

The background of the cover is a teal color with a complex, white, geometric pattern. The pattern consists of various shapes like triangles, squares, and lines, arranged in a way that creates a sense of depth and complexity. The word "Clue" is written in a large, white, bold, sans-serif font in the center. Below it, the words "GAMEPLAY GUIDE" are written in a smaller, white, all-caps, sans-serif font. At the bottom, the text "AGES 8 & UP" and "3 TO 6 PLAYERS" is written in a small, white, all-caps, sans-serif font.

Clue

GAMEPLAY GUIDE

AGES 8 & UP
3 TO 6 PLAYERS

I N T R O D U C T I O N

It's 1920-something and you're hobnobbing with the dames and gents at the swanky Roaring Ritzy Hotel. The decor is Art Deco, the dress is dapper, and the crowd is rowdy and ready to party. But one guest won't be dancing the Charleston any more. They've been the victim of a crime and it's up to you to solve it!

Explore the hotel's luxurious rooms such as the Grand Lobby and the Deluxe Penthouse, or the hidden speakeasy The Hideaway Club (say the password first!). Act like a gumshoe while investigating the dastardly mystery, asking questions about rooms, weapons, and suspects. Was it Miss Scarlett, the flapper? Or Green, the gangster? Solve it first and you're the bee's knees!

This is the CLUE game like you've never seen it before; stylish as jazz, more crooked than prohibition. Swing into the roaring 20s while you unlock the secrets of CLUE at the Roaring Ritzy Hotel!

E Q U I P M E N T

- The gameboard showing nine rooms of the Roaring Ritzy Hotel.
- Six colored pawns represent the suspects in the hotel. The colors of the pieces are associated with the names of the suspects:

<i>Suspects</i>	<i>Pawns</i>
Colonel Mustard	Yellow
Miss Scarlett	Red
Professor Plum	Purple
Mr. Green	Green
Mrs. White	White
Mrs. Peacock	Blue

- The pack of 21 illustrated cards includes a card for each of the 6 suspects, one for each of the 6 weapons, and one for each of the 9 rooms.
- Six miniature weapons, two dice, and a Solution envelope.
- There is also a pad of Detective Notes and six pencils to aid the players in their investigations.

S E T U P

Look on the gameboard for the Suspect name nearest you. Take that Suspect character pawn as yours and put it on that space. If fewer than six are playing, be sure to place the remaining character pawn(s) onto the appropriate name(s)—they might, after all, be involved in the crime, and they must be on the premises!

1. Place each of the Weapons in a different Room. Select any six of the nine Rooms.
2. Place the empty envelope marked “Solution Cards” on the center of the board.
3. Sort the deck of cards into three groups: Suspects, Rooms, and Weapons. Shuffle each group separately and place each facedown on the table. Then—so no one can see them—take the top card from each group and place it into the envelope. The envelope now contains the answers to the questions: Who? Where? What Weapon?

4. Shuffle together the three piles of remaining cards. Then deal them, facedown, clockwise around the table. (It doesn't matter if some players receive more cards than others.) Secretly look at your own cards. Because they're in your hand, they can't be in the Solution envelope—which means none of your cards was involved in the crime!
5. Take a *Detective Notes* sheet. Fold it in half (so no one can see the notes you make) and check off the cards that are in your hand, if you wish.
6. Miss Scarlett always goes first. Play then proceeds, in turn, to the first player's left.

G A M E P L A Y

MOVING YOUR PAWN

On each turn, try to reach a different Room in the hotel. To start your turn, move your character pawn either by rolling the dice or, if you're in a corner Room, using a Secret Passage. Here's how:

ROLLING

Roll both dice and move your pawn the total number of squares you rolled.

- You may move horizontally or vertically, forward or backward, but not diagonally.
- You may change directions as many times as your roll will allow. You may not, however, enter the same square twice on the same turn.
- You may not enter or land on a square that's already occupied by another Suspect.

SECRET PASSAGES

The Rooms in opposite corners of the hotel are connected by Secret Passages. If you're in one of these Rooms at the start of your turn, you may, if you wish, use a Secret Passage instead of rolling. To move through a Secret Passage, announce that you wish to do so, and then move your pawn to the Room in the opposite corner.

ENTERING AND LEAVING A ROOM

You may enter or leave a Room either by rolling the dice and moving through a door, or by moving through a Secret Passage.

- A door is the opening in the wall, not the space in front of the doorway. When you pass through a door, do not count the doorway itself as a space.
- You may not pass through a door that's blocked by an opponent's pawn.
- As soon as you enter a Room, stop moving. It doesn't matter if you roll a number that's higher than you need to enter.
- You may not re-enter the same Room on a single turn.
- It is possible that your opponents might block any and all doors and trap you in a Room. If this happens, you must wait for someone to move and unblock a door so you can leave!

MAKING A SUGGESTION

As soon as you enter a Room, make a Suggestion. By making Suggestions throughout the game, you try to determine—by process of elimination—which three cards are in the Solution envelope. To make a Suggestion, move a Suspect and a Weapon into the Room that you just entered. Then suggest that the crime was committed in that Room, by that Suspect, with that Weapon.

Example: Let's say that you're Miss Scarlett and you enter The Hideaway Club. First move another Suspect—Mr. Green, for instance—into The Hideaway Club. Then move a Weapon—the Candlestick, perhaps—into The Hideaway Club. Then say “I suggest the crime was committed in The Hideaway Club by Mr. Green with the Candlestick.”

REMEMBER THREE THINGS:

- You must be in the Room that you mention in your Suggestion.
- Be sure to consider all Suspects—including spare Suspects and including yourself—as falling under equal suspicion.
- There is no limit to the number of Suspects or Weapons that may be in one Room at one time.

PROVING A SUGGESTION TRUE OR FALSE

As soon as you make a Suggestion, your opponents, in turn, try to prove it false. The first to try is the player to your immediate left. That player looks at their cards to see if one of the three cards you just named is there. If the player does have one of the cards named, they must show it to you and no one else. If the player has more than one of the cards named, they select just one to show you. If that opponent has none of the cards that you named, then the chance to prove your Suggestion false passes, in turn, to the next player on the left.

As soon as one opponent shows you one of the cards that you named, it is proof that this card cannot be in the envelope. End your turn by checking off this card in your notes. (Some players find it helpful to mark the initials of the player who showed the card.) If no one is able to prove your Suggestion false, you may either end your turn or make an Accusation now. (See Making an Accusation section for details.)

MORE ABOUT MOVING AND MAKING SUGGESTIONS

- You may make only one Suggestion after entering a particular Room.
- To make your next Suggestion, you must either enter a different Room or, sometime after your next turn, re-enter the Room that you most recently left. You may not forfeit a turn to remain in a particular Room. But if you're trapped in a Room because your opponents are blocking the door(s), you must remain there until a door is unblocked and you can move out of the Room.
- When you make a Suggestion, you may, if you wish, name one or more of the cards that you hold in your own hand. You might want to do this to gain information or to mislead your opponents.
- You may make a Suggestion that includes a Suspect or Weapon that's already in your Room. (In this case, transferring one or both of those items into the room is not necessary.) When a transfer is necessary, leave the item(s) in the new location after the Suggestion is made.
- If the Suspect transferred was your pawn, you may, on your next turn, do one of two things: Move from the Room in one of the usual ways OR make a Suggestion for that Room. If you decide to make a Suggestion, do not roll the dice or move your pawn.

- You may, if you wish, make a Suggestion followed by an Accusation on the same turn. (See Making an Accusation below.)

MAKING AN ACCUSATION

When you think you've figured out which three cards are in the envelope, you may, on your turn, make an Accusation and name any three elements you want. First say, "I accuse (Suspect) of committing the crime in the (Room) with the (Weapon)." Then, so no one else can see, look at the cards in the envelope. When making an Accusation, you may name any Room (unlike a Suggestion, where your character pawn must be in the room you suggest).

Important: You may make only one Accusation during a game. If your Accusation is incorrect or if any one of the cards that you named is not inside the Solution envelope:

- Secretly return all three cards to the envelope.
- You cannot make any further moves in the game, and therefore cannot win.
- You do continue to try to prove your opponents' Suggestions false by showing cards when asked.
- Your opponents may continue to move your character pawn into the various Rooms where they make Suggestions.
- If, after making a false Accusation, your character pawn is blocking a door, move it into that Room so that other players may enter.

WINNING

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

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