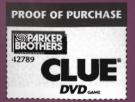
Clue® DVD has been designed and engineered to be compatible with as many DVD players as possible. However, as with any software product, it is not always possible to create a disc that will work with every DVD player.

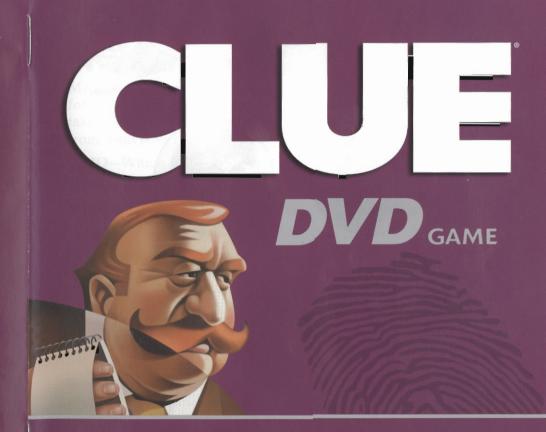
Should you experience any technical difficulties we recommend you first clean the disc by wiping it with a soft cloth in straight lines from the center of the disc. If the problem persists when you have re-inserted the disc into your DVD player, please call Hasbro Consumer Affairs at 1-888-836-7025 (toll-free) for additional assistance. You may also visit our website at HASBRO.COM for contact information.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 1-888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD or telephone our Helpline on 00800 22427276.





FOR 3 TO 5 PLAYERS • AGES 10+



September 1925 through May 1926

The —— SUSPECTS



Colonel Mustard



Mr. Green



Professor Plum



Prince Azure



Rusty



Mrs. White



Miss Scarlet



Mrs. Peacock



Mrs. Meadow-Brook



Lady Lavender

COMPONENTS

DVD • Gameboard • 42 Cards • 10 Pawns • Red Reader Magnifying Glass • Case File Envelope • Cluepad • 4 Plastic Padlocks

ASSEMBLY

Before your first gameplay, you will need to remove the padlocks from their runner and the 10 pawns and cards from their wrappings. Discard the waste.

INTRODUCTION

Mr. Boddy, charitable fellow that he is, has planned a special event for some of his closest friends. Unfortunately, one of his guests has taken advantage of his hospitality and at some time, stole something from somewhere. Now it is up to you to figure out:

WHO—Which Suspect did the stealing?

WHAT-Which Item was stolen?

WHERE-From which Location was the Item stolen?

WHEN-At what Time did the theft occur?

At the beginning of the game, you will secretly remove four of the cards from play—one Suspect, one Item, one Location, one Time—and place them into the Case File Envelope. Throughout the game, players will use deduction, observation, and questioning to determine what is in the envelope. The first player to determine which four cards are in the envelope solves the case and wins the game.

Now, you won't have to solve the mystery all by yourselves. Just place the DVD into your DVD player and help is on the way! Two characters—Inspector Brown and Ashe the Butler—will join you in Tudor Mansion to guide you throughout the case. They have seen some very interesting things and can give you hints, clues and facts. Some of the information may immediately eliminate certain options, or maybe it'll nudge you toward the right suggestion. But don't get discouraged if it isn't all crystal clear right away. Sometimes the information only makes sense after you've put a few of the other clues together.

SETTING UP

Place the gameboard in a central location where at least one player can reach it easily.

Place the DVD into your DVD player. After the introduction, the Main Menu Screen will appear with 10 cases that need to be solved and a random General Case. Using your remote, pick your mystery.

SEE HERE

The solutions to the 10 cases are the same every time you play them. The General Case; however, changes every time you play.

Once you've selected a case, the DVD will walk you through its unique setup.

Although the DVD will show you how to set up for each case, Figures 1A and 1B show what the game might look like and how to use the Cluepad. Refer to them as you set up your own case.



hand of cards. Your hand could have a Suspect, a Location, or a Time.

Keep the Red Reader close by. You'll need it to decode secret messages. contains the solution: a Suspect, an Item, a Location and a Time.

FIGURE 1A

	SUSPECTS	
	Colonel Mustard	NOTES
Suspects are male and female.	Mr. Green	
suspects are male and ternale.	Professor Plum	
	Prince Azure	
	Xuals .	
	Mrs. White	
	_ Miss Scarlet	
Some rooms are in the West wing, some are in the	Mrs. Peacock	
oone rooms are in the west wing, some are in the	Mrs. Meadow Brook	
North wing, some are in the South, and some are	Lady Lavender	
worth wing, some are in the south, and some are	1	
n the East. Some rooms are in two wings, such	(DCARONS	
in the cast. Some fooms are in two wings, such	Ballroom	
as the Study, which is in both the North and West	O Billiand Room	
as the study, which is in both the worth and west	Conservatory	
vioca I los tha Compans on the gameles and to hate	O Dining Room	
wings. Use the Compass on the gameboard to help	C Finantain	
de la companya de la	O Hall	-
determine the locations of the rooms. The Fountain	Stehen Stehen	
	O Library	
and Rose Garden are outside. Every other location	O Lounge	
•	O Rose Garden	
is inside.	Study	
in the state of th		
	TIME	_
	Depen	
	2 Scoukfass	
Use the Os next to the locations to keep track of	Breakfass	
	Late Morning	
	Late Morning	
	pate Moranig ganch Early Afrencen	
	gate Morning gate b Early Afrection Sea Time	
	Late Morning Late I Early Afrecision Tea Time Dayk	
	pate Moraning gain b Earth Afternoon Ra Tire Digek Dimoer	
	pate Morning panels Early Agericson Rea Ture Daysk Dimose Roght	
where you've looked at Item cards.	pate Moraning gain b Earth Afternoon Ra Tire Digek Dimoer	
where you've looked at Item cards. t is light outside during the times between Dawn	Lette Moraring Later it Early Affectivent Ear Time Fayak Dismost	
where you've looked at Item cards. t is light outside during the times between Dawn	Lette Morating Line by Early Affortise in Pea Titre Titre Titre Titre Titre Affortise in Pegold Androgely Affortise FEMS	
where you've looked at Item cards. t is light outside during the times between Dawn	parte Manning pass b Entra Aprenson Rea They Track Promote Page Abdough Figure Figur	
where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither	Jeste Manning Jeste D Entr Afferresen Ref These Park Democe Pegid Askhaligh FIENS g Spryslans g Spryslans g Spryslans	
where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither	parte Monning parte b Barle Africane Barle Barl	
where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither	Jeste Manning Jeste De Leiter Affertreen Ref Diese Farst Dimner Regist Archaegh Archaegh Spryglass Spryglass Spryglass Spryce Spry Reserver Sp	
where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither	parte Mannag parte b Barte Abertreen Ra Bree Barte Abertreen Ra Bree Barte Abertreen Brance Parte	
where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither	Jeste Manning Jeste De Bart Afferreed Rat Tites Livia Dimner Wegld Achangh Sprydans Sprydans Sprydans Sprice Gold Pre Letter Opener	CLUE
where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither	Jeste Manning Jasob Santi African Santi Af	CLUE
where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither ight nor dark outside during Dawn and Dusk.	Jeste Manning Jeste De Leiter Affertreen Ref These Land Affertreen Ref These Land Dimner Wegld Aschaugh FIFOS Sprydans Revolver Figor Revolver Gold Per Letter Opener Cystal Dipneweight Medd	CLUE
Use the Os next to the locations to keep track of where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither light nor dark outside during Dawn and Dusk. The Items can be divided into three groups—	Jeste Manning Jasob Santi African Santi Af	CLUE
where you've looked at Item cards. It is light outside during the times between Dawn and Dusk. After Dusk it is dark out. It is neither light nor dark outside during Dawn and Dusk.	Jeste Manning Jeste De Leiter Affertreen Ref These Land Affertreen Ref These Land Dimner Wegld Aschaugh FIFOS Sprydans Revolver Figor Revolver Gold Per Letter Opener Cystal Dipneweight Medd	CLUE

FIGURE 1B

The Evidence Room

The Evidence Room is located in the center of Tudor Mansion. This is where Inspector Brown has set up shop. All players begin the game in the Evidence Room and it is here that you must return in order to make your Final Accusation. Throughout the case, players may be instructed to turn in cards to the Evidence Room. When this happens, these cards are placed faceup on this space and their information becomes public knowledge. Any player, at any time, may look at the cards in the Evidence Room.

Scotland Yard

Younger players may have a hard time piecing together all of the clues. For some help with this, you can consult Scotland Yard. After you set up your game and before you start playing, turn to page 19 in this Instruction Book. Take the Red Reader and scan down to find the case you're preparing to solve. Read the note for that case. It will give you some tips on how to tackle the case.

ON YOUR TURN

The DVD will tell you which pawns to use and who goes first. Play then passes clockwise.

On your turn, you always do two things. You always move and then you get to do ONE other thing. At the beginning of the game, not all of the options are available. Watch the Main Menu Screen and listen to the DVD to see when your options open up.

- 1. Move to an adjacent Location, then
- 2A. Make a Suggestion OR
- 2B. Summon the Butler OR
- 2C. Look at an Item Card OR
- 2D. Read a Note OR
- 2E. Make an Accusation

1. MOVE TO AN ADJACENT LOCATION

The first thing you **must** do on a turn is move to an adjacent Location. Locations are adjacent if:

- They are connected by a walkway, or
- They are connected by a Secret Passage. (If you are taking a Secret Passage, you must tell the DVD that you are doing so. Use your remote control to highlight TAKE A SECRET PASSAGE and press ENTER.)

SEE HEREI

Sometimes, doors and passages are locked at the start of the case. During your setup, the DVD will tell you which doors are locked, if any. You may not move through these doors until they are unlocked. Inspector Brown will let you know when the doors have been unlocked.

2A. MAKE A SUGGESTION (any Location except the Evidence Room)

You can make a Suggestion in any Location except the Evidence Room. The goal in making a suggestion is to determine what cards the other players have in their hand. When making a suggestion, name three things (not four) that you think might make up the solution. It is up to you to choose which three things to name.

Your only restriction when making a suggestion is: If you choose to name a Location, it must be the Location you are currently at. So, for example, in order to name the Fountain as your Location, you must be at the Fountain.

SEE HERE!

If you are familiar with standard CLUE, note that, in this game, you do not move suspect pawns named in suggestions to the Locations you name.

As soon as you make a Suggestion, it is up to the other players to prove it false. The first to try is the player to your immediate left. That player looks at his/her cards to see if one of the three cards you named is there. If this player has one of the cards you named, he/she must show it to you (AND ONLY YOU) ... no one else. If this player has more than one of the cards you named, he/she must choose one (AND ONLY ONE) to show you. If the player to your immediate left has none of the cards you named, then the chance to prove your Suggestion false passes to the next player on your left, and so on.

Once a player shows you one of the cards you named, it is proof that this card cannot be in the Case File Envelope. No other players should show you any cards. This ends your turn. Make sure you remember to check this card off on your Cluepad.

If no player can prove your Suggestion false; then you may be well on your way to solving the case.

Inspector Brown and Ashe the Butler

As you play, Inspector Brown and Ashe the Butler will come onto the scene; and they may have some information you'd be interested in knowing.

2B. SUMMON THE BUTLER (any Location except the Evidence Room)

Once Ashe the Butler, has come on duty, you may choose to summon him to any room except the Evidence Room. To do this, on your turn, use your remote control to highlight SUMMON THE BUTLER and press ENTER.

Ashe will then tell you something he has seen or heard about the case. All players will get to hear this information and may write down anything from what Ashe says. Some of the information will be helpful right away; some may not be helpful until later; all of it is true.

In exchange for Summoning the Butler, Ashe will give you one of the missing Items that he has found while searching the mansion. Take the top Item card off the deck in the Butler's Pantry and, without showing anyone, add it to your hand of cards.



When the Butler is speaking, you will see what you should write down on your Cluepad.

2C. LOOK AT AN ITEM CARD (only in a Location with a facedown card)

As the game progresses, Inspector Brown will find some of the missing Items at locations in and around the mansion. When he locates an Item, the DVD will instruct you to take an Item card from the Butler's Pantry and place it facedown in the Location the inspector specifies. Now, he is willing to share this information, but only if you can prove your ability as a detective.

If you are at a Location with an Item card that has been found and you want to look at it, use your remote control to highlight LOOK AT ITEM CARD ... choose the Location you are in, and press ENTER. The DVD will then explain your challenge.

If you're successful in the Inspector's Challenge, you can look at the Item card in that Location—but DO NOT put this card into your hand. Once you've looked at it, replace it facedown in the Location (but be sure to mark it off on your Cluepad). You can use the circles near the Locations on your Cluepad to keep track of where you've seen these Items.

If you weren't successful in the Inspector's Challenge, then you do not get to look at the card and your turn is over.

2D. READ A NOTE (any Location except the Evidence Room)

Periodically, Inspector Brown will write notes into his Notebook. These are facts that he has discovered and that could help you crack the case. When Inspector Brown has one or more notes written down, he will tell you. Then, on your turn, you may choose to look at one of these notes. If there is more than one note available, you'll have to choose which note you want to see.

To see a note use your remote to highlight READ AN INSPECTOR'S NOTE and press ENTER. A screen will come up. Use the Red Reader to decode the note's key number. Only you will be able to decipher the key. Then look up this number in the Inspector's Notebook located at the back of this Instruction Book and read the note. You may look at the note for as long as you'd like and write down whatever information you think necessary. You may also go back and look at this note again at a later time.

2E. MAKING AN ACCUSATION (only in the Evidence Room)

If you move into the Evidence Room, you must make an Accusation—this is your only choice when entering the Evidence Room. Using your remote, select MAKE AN ACCUSATION TO THE INSPECTOR from the DVD. A screen will come up. The DVD will show you a letter that you are to use in order to enter the four choices for your Accusation. Using the arrow buttons on your remote and the Red Reader, move the designated letter to under your choice and press ENTER. For example, if the DVD tells you to use the letter B to select your choices, use the remote arrows to position the B under all of your choices. The other players will not be able to see what choices you are making. Continue for each of your four choices.

After entering your selections for Who, What, Where, and When, Inspector Brown will tell you how many of the four selections you got right. If you got all four right, then you win! If you missed some, you are still in the game but you must turn in one Item card into the Evidence Room for each selection you got wrong. Be very careful when making accusations; losing some of your cards will help the other players.

Running Out of Cards

If, at any time, you have to turn in more cards then you have in your hand, you are out of the game. You must turn in all of the cards in your hand.

SEE HERE!

If you don't move into the Evidence Room but are instead moved there by instruction from the DVD, you do not have to make an Accusation. On your next turn, simply move out, move to an adjacent Location, and continue your turn.

DVD EVENTS

As the game progresses, the DVD will interrupt the game to alert you to an event. The screen will change and Inspector Brown will let you know that he has something to tell you. When this happens, finish the turn of the current player and then use your remote to see the DVD event. Do not play the event in the middle of the turn.

TIP: It is helpful to have the person whose turn is next use the remote to activate the DVD event. This way you can remember whose turn is next after the event is over.

WINNING

The first player to return to the Evidence Room and enter the four correct answers wins the game. Inspector Brown will then summarize the case for you. Check the envelope to confirm your victory.

HINTS AND TIPS FOR THE GAME

Here are some things to keep in mind when playing:

- Be careful not to check off a box based solely on what Ashe or Inspector Brown says. Mark your Cluepad so that you can differentiate between something that is a hunch and something that is a fact. Once you've seen a card, it's a fact. Until then, it's a hunch. Use suggestions to confirm something and then check it off.
- All the clues, notes, and hints are true; do not second-guess them.
- Any time all of the suspects are together, you can eliminate that time as there would be no chance for someone to sneak away and steal something.
- Clues aren't given in chronological order.
- Meals are always in the Dining Room, unless otherwise stated.
- Just because an Item card is found in a room does not mean a specific DVD event placed it there. After events, Items have a way of being moved so where they are now has no bearing on where they may have been when the crime was committed.

THE GENERAL CASE GAME

Unlike the 10 case files, the General Case is different every time, with a different random answer. To play this, choose the General Case from the DVD menu and follow the set up instructions.

Since the DVD does not know the answer to the case, certain elements of the General Case are different from the 10 case files.

- You will know which Item has been stolen and only need determine the Who, When, and Where.
- The Butler is off duty and cannot give you any hints.
- The Inspector is on the case and will break into the game to announce different events that are occurring.
- The Inspector doesn't know the answer. In this case, you look in the envelope. If you are right, you win. Otherwise you are out of the game.

In this game, making suggestions will take on more importance than in the 10 case files.

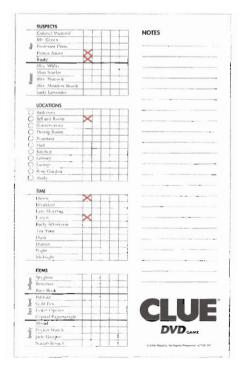
SAMPLE CASE

A Walk Through the Clues and Hints

This sample case is also included on your DVD. Read or watch it to see how information that the Butler and Inspector tell you can narrow down your choices and point you in the right direction. In this example, we use an X to show when we've seen a card and can definitely eliminate it. We use a / to show when something is probably not involved in the case but we haven't seen the card yet to know for sure.



At the beginning of this case you are dealt the following cards: Prince Azure, Rusty, Dawn, Lunch and Billiard Room. Because these cards are in your hand, you know for a fact they cannot be in the Case File Envelope. Mark these with an X on your Cluepad to indicate that they have been eliminated from suspicion.



A few turns later, you Summon the Butler who says, "A few days ago, Rusty spilled an enormous vat of custard all over the Kitchen. Mrs. White had to spend all day yesterday cleaning and waxing the floor, so no one was allowed in there until today."

The Butler's hint tells you that Mrs. White was cleaning the Kitchen floor all day and that no one was allowed in. This implies that Mrs. White and the Kitchen were not involved in the crime and are not in the Case File Envelope. Use a / to indicate this suggestion. You can change the / to an X when you verify the information after seeing the cards.

SUPPECTS

Calvered Mediand
M. Greene
M. Greene
M. Declaration
M. Greene
M. Prodoson Parin
Plant Americ
Ruly
M. White
Miles Scarlies
M. Proceck
M. Mediane Rosek
Lady Levender
LoCADONS

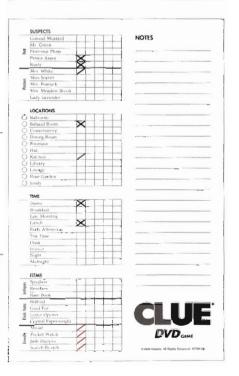
Delivore

Delivore
M. Mediane Rosek
Lady Levender
LoCADONS

Delivore
O miles Conservation
O miles

After a few more turns, you Summon the Butler again. This time he tells you: "By the time I went to bed, after Midnight, all of the Jewelry had been locked up and accounted for."

This hint implies that since all of the Jewelry was accounted for, none of it could have been stolen and therefore, none of the Jewelry cards could be in the Case File Envelope. Mark all of the Jewelry with / marks until you verify the information by seeing the cards.



This time you decide to look at an Inspector's Note. You flip to the back of these instructions and find the note. It reads: "Sometime after the guests had their tea. Mrs. Meadow-Brook saw someone sneaking about looking quite suspicious."

This could lead you to believe that the crime took place sometime after Tea Time. You have already eliminated Dawn and Lunch because you have these cards in your hand. Mark the remaining times before Tea Time with a /.

On your next few turns you make suggestions and have eliminated some more information. Your Cluepad now looks like this.

	SUSPECT5		NOTES
	Cotonel Musuard		NOIES
_	Mr. Green		
á			
	Prince Azute	8	
	Russy	X	
	Mrs. White		
шa	Miss Scariet		
8	Mrs. Peacock		
	Mrs. Meadow Brook		
	Lady Lavender		
	LOCATIONS		
3	Ballmon		
	Billiard Room	X	
	Conservatory		
	Drateg Koom		
	Fountain		-
	Hall		
	Kitchen		
ŏ	Library		
	Lounge		
Ō	Rose Garden		
Ō	Study		
	TIME		
-	Dawn	N I	
	Breaktast		-
	Late Morning Lunch		-
	Early Afternoon		
	Tea Time		
	Dusk	1	-
			-
	Dimens		
	Dinner Kontr	1 1 1 1	
	fight		
	Might Midnight		
98	Night Midnight TEMS Sprytass		
Wigues	Midnight Midnight FEMS Spyglass Revolver		
Affigues	Hight Midnight HEMS Spyglass Revolver Hare Book		
III Affigues	Night Midnight MEMS Spyglass Revolver Bare Book Biltnad		
Mettic Attiqués	Night Midnight SEAS Spyglass Revolver Bare Book Billinad Gold Pen		CLUE
Desi herris Attriputs	Hight Midnight FEAS Spyglass Revolver Bare Book Billraid Gold Fem Letter Opener		CLUF
Dest hems Attiques	Hight Midright ITEMS Spyglaso Revolver Hare Brok Billroad Gold Pen Letter Opener Cyst N' Opener Sight		
_	Hight Midnight MEMS SPERIANS SPERIANS Revolver Hare Book Billinat Gold Pen Letter Opener Cyys is Openesight Modal		CLUE
_	Hight Midright ITEMS Spyglaso Revolver Hare Brok Billroad Gold Pen Letter Opener Cyst N' Opener Sight		CLUE

	SUSPECTS		
	Colonel Mustard		NOTES
	Mr. Green		
ij,	Professor Plum		
	Prince Asure	\times	
	Rusty	\times	
	Mrs White		
5.	Miss Scarlet	\times	
Į	Mrs Pracyck		
-	Mrs. Meadow Brook		
	Lady Lavender	1 1	
	LOCATIONS		
0	Ballnesss		
	Hilliard Room	X	
	Conservatory		
	Dining Room		
	Fountain		
ŏ	Hall		
ō	Kichen	X	
Ö	Library	×	
Ö	Lounge		
	Rose Carden		
0	Study	\times	
	D. M.		
	TIME	50	
	[3 ₆ -4 _{8]}	8	
	Davin Breaktast	3	
	[3 ₆ -4 _{8]}	×	
	Davin Breakfast Late Morning Lunch	8	
	Davin Broakfast Late Morning	8	
	Davin Becaktast Late Morning Lunch Early Afternoon	*	
	Davin Breakfast Late Morning Lumph Early Afternoon Los Powe	8	
	Davin Becaktast Lafe Monting Lunch Barty Afternoon Loa Piwe Dusk	***************************************	
	Davin Becaktast Late Morning Lungh Rarly Afternoon Lita Direc Dusk Oloner	***	
	Davin Beyaktast Late Mouning Lamph Bardy Afternoon Los Piner Pools Olenner Riggle Medinght	3	
	Davin Beyaktast Late Mouning Lameh Barity Afternion Loa Pine Dusk Chance Ringh Metringhe ITEAS		
Sanda	Davin Bryaklast Late Mouning Limch Early Afternion Loa Divie Dook Channer High Metinghi HEAS Sprylans	3	
Antiques	Davin Bryaklast Lark Monting Larich Lark Monting Larich Laricy Afternion Los Diver Dook Onner Biggle Metrighe IFFAB Sprighas Regotiert	3	
Antiques	Brown Browklast Late Mouning Lameh Late Mouning Lameh Late Mouning Lameh Loss Divie Dask Ofenner Roghe HFAMS Spriglase Resolved Resolved Reme Housh	***************************************	
ams Antiques	Davis Braddal Let Mening Lench Early Alberteen Farry Alberteen Food Pener Pene		
-is litems danigues	David Braktati Lee Monting Lench Lench Lench Lench Leary Alternoon Lea Dive Noch Alternoon Lea Dive Noch Alternoon Lea Dive Noch Leary Lench Leary Lea	*	
David Blormy Antiques	Davin Prophital Limits	***************************************	CLUE
Davi Illums Antiques	David Braktati Lee Monting Lench Lench Lench Lench Leary Alternoon Lea Dive Noch Alternoon Lea Dive Noch Alternoon Lea Dive Noch Leary Lench Leary Lea	***************************************	CLUE
_	Breaktad De saktad Lete Mening Lunch Lunch Loude Beary Alberteen Lea Paren Beary Alberteen Lea Paren Beary Alberteen Beary Albertee		
_	Davin Pr. aktad Lote Obening Longh Metrogle Metrogle Metrogle Metrogle Metrogle Metrogle Metrogle Metrogle Metrogle Longh Metrogle M		CLUE

You decide to look at another Inspector's Note. It reads: "Around Midnight, Rusty discovered that one of the Antiques was missing from its display case in the North wing."

This note gives a strong suggestion that the Item stolen was an Antique and it was taken from one of the rooms in the North wing. You use a / to mark the other Items and Locations.

You've already narrowed down a lot of the information but you decide to Summon the Butler one more time. This time he says, "I'm embarrassed to tell you this, but ... I overheard Colonel Mustard, Professor Plum, and Mr. Green arguing over who had the better collection of antiques. It was rather childish, to say the least. Nevertheless, one of them-I'm not sure who-was quite upset afterwards."

From this hint, you deduce that your suspect was probably Colonel Mustard, Professor Plum or Mr. Green. You put a / next to the other suspects. At this point, your final notes are pointing towards:

Who: Mr. Green, Professor Plum, or

Colonel Mustard

What: Revolver, Spyglass, or

Rare Book

When: Tea Time, Dusk, Dinner,

Night, or Midnight Where: Hall or Lounge

	SUSPECTS		NOTE5
	Colonel Mustard		14-144
	Mr. Green		
ä	Professor Plum	V	
	Prince Azure	0	-
_	Rust	-	
	Mrs. White		
8	Miss Scariet		
	Mrs Peacock		
	Mrs. Meadow Brook		
	ady Lavender		
	LOCATIONS		
5	Bailroom		
5	Billiard Room	8	_
5	Conservatory		
5	Dining Room		
5	Fountari.		
5	Hali		-
ĭ	Kitchea	V	
5	Library	Q	
5	Lounge		
ň	Rose Gargen		
б	Study	×	
	TIME		
_	PIME Danya	×	
-		X	
_	Dropn Irraktast Jale Morning	2	
_	Drigh Irrakfast Lale Morning	Ž	
_	Dropn Irraktast Jale Morning	<u> </u>	
_	Days Irraktast Late Morning Lunch Sarly Afternoon Toa Time	X X	
-	Down Irresklast Lale Morning Lunch Sarly Afternoon Ton Time Dusk	X	
-	Days Breaktast Late Morning Sunk Early Afternoon Ton Time Dusk Dinner	× × × × × × × × × × × × × × × × × × ×	
_	Dryn Breskfast Late Morning Jonesh Sarly Afternoon Ton Time Dusk Dinner Sighr	X	
_	Days Breaktast Late Morning Sunk Early Afternoon Ton Time Dusk Dinner	X	
	Dryn Breskfast Late Morning Jonesh Sarly Afternoon Ton Time Dusk Dinner Sighr	3	
_	Dayn Irrakitast Late Morning Junck Sarly Aftersoon Toa Time Dusk Dinner Sight Midnight		
Janes,	Dayn firmktast Late Morning Lunck Sarly Aftersoon Tos Time Dusk Diener Sight Midnight		
- sudoni-	Drayn firmktast Late Morning Junck Early Afternoon Tea Time Dosk Dinner Sight Midnight FEMS Spyglass		
Amidonia	Drivin Irrakitast Late Morning Juniak Sarty Affertioon Ton Time Drisk Dish Dish Midright FEMS Spynglass Revolves		
Jandone Asset	Down Irrah tast Late Morning Jonel Jonel Sarly Aftersoon Tea Time Deak Disner Sight FEMS Sympless Revolves Revolves Rare Book		
dix lieury Amdrei	Drun Igrahlast Jale Morning Junk Jale Morning Junk Jar Affettoon Tea True Dusk Disk Plinner Sigh Midnight TEAS Stypflass Revolver Rare Book Balliod Balliod		
Dest Inner Amount	Doop I Jank Let Jake Morning Jank Let Jake Morning Jank Let Jake Morning Jank Let Jake Morning Jank Let Jank Morning Ten Time Double Distance Sughe Michael Jank Let		CLUE
Desk Iberry Amdrein	Doen Jeraktast Jake Mouning Jone Zarly Aftersoon Tea Time Doubk Dinner Stylk Midnight FEMS Syvyllans Race Book Ballitod Cold Pen Letter Opener		CLUE
ony Desk Invite Amount	Down Jerokhot Jate Morning Jonak Jate Morning Jonak Jary Afterwoon Tos True Dosk Pinner Dosk Midnight TEM Styphan Revolve Revolve Billfod Gold Pen Letter Opener Coystal Paperseids)		CLUE

_	USPECT 5		
	Solonel Mustard		NOTES
	Atr. Green		
ĕ	Professor Plum		
	Prince Arure	\times	
	Bualy	X	
	Mrs. White		
	Miss Scarlet	X	
į.	Mrs Peacock		
•	Mrs. Mradow Brook		
_	Lady Lavender		
			armonic and a second
	LOCATIONS		
	Bailroom		
	Billiard Room	X	
	Conservatory	2	
	During Room	25	
	Fountain		
	Hall		
)	Kitchen	K	
)	Library	25	
	Lounge		
0	Rose Garden	0	
2	Study	20	
			The state of the s
	I'ME	NZ.	
	Dawe		
	Breaklast		
	Late Morning		
	Lunch	8	
	Early Afternoon	8	
	Lunch Barly Afternoon Tea Time	*	
	Farry Afternoon Tea Time Dusk	8	
	Farry Afternoon Tea Time Dusk Diano	8	
	Early Affernoon Tea Time Duak Dianer	*	
	Farry Afternoon Tea Time Dusk Diano	§	
	Lunch Barty Affermoon Tea Time Duak Duanes Might Affenight	%	
	Lunch Barly Afternoon Tea Time Duak Duane Danner Might Attack	3	
dnes	Lunch Barly Microson Tea Time Duah Duah Dianes Mght Michight Microson Spyglass	A	
duridons	Lanch Barly Afternoon Tea Time Duak Danie: Mght Akdenght **Yeas Spenglass Revolver	3	
dudada	Lameh Barly Affernson Tea Time Duak Duanes "Yight Meninghi **You's Spriglass Heredver Rafe Book	*	
speking spekings	Lameh Barly Affernson Tea Time Duak Duanes "Yight Meninghi **TEMS Spriglass Heredver Rafe Book	***************************************	
Wilder St. 1901 St. 1	Lameh Barly Afternoon Tea Time Diak Dianas Yight Afkenight Afkas Soyglass Revolver Rade Both Billfool Gold Pen	*	CILIE
Only House Paragraph	Lunch Barty Afternoon Ten Time Duak Duak Spanner Mah Menight M		CLUE
Mark Harrist Palmetra	Luttich Barty Afferment Trea Turre Duak Duak Duanes Tight Affect Affect Spriglass Herodyner Raire Boots Buffoot Buffoot Buffoot Buffoot Lutter Opener Dessatal Paperment	***************************************	CLUE
Sold Maria Paragraphic Paragra	Force Treatment	*	
presery Desk Boring Mangaes	Luttich Barty Afferment Trea Turre Duak Duak Duanes Tight Affect Affect Spriglass Herodyner Raire Boots Buffoot Buffoot Buffoot Buffoot Lutter Opener Dessatal Paperment	*	CLUE

Inspector's



NOTEBOOK

- 1. The thief never helped with any of the events.
- 2. I'm sure that the thief stole the Item just before meeting with Mr. Boddy.
- 3. Rusty was outside the whole day.
- 4. The theft happened when the lights were out in a dark room.
- 5. Mrs. White is afraid of what Mr. Boddy will say when she tells him that she dropped his Crystal Paperweight on his Medal while cleaning. Fortunately, neither were broken as she kept checking on them for the rest of the day just to make sure.
- 6. Mr. Boddy bought his Desk Items in London.
- 7. The theft did not occur any place that was cleaned today.
- 8. Mr. Boddy still had all his Items during Late Morning.
- 9. One of you was with the thief today.
- 10. The smell of bacon brought all the men to the Kitchen at Dawn.
- 11. Mrs. Meadow-Brook, Colonel Mustard and Lady Lavender all arrived together.
- 12. The thief did not stay for more than a few hours.
- 13. Mr. Green said he heard the sound of breaking glass as he was rushing to Breakfast. He was afraid of missing the meal so he didn't stop to check it out.
- 14. A woman was running through the South wing during Tea Time, acting suspicious.
- 15. The Item displayed in the Hall had been given to Mr. Boddy by his uncle. Furthermore, Mrs. White found the Item on display in the study to be "as creepy as a real insect."
- 16. Mrs. White is quite upset. She says she overheard someone saying that he wants Mr. Boddy's new rare cook and is afraid she's being replaced.

Inspector's



NOTEBOOK

- 17. Someone at the Fountain noticed seeing "something funny" through one of the windows but can't remember which window it was.
- 18. No one was in the North wing during the event.
- 19. After the night time ball, Professor Plum, Colonel Mustard, Mrs. Peacock, and Mr. Green went outside to stargaze. Professor Plum is an avid astronomer and was asked to explain what the different constellations were.
- 20. The thief arrived after the book reading.
- 21. Prince Azure is an "early to bed, early to rise" type of gentleman and retired immediately after Dinner.
- 22. Colonel Mustard found a Billfold tonight on the floor and asked if anyone had lost it.
- 23. Miss Scarlet met with Mr. Boddy in the Early Afternoon, while Professor Plum met with him at Dusk.
- 24. The theft did not occur in a Location that a game was played at.
- 25. The dog was never inside.
- 26. All of the women were away during daylight hours.
- 27. If you are reading this note, then you are looking at the sample number on the DVD. Press ENTER to get the real number for the note you should read.
- 28. Colonel Mustard went in costume as an old Sea Captain.

 Mrs. Meadow-Brook went as a Librarian.
- 29. The suspects were all together for Breakfast and Dinner, but Lunch was informal and people came and went as they pleased.
- 30. Mrs. Peacock left abruptly during Dinner, saying that she was ill and was going to bed.
- 31. The last time the lights went out was Midnight, but by this point, everyone but Lady Lavender had gone to bed.
- 32. No one was in the East wing during the event.

Inspector's



NOTEBOOK

- 33. Mr. Boddy wanted to take care of some financial affairs but part of his Desk Set was missing.
- 34. Prince Azure was slightly embarrassed to find that he had arrived before any of the other guests and had to eat his Lunch alone.
- 35. The thief was too distracted to play any games.
- 36. Mr. Green met with Mr. Boddy in the Late Morning. Colonel Mustard met with Mr. Boddy at Tea Time.
- 37. Lady Lavender is in a foul mood as she was stood up from some appointment she had made.
- 38. Colonel Mustard was the first to arrive. Lady Lavender arrived last.
- 39. Mr. Green went in costume as a Decorated Soldier. Miss Scarlet went as an Armed Burglar.
- 40. Professor Plum recalls seeing all of the Antiques during the time he was alone.
- 41. The staff was seen playing games in the Kitchen all day.
- 42. No suspect was in the same room at the same time after Dinner.
- 43. Miss Scarlet put on a monologue after Tea Time. Everyone gathered in the Lounge to watch.
- 44. After the monkey left, Rusty was in a foul mood and stormed off abruptly.
- 45. Mr. Boddy had his Jewelry locked up all day.
- 46. The theft was in a room that was only one word.
- 47. The Butler saw someone in the secret passages just before Midnight.
- 48. Professor Plum, Mr. Green, and Mrs. Peacock were the first guests to arrive.
- 49. The lights went out three times after Lunch, but not before.
- 50. The weather was so nice that most people were outside the entire time.

