ACCUSATION (See below).

Suggestions may include cards held in the player's own hand and he need not reveal to the other players that this is so.

By making Suggestions and having them disproved players will be able eventually to identify the three Clue Cards in the envelope.

ACCUSATION:

When a player is satisfied that he knows the three Clue Cards, he can on his turn make an ACCUSATION. He states that he is making an Accusation and names the three Clue Cards he believes to be in the envelope. Then, carefully, so that the other players do not see, he looks at the three Clue Cards.