ADULT ASSEMBLY REQUIRED.

AGES 8+

2-6 PLAYERS

GAMEBOARD • CARD-REVEALING MIRROR
6 CHARACTER TOKENS • 6 MINIATURE WEAPONS
30 CARDS (6 CHARACTER CARDS, 6 WEAPON CARDS,
9 ROOM CARDS, AND 9 CLUE CARDS)
PAD OF DETECTIVE NOTEBOOK SHEETS
2 DICE

CONTENTS

MR. BODDY
OF
TUDOR MANSION

REQUESTS THE HONOR
OF YOUR COMPANY

IN CELEBRATION OF
HIS 30TH BIRTHDAY
AND
THE REOPENING
OF THE HOUSE

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The first time you play, replace the batteries in the card-revealing mirror (see illustration on back page.) Throw away the three cards in the mirror.

1. Place all six tokens on their named spaces around the gameboard. All tokens must be on the gameboard, even if there aren’t six players. Choose your character.
2. Place all the weapons in separate, random rooms.
3. Separate the nine clue cards from the other cards. Shuffle the clue card deck and leave it facedown by the gameboard.
4. Separate the other cards into three decks: characters, weapons, and rooms. Shuffle each deck and place it facedown.
5. Take the top card from each deck and slide it carefully into the mirror so no one sees.

Start by placing the mirror facedown. Then slide each card type facedown into the matching slot.

The mirror now contains three cards that answer the questions:
Who did it? With which weapon? Where?
This is the murder mystery you need to solve! Leave the mirror near the gameboard.
6. Shuffle the remaining character, weapon, and room cards together and deal them all out among the players. It doesn’t matter if some players have more cards than others.

Note: If you want to play a two-player game, see page 4. You will deal the cards out differently at this stage.
7. Tear one sheet from the detective notebook for each player. You’ll need to get a pen (not included) for each player too.
8. Secretly look at your cards and mark off the suspects, weapons, and rooms on your sheet. They cannot be in the mirror! Keep your sheet and your cards secret.

To play the traditional game of CLUE, simply remove the nine clue cards from the game.
HOW TO PLAY

Miss Scarlett always starts, and play continues clockwise. If no one is playing Scarlett, then play starts with the next character clockwise: Mustard, Orchid, etc.

On your turn

1. **Roll the dice.** Before moving your token, did you roll the magnifying glass icon? Then pick up a clue card, read it out loud, and do what it says.
   - If you roll two icons, pick up two cards.
   - If a card is shown, mark it on your sheet!
   - Put used clue cards at the bottom of the deck.

2. **Move your character** token the number of squares shown on the dice roll. (The magnifying glass icon counts as a 1.)
   - You cannot move diagonally.
   - You cannot move through the same square twice on one turn.
   - You cannot land on or move through a square occupied by another token.

   OR

   - Use a secret passage.
     Simply move your token from one corner room to its connecting corner room.

   OR
   - Stay in the room your token is already in.

3. **Make a suggestion.** Turn over for details.

HOW TO WIN

Solve the murder!
- Move from room to room making suggestions for who, with what, and where.
- Other players show you a card, if they have one!
- Once you think you’ve solved it, make your one accusation.
- Press the button on the card-revealing mirror to see if you’re right. If you’re wrong, you’re out of the game, so be sure!
3. **Make a suggestion** if you reach a room or are in a room.
   Suggestions help you figure out the three cards in the mirror!
   - If your token is in a room, make a suggestion for who did it and with what, in that room.
     Say “I suggest it was [a character], with [a weapon], in [the room you are in].”
     Move the suspect character and weapon into the room as you make your suggestion.
   - The player to your left *secretly* shows you one card from your suggestion, if they have one.
   - If they have more than one, they choose which one to show you.
   - If they don’t have a card, they say so and the next player secretly shows you a card from your suggestion. And so on.
   - If no one has a card, that’s fine.

   **Remember** you must be in the room of any suggestion you make. Characters called into rooms are not returned to their original place.

4. **Mark your sheet.**
   What the other players show you—or don’t show you—will help you eliminate suspects, weapons, and rooms from your sheet.
   - Make a note of the card you are shown. You know it isn’t in the mirror!
   - If no one shows a card, you’ll still want to mark your sheet!

5. **That’s the end of your turn.** The player to your left goes next.

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**Tips on how to mark your sheet**
In this example, you can see that you were dealt the Mustard and Candlestick cards at the start.
M showed you Plum, D showed you Green, and J showed you the Peacock and Scarlett cards.

By making suggestions, you have discovered that Orchid is the murderer.
MAKE AN ACCUSATION

Once you think you know who did it, with what, and where, make your accusation.
- You can make your accusation right after making a suggestion.
- You do not have to roll the dice again or be in the room you’re going to name.
- You can only make your accusation on your turn!
- But you can only make one accusation in a game, so be sure you know!

1. Say “I accuse [character], with [a weapon], in [a room].”
2. Secretly press the button on the mirror to reveal the cards inside. Make sure no one else can see! Are all three cards you named in the mirror?

YES! You’ve won!
Congratulations, you solved the murder mystery. Show everyone the three cards.

NO! Oops, you’re wrong!
Put the mirror back where it was. Remember, make sure no one else sees the cards inside. You can’t take any more turns, but you must show cards when you need to at other players’ suggestions.
- The other players continue taking turns until someone makes a correct accusation.
- If no one makes a correct accusation, then the murderer got away with it, and no one wins!

THE TWO-PLAYER (OR TEAM) GAME!

You will still need to read the complete game guide to play the two-player or team game. (The team game is a great way to involve everyone, if you group younger players with older players.)

SET IT UP
The setup begins exactly the same as the classic CLUE game on page 1. Follow steps 1–5. Then, after you have combined and shuffled the remaining cards, take the top four cards and place them randomly and facedown in any four rooms. Then continue the setup as usual.

Everything else is exactly the same as the classic game of CLUE.
For a speedier two-player or team game, put the four facedown cards in the corner rooms.

MAKE A SUGGESTION
If you enter a room with a card in it, secretly look at the card (and mark your sheet), then make your suggestion as usual.
MAKING SUGGESTIONS

In order to find out who did it, with what, and where, make suggestions! Your suggestions and the cards players show you will allow you to cross off suspects, weapons, and rooms from your sheet.

• To make a suggestion, say out loud who you suggest did it, with what, and where.

• Let's say you’re Miss Scarlett and you go into the lounge.
  You can say, for example, “I suggest it was Mr. Green, with the rope, in the lounge.”

Move the green character token and the rope into the lounge.
You must be in the room that you are using in your suggestion.

Note: Weapons and characters called to rooms are not returned to their original place. There is no limit to the number of suspects and weapons that may be in a room.

If you’re playing as a suspect that is moved into a room, you have to stay where you are. You may use your next turn to move your dice roll, or make a suggestion in that room.

THE PROCESS OF ELIMINATION

When you make a suggestion, the other players, in turn, must show you (and only you) a card from their hand if they have one.

• First, the player to your left looks at their hand to see if one of the three cards you just named is there.
  – If they have one, they must show it to you and no one else.
  – If they have more than one, they choose which one to show.
  – If they do not hold any of the three cards named in your suggestion, they say so, and the next player looks at their hand and shows you a card, if they have one.

• As soon as a player shows you one of the cards you named, it is proof that this card cannot be in the mirror. Mark your sheet. You have now eliminated one more suspect, weapon, or room. This ends your turn.

• If no one has a card you suggested, that’s great. Mark your sheet.

• You can make an accusation right after making a suggestion.
THE ACCUSATION

When you think you know which three cards are in the mirror, you may, on your turn, make your accusation and name them. You have to be in a room, any room, to make your accusation.

• First, say "I accuse [character], with [a weapon], in [a room]."
• Then, without letting anyone else see, press the button on the mirror to reveal the cards inside.
• If all three cards you named are there, you’ve won! Show the cards to the other players. The game is over.
• If any one of the cards you named is not revealed in the mirror, your accusation is wrong. Place the mirror back where it was.
• You may take no further turns or make suggestions in the game and therefore cannot win.
• You must, however, respond to other players’ suggestions by showing a card when asked.
• The other players may still move your character into different rooms to make suggestions.
• Play continues until someone makes a correct accusation.

SECRET PASSAGES

The rooms in opposite corners of the house are connected by secret passages; the kitchen and study are linked to each other, and a separate secret passage runs between the conservatory and the lounge.

If you are in one of these rooms at the start of your turn, you may, if you wish, use a secret passage to move. If you use a secret passage, you do not move the dice roll on that turn.

ROLLING THE DICE

If you decide to move your dice roll, move your token one square at a time.

• Enter rooms by using a doorway. It doesn’t matter if you roll a number that’s higher than you need to enter—stop moving once you’re inside a room.
• You cannot move diagonally and cannot move through the same square twice on the same turn.
• You may not pass through a doorway that’s blocked by another player’s token, whether you are inside or outside a room.
• Any number of tokens can be in a room at any one time.
1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.

2. TO AVOID BATTERY LEAKAGE
   a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.
   b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
   c. Remove exhausted or dead batteries from the product.
   d. Remove batteries if product is not to be played with for a long time.
   e. Do not short-circuit the supply terminals.
   f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. Do not recharge other types of batteries.

3. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.