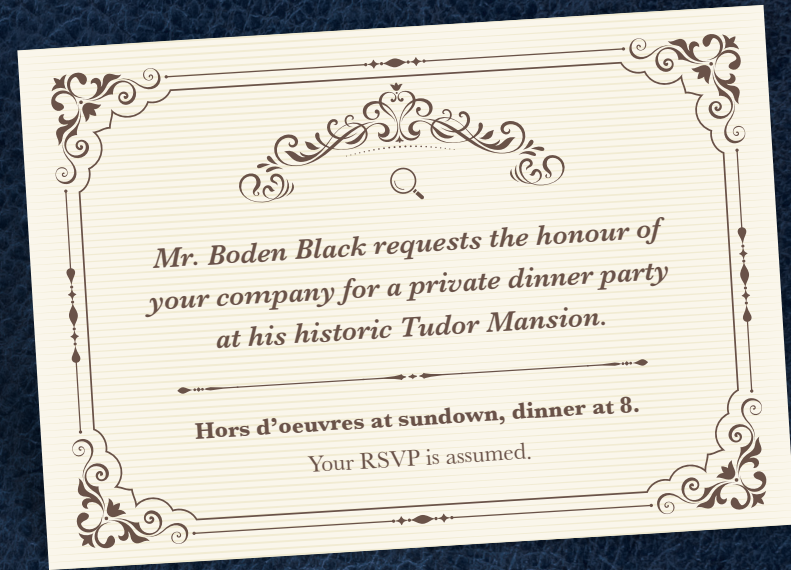




Cluedo



THE NIGHT OF THE MURDER

Six carefully chosen guests arrive at Boden 'Boddy' Black's family home, Tudor Mansion, after receiving a mysterious invitation. Over dinner, Black announces his plans to build an extravagantly over-the-top, luxury hotel – on top of a beloved public park. Everyone objects, but then Black reveals that he has the perfect blackmail to force each one of them into helping him. If they don't, their secrets will be revealed. Shortly after, Black excuses himself and the guests disperse to digest the news. A scream rings out and the guests discover Black, murdered.

Now you must solve the classic mystery.

CONTENTS

Gameboard • 6 character pieces • 6 weapons pieces
50 cards (6 character cards, 6 weapon cards, 9 room cards
and 29 Clue cards) • solve envelope • notepad • 2 dice



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WHO killed Boddy Black?



MISS SCARLETT

A socialite, at first glance. A sharply intelligent investigative journalist, in reality. Writing under the nom de plume 'Cyan', she's landed mobsters in jail and taken down hometown heroes. No one is safe from her pen because no one knows who she is. Except for Boddy Black, who just happens to need a glowing review of his new hotel.



COLONEL MUSTARD

A decorated war hero, full of stories of past battles and narrow escapes. He's a man of action, with the experience to back it up. His credibility as a respected military member means he could easily sway public opinion in Black's favour – especially if it means no one ever finds out he wasn't actually in the battle for which he was awarded his most prestigious medal.



MAYOR GREEN

The loveable Mayor of Hue County who always has a kind word to spare. He's up for re-election and not worried in the slightest – even his opponents struggle to dislike him. His squeaky-clean record has only one tarnish: a campaign-saving donation from a major crime family. Black has assured him that nobody needs to find out... as long as he helps recategorise the park where Black plans to build his hotel.



SOLICITOR PEACOCK

A tenacious lawyer who knows exactly how to command a room, court or otherwise. Her success has provided her significant status and she's not shy about flaunting it. Black knows nothing is off-limits when it comes to getting her verdict – even tampering with witnesses, a fact he is happy to reveal if she refuses to represent him in his hotel dealings.



PROFESSOR PLUM

A professor of antiquities with an uncannily perceptive eye. His incredible attention to detail aids him in identifying counterfeits, and occasionally creating them. Only Black knows about his most convincing forgery: Plum's PhD, which hangs proudly above his desk. With the right incentive, the professor could probably fabricate anything – even a land deed proving Black has claim to the park he plans to build his hotel on.



CHEF WHITE

An up-and-coming chef full of youthful ambition and fresh ideas. She's been running Black's kitchen for years, but finds his uninspired menu creatively stifling and dreams of opening a restaurant of her own. Her plan relies on talent, persistence... and the money she's been skimming from Boddy Black, which he's known about all along. She has two choices: thanklessly run Black's drab hotel restaurant, or face charges.

with WHAT?



CANDLESTICK



WRENCH



ROPE



LEAD PIPE



REVOLVER



DAGGER

and WHERE?



LOUNGE



KITCHEN



BILLIARD ROOM



CONSERVATORY



DINING ROOM



LIBRARY



STUDY



HALL



BALLROOM

SET-UP

1. Place all six playing pieces on their coloured spaces around the gameboard. All of the pieces must be on the gameboard, even if there aren't six players. Choose your character.
2. Place all of the weapons in separate, random rooms.
3. Separate the 29 Clue cards from the other cards. Shuffle the clue card deck and leave it face down by the gameboard.
4. Separate the other cards into three decks: characters, weapons and rooms. Shuffle each deck and place it face down.
5. Take the top card from each deck and slide it carefully into the solve envelope so no one sees. It now contains the three cards that answer the questions:



Clue cards

WHO killed Black, WHERE did they do it and with WHAT weapon?

This is the mystery you need to solve! Place the envelope on the centre of the board.

6. Shuffle the remaining character, weapon and room cards together and deal them all out among the players. It's okay if some players have more cards than others.
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 envelope! Keep your sheet and your cards secret.

Note: if you want to play a two-player game, see page 6. You will deal the cards out differently at this stage.



LET'S PLAY

Roll one of the six-sided dice to determine who goes first.

ON YOUR TURN

Roll the dice then you may perform one or more actions:

1. Move your character piece.

- You may move up to the number of squares you rolled. (The magnifying glass counts as 1!) If you are able to enter a room, see step 2 for more details.
- You cannot move diagonally, go through the same square twice on a turn, or land on or move through a square already occupied by another piece — including doorways.
- You may enter a room on your turn, but do not have to roll the exact number. You must enter through an unblocked doorway.
- If you are already in a room at the start of your turn: you do not have to move if you plan to make a suggestion (see step 2). If there is a secret passage, you can move your piece to the room the passage connects to.

If you roll the magnifying glass icon, draw a Clue card. Read it out loud and do what it says, then return it to the bottom of the deck.

- If you roll two icons, you should still only draw one card.
- If a character, weapon or room card is revealed, mark it on your sheet.
- Whenever you have to reveal a card, place it back in your hand afterwards.



2. Make a suggestion.

If you reach or stay in a room, make a suggestion for who did it, with what and where. Say, 'I suggest (**any character**), in (**the room you are in**), with (**any weapon**).'

- Move the suspect character and weapon into that room. (They'll remain there after your turn. There can be any number of playing pieces and weapons in a room at one time.)
- The player to your left **secretly** shows you one of the cards 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 one, then the next player secretly shows you a card from your suggestion, and so on. After you've been shown a card, your suggestion is disproven and play moves on.
- No one has a card? That's okay.

Mark your sheet with the card you were shown. It can't be in the envelope.

Think you've solved the mystery? You can make an accusation right after you make a suggestion! See WIN for details.

If you weren't shown any cards, that could mean your suggestion is correct!

That's it. Now the player to your left goes!

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HOW TO WIN

Once you think you've cracked the case, make your accusation! You can only make one accusation per game. It must be on your turn, but it can be right after you make a suggestion. You must be in a room, but you don't have to be in the room you're going to name.

1. Say, 'I accuse (**character**), in (**room**), with (**weapon**).'
2. Secretly open the envelope. Are all three of the cards you named inside?

YES! You win! Congratulations on solving the case!

NO! Uh oh, you're wrong! Without letting anyone see, put the cards back in the envelope. You can't take any more turns, but you must show cards when other players make suggestions or name cards they want revealed. The game continues until someone makes a correct accusation. If no one does, the murderer gets away!

TWO-PLAYER (OR TEAM) GAME

This variation is played like the classic game, with two exceptions:

- Set up: after you've completed steps 1-5, shuffle the remaining cards and place four cards facedown randomly in any four rooms. (For a speedier game, place them in the corner rooms.) Then continue setting up as usual.
- Play: if you enter a room with a card, secretly look at that card and mark your sheet before making your suggestion as usual.

DETECTIVE TIPS

MARKING YOUR SHEET

When someone shows you a card, mark it on your sheet in the first column *and* in the column under their initial. **Knowing who has which cards will let you strategise when making suggestions, and you may be able to pick up on clues when other players make suggestions.**

PROCESS OF ELIMINATION

Suggestions help you work out whodunnit by process of elimination. As players reveal cards, you narrow down which character, weapon and room cards might be in the envelope.

USING YOUR CARDS

Use the cards in your hand to your advantage when making suggestions. If you want to know if a player has a specific card, try naming one or two of your own cards.

In this example, Professor Plum is the murderer!

Cluedo

| WHO? | PLAYERS | | | | |
|----------|---------|----|----|----|----|
| | JG | CA | TG | AB | PD |
| Green | X | | | | |
| Mustard | X | | | X | |
| Peacock | X | | | | X |
| Plum | | | X | | |
| Scarlett | X | | | | |
| White | X | | | | X |

| WHAT? | | | | | |
|-------------|---|--|--|--|--|
| Candlestick | | | | | |
| Dagger | | | | | |
| Lead Pipe | | | | | |
| Revolver | X | | | | |
| Rope | | | | | |
| Wrench | | | | | |

| WHERE? | | | | | |
|---------------|---|--|---|--|--|
| Ballroom | | | | | |
| Billiard Room | X | | | | |
| Conservatory | | | | | |
| Dining Room | | | | | |
| Hall | X | | | | |
| Kitchen | | | | | |
| Library | X | | | | |
| Lounge | | | X | | |
| Study | | | | | |

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