



**WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.

# Clue Jr. Game

THE CASE OF THE HIDDEN TOYS  
For 2 to 4 players/Ages 5 to 8

CLUE® is a registered trademark of Waddingtons Games, a division of Hasbro UK Limited. All Rights Reserved. Rules ©1995 Hasbro Inc., Pawtucket, Rhode Island 02862. All Rights Reserved. Printed in U.S.A.

## OBJECT

The neighborhood Pets love to hide in funny places...the fish in the birdhouse...or the kitten in the mailbox! And they love to hide the Kids' Toys. It's up to you to search their hiding spots, check out all the Kid movers, and **figure out which Pet took which Toy and is hiding with it in the Clubhouse!**

## EQUIPMENT

CLUE® JR. game board • Cardboard sheet with Kid movers, Fence, Neighborhood Places and Clubhouse • 5 Orange bases • 5 Green bases • Pet and Toy labels • Detective Notepad • Die and Die labels

**Note: Each player needs to have a crayon.**

## ASSEMBLY

- Punch out the Fence, fold it and hook the tabs on the ends to form a square; fold up the "grass." Punch out the Clubhouse. Put the Fence and Clubhouse to the side of the game board.
- Put a **Toy label** on the bottom of each of the 5 **orange bases**. Now mix up all five—with the Toys hidden on the bottom! Take one base and put it, Toy-side-down, inside the fence.
- Punch out the **Kid movers** and—**without looking at the bottoms!**—put them into the 4 remaining **orange bases**.

- Put a **Pet label** on the bottom of each of the 5 **green bases**. Mix up all five—with the Pets hidden! Take one base and put it, Pet-side-down, inside the fence.
- Punch out the four **Neighborhood Places**. **Without looking**, put them into the four remaining **green bases** and put each on the designated spot on the game board.
- Without peeking at what's on the bottoms of the bases, insert the Clubhouse into the two bases—one orange, one green—that you've already placed inside the Fence. This is the solution to the mystery: The labels hidden under the Clubhouse reveal which Pet and which Toy are missing from the game board!
- Apply the labels to all sides of the Die.

## SETUP

- Give each player a sheet from the Detective Notepad and a crayon. Fold your sheet in half along the dotted line, to keep it secret!
- Each player picks a Kid mover. **Important:** Turn your mover over and secretly mark on your notepad what Toy you see on its base. Now, put your mover on the matching color Start space.
- If you are playing with fewer than four players, you still use *all* the movers in the game. Put them on their Start spaces—and be sure to move to them during the game so you can check out what's on the bottom!
- The youngest player goes first. Play passes to the left.

## GAME PLAY

**On your turn:** Roll the die, move your mover and play detective, if you can. You may collect only **one** clue per turn. Record whatever you find out on your Detective Notepad by secretly crossing out where you look and crossing out the Pets and Toys you find on the board.

## WHAT DID YOU ROLL?

- If you roll a **number**, move your Kid mover **up to** that many spaces along the track, in any direction. Try to land on a space with an arrow or with another player's Kid mover on it. **Note:** The stepping stones are part of the track—use them whenever you wish.
- If you roll the **Skateboard**, move anywhere on the board.
- If you roll the **Magnifying Glass**, do not move. Instead, pick up any other player's Kid mover and check the bottom for a clue. Put it back where you found it. Don't forget to secretly mark your sheet.

3



## WHAT DID YOU LAND ON?

- If you land on an arrow space right next to a Neighborhood Place, you may look at the base and see what Pet is there. **Example:** Maybe the dog is in the birdhouse!
- If you land on a space with another player's Kid mover on it, check out the base and see what Toy is there. **Example:** Does Samantha have the baseball mitt?



## WINNING

As soon as you think you know the solution, say so and secretly check the Clubhouse: If you're right, show everyone—you win! But if you weren't correct, put the Clubhouse back. You're out for the rest of the game, and the other players continue until one of them solves the mystery.

**It's a new mystery every time, so remove the cardboard pieces, mix up the bases—and try again!**



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.



0409B-B