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## Detective Game for Juniors

For 2 to 4 players / Ages 5 to 7

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### OBJECT

To solve the mystery by figuring out Which Child is hiding in Which Room with Which Pet.

You're in a great big mansion, where there are kids playing with pets in the rooms. But there's somebody else in the house! Someone is hiding with a pet, and it's your job to play detective and find the missing child. So visit all the rooms in the mansion, open the doors to reveal hidden clues, and cross off on your detective note pad what you see in the room. When you've visited all the rooms and crossed off everything you've seen, you'll know that what you *didn't* see is the solution to the mystery of Which Child is in Which Room with Which Pet!

### EQUIPMENT

CLUE™ JR. game case with 4 game cards, 4 movers, note pad, consumer-applied labels

### ASSEMBLY

- Slide the yellow latch on the un-hinged end to open the case. Remove the 4 blank movers.
- Apply matching character labels to both sides of a mover. Repeat with remaining labels, being sure to put the same color character labels on the front and back of the matching color mover.

## SETUP

- Each player will need a pencil.
- Each player picks a mover and takes a sheet from the detective note pad. Leave any extra movers inside the case, out of play.
- Be sure the blue clue-revealer door is closed!
- Note: There are two mysteries on each side of the four mystery cards, for a total of 16 mysteries. Put the four cards in the case in any order, and play the top mystery.
- Put your mover on the START space of the matching color.
- The youngest player goes first. Play passes to the left.

## GAME PLAY

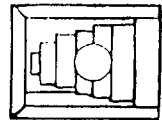
### On your turn:

- Spin the number spinner and move your mover that many spaces in any direction.
- If there's already a mover in the track space you would land on, move to the next available space. If there's a mover in the keyhole you want to put your mover in, wait until your next turn, then without spinning the spinner, move into the keyhole and look at your clues.
- What you do next depends on where you land!



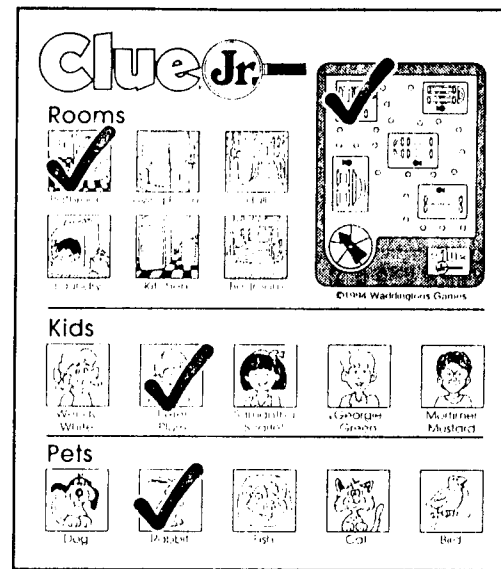
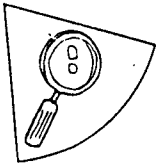
If you land on the rug outside a room, put your mover in the keyhole and open the door. What do you see? On your detective note pad, put a check (or cross off) the Room, Kid and/or Pet you saw, and cross off the door you looked under. Sometimes you'll see a child **or** a pet, and sometimes both.

Stay here, with your mover in the keyhole, until your next turn. On your next turn, first move out of the keyhole onto the rug, then spin and move; don't count the rug space.



If you Land on the Secret Passage Stairway, move through the Secret Passage and come out on any other Secret Passage space on the board!

- If you spin the magnifying glass, move to any keyhole on the board that doesn't have another mover in it. Take a peek inside and mark your note pad. Stay here, with your mover in the door, until your next move.



If you saw Peter Plum in the Bathroom with the Rabbit, your note pad will look like this. You should also check off the door you looked under.

- On your turn, if you have crossed off all the Rooms except one, all the Kids except one, and all the Pets except one, you may announce that you want to solve the mystery. Tell your opponents Which Child you think is hiding in Which Room with Which Pet, then slide the blue clue-revealer door open and check if you were correct. Don't let the other players see the answer until you know you are correct. If you were, you win! If you weren't correct, you're out of the game. The others keep playing until somebody solves the mystery.

### Notes:

- You do **not** have to land on a rug by exact count.
- Careful! When you open a door, don't let your opponents see inside! And keep the information on your note pad secret!
- You may open a door more than once on a turn to make sure you got the clues right.

## WINNING

The first player who reveals enough clues to determine Which Child is hiding in Which Room with Which Pet wins the game!

Mix up or turn the mystery cards, and play again!