

Clue

Parker Brothers®
Classic Detective Game

THE
SIMPSONS

For 3 to 6 Players
Ages 8 to Adult



Object

Chief Wiggum finds wealthy industrialist Charles Montgomery Burns dead, and it looks like foul play. Wiggum rounds up six likely suspects: Homer, Marge, Lisa, and Bart Simpson, Krusty the clown and Waylon Smithers. The fingered suspects, dressed-up as their favorite Clue character, try to figure out who bumped off Mr. Burns. To win, you must determine the answers to these three questions: Who did it? Where? and with what Weapon?

Equipment

- **Clue® gameboard:** This shows 9 locations throughout the City of Springfield
- **6 tokens,** each representing one of the Suspects: Homer Simpson as Mr. Green, Marge Simpson as Mrs. Peacock, Lisa Simpson as Miss Scarlet, Bart Simpson as Professor Plum, Krusty the clown as Colonel Mustard, and Waylon Smithers as Mrs. White.
- **6 zinc weapons:** Poisoned Donut, Extend-O-Glove, Necklace, Slingshot, Plutonium Rod, and Saxophone
- **Deck of cards:** One card for each of the 6 Suspects, 6 Weapons and 9 Locations
- **Pad of detective "notebooks"** to aid in your investigation
- **Confidential "Case File" envelope**
- **2 Dice**

Setup

1. Look on the board for the START space and Suspect name nearest you. Take that Suspect token as your playing piece and put it on that space. If fewer than six are playing, be sure to place the remaining token(s) onto the appropriate space(s)—they might, after all, be involved in the crime, and they must be on the premises!
2. Place each of the Weapons in a different Location. Select any six of the nine Locations.
3. Place the empty envelope marked "Case File CONFIDENTIAL" in the center of the gameboard.
4. Sort the deck of cards into three groups: Suspects, Locations, and Weapons. Shuffle each group separately and place each facedown on the table. Then—so no one can see them—take the top card from each group and place it into the envelope. The Case File now contains the answers to the questions: Who? Where? and with what Weapon?
5. Shuffle together the three piles of remaining cards. Then deal them facedown clockwise around the table. It doesn't matter if some players receive more cards than others. Secretly look at your own cards: Because they're in your hand, they can't be in the Case File—which means none of your cards was involved in the crime!

6. Take a detective's notebook sheet and, so no one can see what you write, fold it in half; check off the cards that are in your hand, if you wish.

7. Lisa Simpson as Miss Scarlet always plays first. Play then proceeds, in turn, to the first player's left. If no one is playing Lisa Simpson, the first in-play token to the left of Lisa Simpson plays first.

Game Play

Moving Your Token

On each turn, try to reach a different Location in Springfield. To start your turn, move your token either by rolling the dice or, if you're in a corner Location, using a Secret Passage.

Rolling

Roll the dice and move your token up to the total number of squares you rolled.

- You may move horizontally or vertically, forward or backward, but not diagonally.
- You may change directions as many times as your roll will allow. You may not, however, enter the same square twice on the same turn.
- You may not enter, pass over or land on a square that's already occupied by another Suspect.

Secret Passages

The Locations in opposite corners of the city are connected by Secret Passages. If you're in one of these Locations at the start of your turn, you may, if you wish, use a Secret Passage instead of rolling. To move through a Secret Passage, announce that you wish to do so, then move your token to the Location in the opposite corner.

Entering and Leaving a Location

You may enter or leave a Location either by rolling the dice and moving through a door, or by moving through a Secret Passage.

- A door is the opening in the wall, not the space in front of the doorway. When you pass through a door, do not count the doorway itself as a space.
- You may not pass through a door that's blocked by an opponent's token.
- As soon as you enter a Location, stop moving. It doesn't matter if your roll totaled a number that's higher than you need to enter.
- You may not re-enter or stay in the same Location on a single turn.
- It is possible that your opponents might block any and all doors and trap you in a Location. If this happens, you must wait for someone to move and unblock a door so you can leave!

Making a Suggestion

As soon as you enter a Location, make a Suggestion. By making Suggestions throughout the game, you try to determine—by process of elimination—which three cards are in the confidential Case File envelope. To make a Suggestion, move a Suspect and a Weapon into the Location that you just entered. Then suggest that the crime was committed in that Location, by that Suspect, with that Weapon.

Example: Let's say that you're Lisa Simpson as Miss Scarlet and you enter the Kwik-E-Mart. First move another Suspect—Bart Simpson as Professor Plum, for instance—into the Kwik-E-Mart. Then move a Weapon—the Poisoned Donut, perhaps—into the Kwik-E-Mart. Then say, "I suggest the crime was committed in the Kwik-E-Mart by Bart Simpson with the Poisoned Donut."

Remember two things:

- You must be in the Location that you mention in your Suggestion.
- Be sure to consider all tokens—including spare Suspects and including yourself!—as falling under equal suspicion.

Proving a Suggestion True or False

As soon as you make a Suggestion, your opponents, in turn, try to prove it false. The first to try is the player to your immediate left. This player looks at his or her cards to see if one of the three cards you just named is there. If the player does have one of the cards named, he or she must show it to you and no one else. If the player has more than one of the cards named, he or she selects just one to show you. If that opponent has none of the cards that you named, then the chance to prove your Suggestion false passes, in turn, to the next player on the left. As soon as one opponent shows you one of the cards that you named, it is proof that this card cannot be in the envelope. End your turn by checking off this card in your notebook. (Some players find it helpful to mark the initials of the player who showed the card.) If no one is able to prove your Suggestion false, you may either end your turn or make an Accusation now.

Making an Accusation

When you think you've figured out which three cards are in the envelope, you may, on your turn, make an Accusation and name any three elements you want. First say, "I accuse (Suspect) of committing the crime in the (Location) with the (Weapon)." Then, so no one else can see, look at the cards in the envelope.

In a Suggestion, the Location you name must be the Location where your token is. But in an Accusation, you may name any Location.

Remember: You may make only one Accusation during a game.

If Your Accusation Is Incorrect

If any one of the cards that you named is not inside the Case File:

- Secretly return all three cards to the envelope.
- You may make no further moves in the game, and therefore, cannot win.
- You do continue to try to prove your opponents' Suggestions false by showing cards when asked.
- Your opponents may continue to move your token to the various Locations where they make Suggestions.
- If after making a false Accusation your token is blocking a door, move it into that Location so that other players may enter.

Winning

You win the game if your Accusation is completely correct—that is, if you find in the envelope all three of the cards that you named. When this happens, take out all three cards and lay them out for everyone to see.

Special Notes About Suggestions

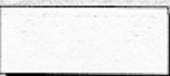
1. When you make a Suggestion, you may, if you wish, name one or more of the cards that you hold in your own hand. You might want to do this to gain information or to mislead your opponents.
2. You may, if you wish, make a Suggestion and an Accusation on the same turn.
3. You may make only one Suggestion after entering a particular Location. To make your next Suggestion, you must either enter a different Location or, sometime after your next turn, re-enter the Location that you most recently left. You may not forfeit a turn to remain in a particular Location. But if you're trapped in a Location because your opponents are blocking the door(s), you must remain there until a door is unblocked and you can move out.
4. You may make a Suggestion that includes a Suspect or Weapon that's already in your Location. In this case, transferring one or both of those items is not necessary. When a transfer is necessary, leave the item(s) in the new location after the Suggestion is made.
5. If your token was moved, you may, on your next turn, do one of two things: Move from the Location in one of the usual ways OR make a Suggestion for that Location. If you decide to make a Suggestion, do not roll the dice or move your token.
6. There is no limit to the number of Suspects or Weapons that may be in one Location at one time.

TO ORDER ADDITIONAL DETECTIVE NOTEPADS

To order extra detective notepads send a check, made out to "HPD", for \$1.50 each (includes postage and handling), to P.O. Box 200, Pawtucket, RI 02862. Allow 6-8 weeks for delivery.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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