

## THE DRAMA CLUB PLAYERS...



**Samantha Scarlet**

Samantha is the star of the show who always gets her way, but has no problem breaking hearts and backstabbing her fellow actors along the way. She's got looks, she's got class and she gets everyone's attention—which is exactly how she likes it. In fact, she always steals the show—hey, wait a minute...!



**Ryan Green**

A popular, good-looking dude who seems friendly and easy-going, but he's really just into himself. A natural performer and smooth talker, everything has always come easy for this "leading man". But is Ryan's good-guy reputation all just an act?



**Zach Mustard**

Zach is a big guy; with a big attitude! He is one dude whose bad side you don't want to be on. He counts on his brawn, not his brains (if he even has any inside that hard head) He's usually cast as the villain...could he have taken his role a little too seriously?



**Emma White**

Emma is always trying to fit in, one way or another. She's desperate to just once be cast as "leading lady". She can be focused and driven, especially in her effort to make a name for herself. Could Emma have been driven to star in her own "criminal" performance?



**Justin Plum**

Justin is so smart he's pretty much in "a class" by himself. His eccentric behavior can sometimes get laughs (don't worry we're laughing at you, not with you!) His roles are usually relegated to bit parts and the token nerd, but he just might be looking for a way to finally outsmart everyone who ever laughed at him!



**Ashley Peacock**

She's got everything under control; seriously, everything! Drama club director, stellar grades, friends, student government; even the teachers think she rocks. But don't cross this control freak! She's so organized, she could run her own theater company, if only she had some way to pay for it...

# CLUE

## SECRETS IN PARIS

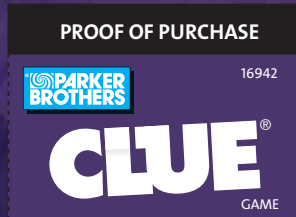


AGES 9+  
3-6 PLAYERS

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# Game Setup


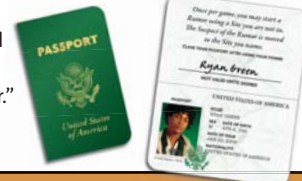
## WHO STOLE THE PRICELESS WORK OF ART?

You're on a high school drama club trip, but someone came for more than the scenery! The art has been stolen from the Louvre, and it's hidden at one of the sites you've visited. One of the students used a drama club "weapon" prop to commit the crime—now it's up to you to *solve the mystery!* Travel around Paris asking other players about their cards. If you can narrow down *who* did it, *where* they hid it, and with *which prop*, then make a correct accusation, you win!



Contents: Gameboard, 6 Student Pawns, 6 Passports, Deck of Rumor Cards, Deck of Intrigue Cards, Clue Sheets, Confidential Envelope, 2 Dice, 9 "Weapons" Props

Mustard & Scarlet's START spaces

<p><b>1</b></p> <p>Separate the Rumor cards into students, sites and props. Secretly take one card from each pile and place it into the airmail envelope. Put the envelope off to the side.</p>  <p><b>THE ENVELOPE NOW HOLDS THE ANSWER TO THE CRIME!</b> Who did it, at which site, with which prop?</p>	<p><b>2</b></p> <p>Shuffle the remaining Rumor cards together and deal them, face down, so that each player has the same number. Place any extra Rumor cards face down on the Hotel in the center of the gameboard. (You may look at these cards only when you move into the Hotel. See pg. 4 for more details.)</p> 	<p><b>3</b></p> <p>Place the student pawns on their matching color start spaces. Then choose which student you'd like to be.</p>  <p>Take the matching Passport and place it in front of you. Inside each Passport is a special "power." See pg. 7 for details.</p> 
<p><b>4</b></p> <p>Each player gets a map sheet. Secretly check off the Rumor cards you were dealt.</p>  <div style="border: 1px solid black; padding: 5px; text-align: center;">  <p>DO NOT CHECK OFF YOUR STUDENT PAWN UNLESS YOU HAVE ITS RUMOR CARD.</p> </div>	<p><b>5</b></p> <p>Shuffle the Intrigue cards and place to one side.</p>  <p>See pg. 7 to learn when to draw an Intrigue card.</p>	<p><b>6</b></p> <p>Place the props in the Hotel. Roll the dice. High roller goes first.</p> 

# On Your Turn

On your turn, move around the city and "Start a Rumor" to try and find out what the other students know by learning which cards they have in their hands. When you think you know what cards are in the envelope, head to the Hotel and "Make an Accusation."

**Move** by rolling the dice or using the Metro – every turn (see pg. 4)

**And Either... Start a Rumor**

"I think it was..."  
– only if you're at a site (see pg. 5)

**Or... Make an Accusation**

"It was..."  
– once per game at the Hotel (see pg. 6)



# Moving

## THERE ARE TWO WAYS TO MOVE...

### ROLL THE DICE

Roll the dice. Move up to the sum of the two dice, counting squares toward an entrance to your desired site. Entrances are shown as lighted "doorways". You may only enter sites by these lighted entrances (see illustration below).

If one of the dice shows a question mark, immediately draw an Intrigue card (see pg. 7).

### USE THE METRO

If you're at a site with a Metro (Arc de Triomphe, Bastille, Sacred Heart Basilica, or Orsay Museum), you may use it to move directly to the connected site.

The Hotel has 3 lighted entrances



*If You Move into the Hotel You May Either...*

Look at any or all face down Rumor cards, OR make an Accusation (See pg. 6).

## RULES OF MOVING

You do NOT have to use your full move.

You may NOT re-enter a site you left during that turn.

If you land on a space with a question mark, STOP MOVING and draw an Intrigue Card.

On your turn you must move out of a site unless you were moved there during a Rumor (See page 5).

You may move horizontally or vertically, forward or backward but NOT DIAGONALLY.

Once you enter a site, STOP MOVING.

You may pass through, but not end on, a space occupied by another player.

# Rumors

## START A RUMOR

### TRY TO DETERMINE WHICH THREE CARDS ARE IN THE ENVELOPE

If after moving, you are at a site (not the Hotel), you may start a Rumor. To start a Rumor: name a student; a prop; and the site you are in. Move the named student's pawn and prop into the site with you (unless they are already there).

EXAMPLE: You're Green and you enter the Arc de Triomphe. You start a Rumor: "I think Scarlet did it, at the Arc de Triomphe, with the Dumbbell." Move Scarlet's pawn and the Dumbbell into the Arc de Triomphe.

### PROVING A RUMOR TRUE OR FALSE

As soon as you've started a Rumor, the other players try to prove it false. The first to try is the player to your immediate left.

If that player has one of the named Rumor cards in their hand, they show it to you and only you. If the player has more than one of the cards named, they select one (just one) to show you. Check this card off on your map sheet – this proves the card is not in the envelope. Your turn is over.

If the player to your left has none of the named Rumor cards, then the next player to the left tries to prove your Rumor false. And so on.

If no one can prove your Rumor false, your turn is over.



### IF YOU WERE MOVED TO A SITE AS PART OF A RUMOR

If the student you are playing was implicated in the Rumor and your pawn has been moved into the site from somewhere else, you may draw one Intrigue card for the inconvenience.

If your student was already at the site, or a student not controlled by a player was moved, then no card is drawn.



# Accusation

## MAKING AN ACCUSATION

When you think you've figured out which three cards are in the airmail envelope, roll the dice and try to get to the Hotel to make an Accusation.

Once you get to the Hotel, you accuse a student, using a prop, at a site: "I accuse Scarlet, with the Poison, at the Arc de Triomphe." Then, secretly look at the cards in the envelope.



## WINNING

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

### IF YOUR ACCUSATION IS WRONG

- Secretly return the three cards to the envelope.
- You do not make any more moves in the game, and cannot win.
- You continue to try to prove your opponents' Rumors false by showing cards when asked.
- Your pawn can still be part of a Rumor but you no longer draw Intrigue cards.

*Learn how the Intrigue Cards add more suspense!*

# cards

## INTRIGUE CARDS

### THERE ARE 2 TYPES OF INTRIGUE CARDS:

1. **CLOCK CARDS:** There are 8 Clock cards in the Intrigue deck. The first 7 do nothing. If drawn, place the card, face up, underneath the board near the river so all can see how many Clock cards have been drawn. If you draw the 8th Clock card, however, then your trip is over!



Drawing the 8th Clock Card:

If you draw the 8th Clock card, you are out of the game.

Place your cards face up where all players can see them. You no longer play in the game or draw any Intrigue cards. However, your pawn can still be part of a Rumor.

Return the 8th Clock card to the draw pile of Intrigue cards, even if it is the only card left in the draw pile. This means that the 8th Clock card can be drawn again and again. Note that it is possible for all of the students to be eliminated by the 8th Clock card and no one wins!

2. **KEEPER CARDS:** If you draw a keeper, you get to keep it. These good cards are used in different ways throughout the game. You can have and play as many keepers as you like in any turn.



### 3 WAYS TO DRAW INTRIGUE CARDS:

1. Roll a question mark: You **MUST** draw one Intrigue card.
2. Land on a question mark: You **MUST** draw one Intrigue card.
3. Moved to a site as part of someone starting a Rumor: You **MAY** draw one Intrigue card.



## PASSPORTS

The PASSPORT opens to show a power that each student has. This power is usable once per game. After you use it, close the Passport to and turn it over to reveal the personality profile.



The PERSONALITY profile is just for fun and has no effect on the game.

