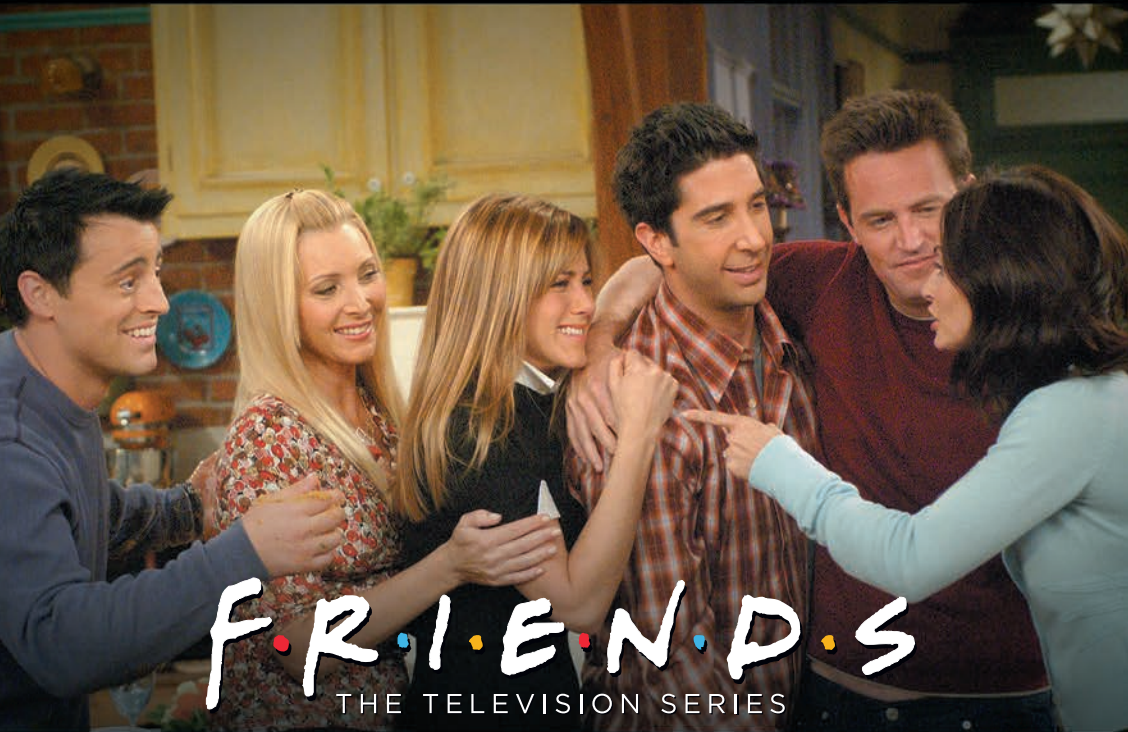


CLUE

The Classic Mystery Game



The One with the Secrets

RULE BOOK

AGE 8+ | 2-6 PLAYERS

JOIN A MYSTERIOUS JOURNEY...

Secrets abound among the Friends in New York City. In this all-new version of CLUE, players must determine **WHICH** secret is being kept, **WHO** reveals it, and **WHERE** it is revealed. Will Joey let it slip that he was a Japanese lipstick model in Monica's kitchen, or will Ross discover that Monica and Chandler are dating in the living room?

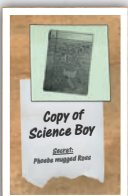
WHO?

Look closely at the Characters.
One of them will discover the Secret!



WHICH?

One of these Secrets will reveal the truth about one of the group!



WHERE?

Inspect the locations. The Secret will be revealed in one of these places!



SET-UP

To start the game, place all 6 Secret Tokens and Character Movers in the center of the board. (even if there are less than 6 players.)

1) GIVE EACH PLAYER:



Personality Card



Mover



Clue Sheet

Pen or Pencil
(not included)

2) SEPARATE CARDS INTO 4 DECKS:

Characters



Secrets



Locations



Gossip Cards



Without looking, place one Character, Secret, and Location card into the manila envelope. These are the cards involved in the mystery!

Shuffle the rest of the cards together, and deal them evenly to each player. If there are any leftovers, place them face up by the side of the table.

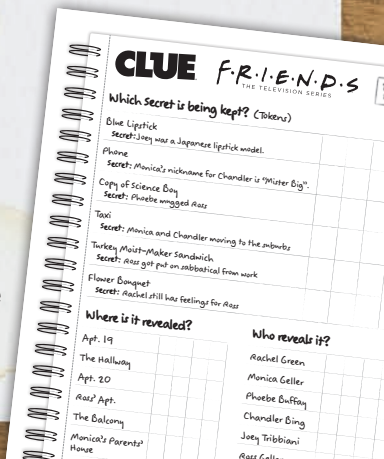


Rumor Cards

Shuffle these separately and place them face down next to the game board.

3) INVESTIGATE:

Players secretly cross off their Rumor cards along with any leftover ones on their Clue sheet. Throughout the game you will see other players' cards, which you must also cross off to determine which cards are in the envelope.

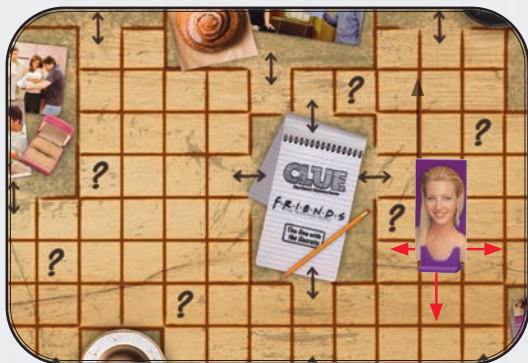


GAME RULES

Everyone rolls the dice. Highest roller goes first, and play continues left.

- 1) On your turn, roll the dice and move around the board, trying to enter a Location. You don't need an exact roll to enter a Location; you may always finish your move early. (If your mover was moved by another since your last turn, you can choose to stay in that Location and ask a question.)

You may move any direction except diagonally.



Did Phoebe find out about Monica and Chandler moving to the suburbs (Taxi) at Central Perk?



- 2) Upon entering a Location, ask a question about one Character, one Secret, and the Location you just entered. Bring the Character's Mover and the Secret's Token into the Location with you.

The player on your left must try to answer you. If they have any of the cards in question, they must reveal one to you secretly. If they don't they simply say "I cannot answer," and the question passes to the player on their left, and so on until you have been shown one card.

If no one can show you a card, put on a poker face! As long as you weren't bluffing by asking about one of your own cards, you've figured out which cards are in the envelope!

- 3) End your turn by crossing off the card you've been shown on your Clue sheet. Leave the Character Mover and Secret Token you moved where they are.

HOW TO WIN

Once you've crossed off everybody's cards on your Clue sheet, you're ready to make your accusation! Make your way to the center of the game board and say your accusation aloud, then discreetly check the cards in the envelope.

IF YOU WERE RIGHT?

You've solved the mystery and won the game!

IF YOU WERE WRONG?

Return the cards to the envelope. Now you may only answer questions.

IF ALL PLAYERS HAVE BEEN WRONG?

The game is over.



GOSSIP CARD

If you land on a Question Mark, roll a Question Mark, or are moved into a Location to be Questioned, you may draw a Gossip Card. There are two types of these...

Rumor and Suspicion Cards: If you draw a "Play Immediately Card" follow the direction on the card. If you draw any other card you get to keep it. These good cards are used in different ways throughout the game. You can have and play as many Gossip Cards as you like in any turn.

Confession Cards: There are 8 Confession cards in the Gossip deck. The first 7 do nothing, If drawn, place the card, face up, beside the board so all players can see how many Confession cards have been drawn. If you draw the 8th Confession card, however, all secrets are revealed and the game is over.



DRAWING THE 8TH CONFESSION CARD

If you draw the 8th Confession card, all secrets are revealed and the game is over for all players and the Characters have lost.

PERSONALITY CARDS



The front side shows an ability that each player has. The ability can be used once per game. After you use it, turn the card over to its backside. The backside has no effect on the game.

2 PLAYER OR TEAM RULES

For 2 players or teams, you may not use the Gossip cards, and you must make the following minor modifications to your game.

SET-UP: Set up the game exactly as you would for regular CLUE, except before dealing out Rumor cards to players/teams, **take the top five cards and place them face down next to the game board.**

GAME PLAY: Ask questions as normal. The other player/team must always try to answer. If they cannot, secretly look at one of the five Rumor cards by the side of the board. After crossing it off your Clue sheet, return the card to its place.

Everything else is the same as regular CLUE!



SECRET TOKEN KEY



Copy of Science Boy
Phoebe mugged Ross



Lipstick
Joey was a Japanese lipstick model



Flowers
Rachel still has feelings for Ross



Phone
Monica's nickname for Chandler is Mister Big



Turkey Moist Maker Sandwich
Ross got put on sabbatical at work



Taxi
Monica and Chandler moving to the suburbs

CONTENTS:

Custom Game Board
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6 Personality Cards
21 Rumor Cards
25 Gossip Cards
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Envelope
6 Secret Tokens
2 Dice
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WARNING: Choking Hazard - contains small parts. Not suitable for children under 36 months.