

1 Setup

Take all the cards marked with a **+** out of the game (3x orange cards and 12x white cards).

+ cards are **only** for the advanced 2-4 player game.



2 Your Case Files

- Give each player a set of 12 case file cards.
- Each set is marked in the corner with a , , or . Make sure all cards in a set have the same symbol.



- Everyone starts with the same case file card items.
- Put aside any spare sets.

Aim of the Game

It's all the intrigue of Clue™, in minutes!

Use your detective skills to solve the mystery and make an accusation – who did it, with what and where!

CRIME SCENE – DO NOT CROSS

The first person to solve the crime wins!

Contents

- 1 crime card
- 12 orange evidence cards
- 4 sets of 12 white case file cards
- 4 reminder rules cards
- 6 character profile cards

CRIME SCENE – DO NOT CROSS

Extra cards for the advanced game (marked with a **+**)

- 3 orange evidence cards
- 12 white case file cards

4 The Evidence



- 1 Shuffle the rest of the evidence cards together. Deal them out **face down** so everyone has an equal number. Spare cards go faceup in the middle, for all to see.
- 2 Look at your own case file cards and evidence cards (including any faceup in the middle). Any evidence cards you can see are innocent – they can't be underneath the crime card.
- 3 **Secretly** put any case file cards that match the evidence cards you can see face down in a pile – this is your "innocent pile".

Keep your evidence cards in your hand at all times.

AGES **8+** **3-4 PLAYERS**

CLUE

SUSPECT CARD GAME



Keep all your cards hidden from other players.

Played Clue™ before? This game is similar.

Find out what's under the crime card (who did it, with what and where) by asking players questions. Every time a player shows you an evidence card, you know it's not under the crime card. Put its matching case file card from your hand onto your innocent pile – this is like crossing things out on a Clue™ notepad.

Time to start investigating!
Decide who goes first.

IMPORTANT!



5 How to Play

On Your Turn

1 Player Asking

- Look at your cards. Ask the player to your left about **any two** items you think might have been involved in the crime.
- You can ask about **different** item types like "Scarlet and the rope", or the **same** type like "the rope or the candlestick". See the example.

I suspect Scarlet and the rope may have been involved in the crime. Can you help me?



2 Player Answering

- When a player asks you a question, check the **orange evidence cards** in your hand.
- Do you have **one** of the evidence cards they asked about? Show it to the asker and no one else. **Be honest!** If you lie, the game won't work!
- Do you have **both** the evidence cards they asked about? Choose **only one** of these cards to show the asker (without revealing that you have both).

I'll show this one...



- If you have **none** of the evidence cards, say "No, I can't help you."

3 Player Asking

- If the first player on your left can't help you, ask the next player **the same question**. Keep asking until someone shows you an evidence card, or until you've asked everyone.
- If **nobody** has any of the evidence cards you asked about, you know that one or both of those pieces of evidence is under the crime card. See **Tips and Tactics** for details.

- Once you've seen an evidence card, you know it's not under the crime card – it's innocent. Put its matching case file card facedown onto your innocent pile.
 - Unsure of a card's innocence? Keep it in your hand.
- Your turn is over.** Now the player on your left asks a question.

Keep playing like this until you think you've figured out **who did it, with what and where**. Ready to accuse? See **How to Accuse**.

Pay attention even when it's not your turn. You could learn vital clues.

Tips and Tactics

- When you're 100% sure a piece of evidence **was** involved, get rid of all other cards of that type. For example, if you're sure the knife was involved, put all the other weapon case file cards facedown onto your innocent pile.
- Bluff by asking about one evidence card you **DO** have and one you don't.
- Remember which players have seen your evidence cards so that you reveal the least amount of information possible.
- Accuse before you have all the evidence if you think someone else might get there before you – but wait for your turn to do this!

6 How to Accuse

On your next turn, say you want to accuse, and lay the three case file cards you think were involved **facedown** on the table (separate to your innocent pile).



(your accusation: **who, what, where**)

Ask if anyone else wants to accuse.

Is it only you accusing?

- Peek at the cards under the crime card (don't show anyone else!).
- If the 3 cards under the crime card match your accusation, you win! Turn over the crime card and your case file cards to prove it.
- If your cards don't match, you lose! Other players keep playing. You can no longer ask questions or accuse, but you must truthfully answer questions when asked.

More than one person accusing?

Everyone must do the same.

- Decide who was first, second, third or last to accuse. All players put their three accusation case file cards **facedown**. Everyone ready? Turn your accusations faceup **at the same time**.
- Accuser #1:** Turn over the cards under the crime card. If they match your accusation, you win!
- Accuser #1 didn't win?** The next player (in order of who was second, third or last to accuse) with a matching accusation wins.
- If nobody wins, the criminal has outwitted you all. Go back to detective school!

Advanced Game for Top Detectives

(2-4 Players)

Think you're ready for a bigger case?

Add in the **+** cards. Now there'll be 1 extra weapon and 2 extra locations to ask questions about.

Setup is the same as before except:

- Each player now gets a set of **15 case file cards** (6 suspects, 5 locations, 4 weapons).
- There are now **3 extra orange evidence cards** that could be innocent or guilty (pistol, living room, hall).

Ask questions and accuse as before except:

- If it's just 2 of you playing, when one of you accuses, the other player must do the same.

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