

PARKER BROTHERS CLASSIC DETECTIVE GAME
FOR 3 TO 6 PLAYERS / AGES 8 TO ADULT

CLUE[®]



INSTRUCTION BOOK

 **PARKER
BROTHERS**

MURDER AT TUDOR MANSION!

HAMPSHIRE—Well-known anthropologist John Boddy was found dead Saturday night at Tudor Mansion, his Hampshire estate. The cause of death is not known, but police are treating the case as suspicious.

Body Found
Police rushed to Tudor Mansion after receiving an emergency phone call from an unidentified guest staying at the house. Mr. Boddy, also referred to locally as Dr. Black, was pronounced dead at the scene shortly after 8:15pm. Five guests and one staff member have reportedly been detained for questioning.

A reliable source close to the investigation stated that Boddy's body was found at the bottom of the cellar stairs, but early indications suggest that the deceased was moved there from another location in the house.

No Evidence of Break-in
Police report no obvious evidence of a break-in. Guests reported that all windows and doors had been locked and bolted that evening at their host's request.

Mansion Searched

Officers carried out an initial room-by-room search of the premises and six items were reportedly identified for further study. Leading the investigation is Inspector Winfield Brown, who refused to confirm that a murder weapon had been recovered.

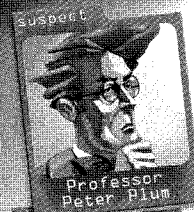
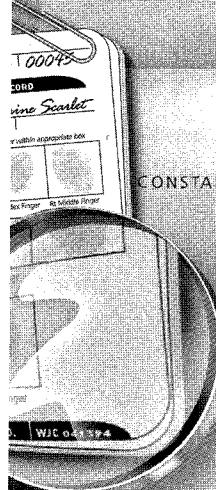
Guests and Staff Questioned

Police have identified Boddy's weekend guests as retired Colonel Michael Mustard; Mrs. Patricia Peacock and her daughter, actress Josephine Scarlet; Professor Peter Plum, formerly of the British Museum; and Reverend John Green of the United States. Mrs. Blanche White, Boddy's housekeeper and cook was also present. According to Inspector Brown, a team of experts will be brought in to investigate the case.

POLICE REPORT

CONSTABULARY HEADQUARTERS | HAMPSHIRE COUNTY & ISLE OF WIGHT

Officer in Charge	Date
Inspector Brown	Saturday, 5 th June 1926
Investigation	Probable homicide. Death of John Boddy, aka Dr. Black, age 29, anthropologist.
Location	Tudor Mansion, Rainbow Road, Residence of John Boddy <u>formerly estate of Sir Hugh Black</u>
Evidence	Rope, Lead Pipe, Knife, Wrench, Candlestick, Pistol
Suspect(s)	The following 6 people were at Tudor Mansion at the time of Boddy's death.



Object

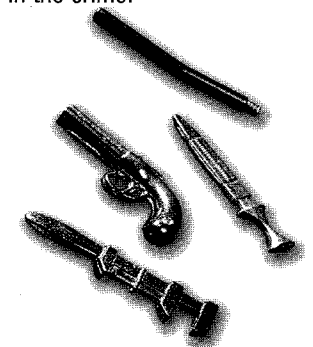
Welcome to Tudor Mansion. Your host, Mr. John Boddy, has met an untimely end—he's the victim of foul play. To win this game, you must determine the answer to these three questions: Who done it? Where? And with what Weapon?

Equipment

- Clue® gameboard: This shows 9 Rooms in Mr. Boddy's mansion.
- 6 Character pawns, each representing one of the Suspects:
Colonel Mustard
Miss Scarlet
Professor Plum
Mr. Green
Mrs. White
Mrs. Peacock



- 6 Miniature Weapons: Rope, Lead Pipe, Knife, Wrench, Candlestick, Pistol
- Deck of cards: One card for each of the 6 Suspects, 6 Weapons and 9 Rooms
- Pad of detective "notebooks" to aid in your investigation
- Confidential "Case File" envelope
- 2 Dice



Setup

1. Look on the gameboard for the START space and Suspect name nearest you. Take that Suspect character pawn as yours and put it on that space. If fewer than six are playing, be sure to place the remaining character pawn(s) onto the appropriate name(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 Room. Select any six of the nine Rooms.
3. Place the empty envelope marked "Case File CONFIDENTIAL" on the stairs in the center of the board.
4. Sort the pack of cards into three groups: Suspects, Rooms 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? 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. Fold it in half (so no one can see the notes you make) and check off the cards that are in your hand, if you wish.

7. Miss Scarlet always goes first. Play then proceeds, in turn, to the first player's left.

Gameplay

Moving Your Character Pawn.

On each turn, try to reach a different Room in the mansion. To start your turn, move your character pawn either by rolling the dice or, if you're in a corner Room, using a Secret Passage. Here's how:

Rolling

Roll the dice and move your character pawn the 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 or land on a square that's already occupied by another Suspect.

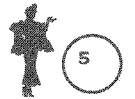
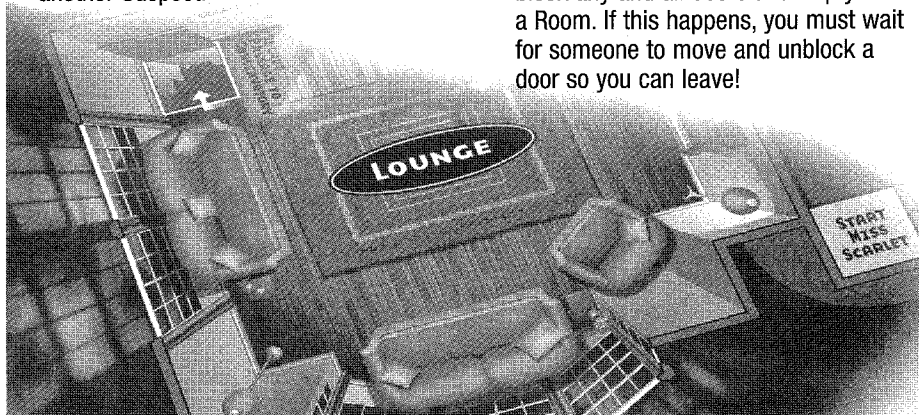
Secret Passages

The Rooms in opposite corners of the mansion are connected by Secret Passages. If you're in one of these Rooms 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, and then move your character pawn to the Room in the opposite corner.

Entering and Leaving a Room

You may enter or leave a Room 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 character pawn.
- As soon as you enter a Room, stop moving. It doesn't matter if you roll a number that's higher than you need to enter.
- You may not re-enter the same Room on a single turn.
- It is possible that your opponents might block any and all doors and trap you in a Room. 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 Room, 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 Room that you just entered. Then suggest that the crime was committed in that Room, by that Suspect, with that Weapon.

Example: Let's say that you're Miss Scarlet and you enter the Lounge. First move another Suspect—Mr. Green, for instance—into the Lounge. Then move a Weapon—the Wrench, perhaps—into the Lounge. Then say "I suggest the crime was committed in the Lounge by Mr. Green with the Wrench."

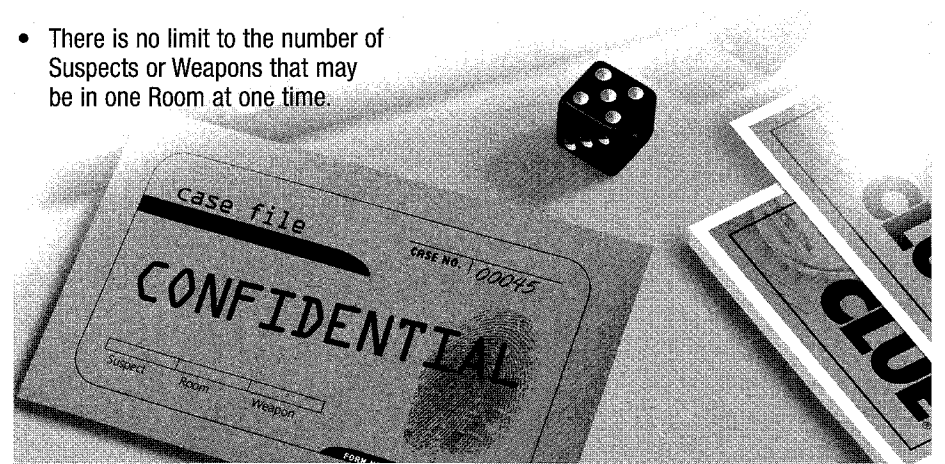
Remember three things:

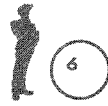
- You must be in the Room that you mention in your Suggestion.
- Be sure to consider all character pawns—including spare Suspects and including yourself—as falling under equal suspicion.
- There is no limit to the number of Suspects or Weapons that may be in one Room at one time.

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. That 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. (See Making an Accusation section for details.)





More about Moving and Making Suggestions

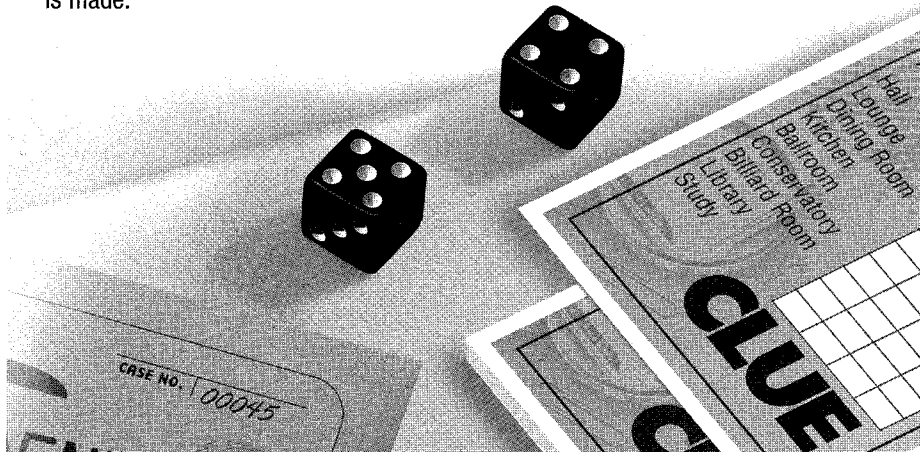
- You may make only one Suggestion after entering a particular Room. To make your next Suggestion, you must either enter a different Room or, sometime after your next turn, re-enter the Room that you most recently left. You may not forfeit a turn to remain in a particular Room. But if you're trapped in a Room because your opponents are blocking the door(s), you must remain there until a door is unblocked and you can move out of the Room.
- 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.
- You may make a Suggestion that includes a Suspect or Weapon that's already in your Room. (In this case, transferring one or both of those items into the room is not necessary.) When a transfer is necessary, leave the item(s) in the new location after the Suggestion is made.

- If the Suspect transferred was your character pawn, you may, on your next turn, do one of two things: Move from the Room in one of the usual ways OR make a Suggestion for that Room. If you decide to make a Suggestion, do not roll the dice or move your character pawn.
- You may, if you wish, make a Suggestion followed by an Accusation on the same turn. (See Making an Accusation below.)

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 (Room) with the (Weapon)." Then, so no one else can see, look at the cards in the envelope.

When making an Accusation, you may name any Room (unlike a Suggestion, where your character pawn must be in the room you suggest).



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

If your Accusation is incorrect or if any one of the cards that you named is not inside the Case File:

- Secretly return all three cards to the envelope.
- You can not make any 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 character pawn into the various Rooms where they make Suggestions.
- If, after making a false Accusation, your character pawn is blocking a door, move it into that Room 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.

To Order Additional Detective Notepads

You may order extra notepads directly from the address below. Please enclose a check made out to "HPD" for \$1.50 each (includes postage and handling). Allow 6-8 weeks for delivery.

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

