The Classic Edition

INTRODUCTION
CLUE is a murder mystery game. All of the characters are fiction—even the "victim" is imagined. It is like a Stage Play. The scene opens in Mr. Boddy’s parlor mansion. Mr. Boddy is the victim of foul play and is found in one of the rooms.

THE OBJECT OF THE GAME is to discover the answer to these three questions:

1ST WHO?
Which one of several suspects did it?

2ND WHERE?

3RD HOW?

3rd who?
The answer lies in the little Envelope resting on the stairway marked X in the center of the board. The envelope contains 3 cards. One card tells who did it, another card reveals the room in which it all happened, and the third card discloses the weapon used.

The player who, by the process of deduction and good plain common sense, first identifies the 3 clue cards hidden in the little envelope, wins the game.

This is accomplished by players moving into the rooms and making "suggestions" of what they believe is the room, the person and the weapon for the purpose of gaining information.

Equipment:
The Gameboard showing nine rooms of Mr. Boddy’s house.

Six colored pawns representing the suspects in the house. The pokers of these pawns are closely associated with the names of the suspects:

- Suspects:
  - Col. Mustard
  - Wm. White
  - Miss Scarlett
  - Mr. Green
  - Prof. Plum
  - Mrs. White

- Clues:
  - Yellow
  - Red
  - Purple
  - Green
  - White
  - Blue

Six miniature weapon tokens and one D.E.

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. There is also a case file envelope.

A pad of Detective Notes is included to aid the players in their investigations.

PREPARATION:
Place the pawns on the starting squares marked with their names. All 4 pawns are placed on the board regardless of the number of players. Place each of the Weapons in a different room, using any of the rooms.

Arranging the Cards:
Place the empty envelope on the spot marked “X” in the center of the board. Then sort the pack of cards into three groups—Room Cards, Weapon Cards and Suspect Cards.

Shuffle each of these three groups separately. Take the top card from each group and place it in the envelope. This should be done carefully so that no player knows any of the three cards (one room, one weapon, and one suspect) placed in the envelope.

Dealing the Cards:
The remaining cards in the three piles are now thoroughly mixed together and shuffled. Each of the other players follows suit at a time, clockwise around the table to each player.

It is important that no player shall see any of the cards while they are being shuffled and dealt.

Some players may receive more cards than others.

Each player holds the cards dealt him, taking care that no other player sees the cards in his hand.

Start:
Each player takes the colored pawn nearest to him on the board, and uses it throughout the game.

The player having the red pawn, Miss Scarlett, rolls the die and moves first.

After Miss Scarlett has moved, the next player on the left rolls the die and moves. Each of the other players follows in turn. In succeeding games players take turns, dealing and starting.

Movement of Pawns:
To reach a room, players may move their pawns on the white squares anywhere on the board according to the throw of the die. All the white squares on the board are for the movement of pawns. Pawns can move forward, backward, or crosswise, but never diagonally. A pawn may be moved forward and crosswise on the same turn, but it cannot move to a particular space twice in the same turn.

The “Suggestion”
Whenever a player moves into a room he should make a “Suggestion.”

A “Suggestion” consists of naming a Suspect, a Weapon and the Room into which the player has moved. As soon as a player makes a Suggestion the Pump of the Suspect Named and the Weapon Named are brought into the room named in the Suggestion. No player may forfeit a turn to remain in a particular room. Players must move by a throw of the die or the secret passages on each turn.

An Example:
The player representing Miss Scarlett may, in two moves, reach the Lounge. Miss Scarlett may then call a Suspect into the Lounge (for example Mr. Green) and move the green pawn into the Lounge. She will also call into the Lounge some weapon (for example, the Wrench) and will say “I suggest that the crime was committed in the LOUNGE, by Mr. Green, with the WRENCH.”

Notes:
All pawns, spares as well as players’ own pawns, fall under equal suspicion and should be considered by players making “Suggestions.”

Proving the Suggestion True or False:
When a Suggestion has been made the first player to the left of the one making the Suggestion examines his cards to see if he is able to prove the Suggestion false. To disprove the Suggestion he must hold one or more of the cards named. (In our example above, the cards named are Mr. Green, the Wrench and the Lounge.) If he holds one or more of these cards, he must show one only to the player making the Suggestion. This must be done without the other players seeing the card shown.

If Miss Scarlett holds in her own hand one or more of these cards, perhaps the Lounge and Mr. Green, she may soon discover whether any other player has the Wrench, or if it is hidden in the envelope. A smart player will often deliberately make a Suggestion naming one or two cards that he holds in his own hand just to gain information or to misled the other players.)

If the first player to the left does not have any of the cards, then the next player at his left examines his cards and must show one of the three if he has it. A player having more than one of the called cards may show whichever one he wishes, but only one.

Obviously if any player holds in his hand one or more of the 3 cards named in the suggestion, it is his turn to play and he may make an ACCUSATION.

Other Interesting Notes and Hints for Play:

A player must be extremely careful in examining his cards before stating he cannot disprove a “Suggestion.”

“Suggestions” may even include cards held in the player’s own hand.

The room named in a Suggestion must always be the one into which the suggesting player owns pawn has been moved.

A player may only make one Suggestion after entering a room, and may not make another until entering another room or wall, using at least two turns, leaving and then re-entering the same room.

Pawns and weapons transferred to a room as a result of a Suggestion are not returned to their original positions on the board. To leave a room in which his pawn has been placed by a Suggestion, a player on his next turn uses either the THROW OF THE DICE or, if in a corner room he can use the SECRET PASSAGE.

If a pawn is moved into a room by a Suggestion, the player who owns the pawn may, on his next turn, make a Suggestion of that room. For this turn he does not throw the die or move his pawn.

By making Suggestion and having them proved True or False players will eventually be able to identify the three clue cards in the envelope.

Although there is no requirement or rule on how players should use the Detective Note Pads it is suggested that the best and easiest way to play the game is to check off items on the Note Pads as they become known and use the initials of the player showing the cards sometimes is an additional aid in winning the game.

Some players prefer to check off the names of the cards dealt to them at the beginning of each game.

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