

AGE 8+ | 2-6 PLAYERS

CLUE

The Classic Mystery Game



Disney · PIXAR

FINDING

NEMO

RULE BOOK

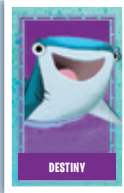
CAN YOU HELP FIND DORY?

While playing their favorite game of hide-and-seek, Nemo's forgetful friend Dory lost track of where she was! Good thing word travels fast around these reefs, because Nemo is going to need the help of his friends to figure out all the ways to try and find her!

"Just keep swimming" with your favorite finned and footed adventurers as they navigate the big blue to solve **WHAT** perils Dory may face, **WHO** will need to help in your plan to find her, and **WHERE** she'll ultimately be found!

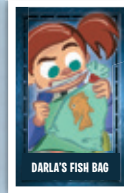
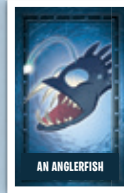
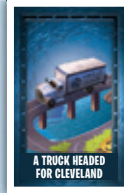
WHO?

Who will help in your plan to find Dory



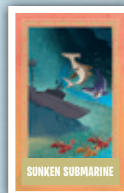
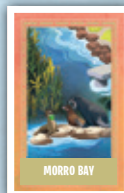
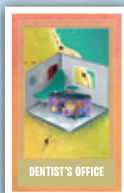
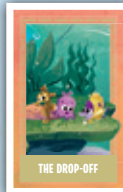
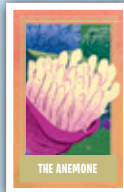
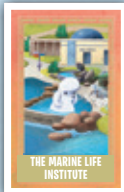
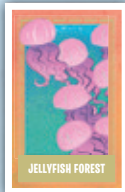
WHAT?

What perils will Dory face?



WHERE?

Where will Dory ultimately be found?



SET-UP

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

1 GIVE EACH PLAYER:



Power Card



Mover

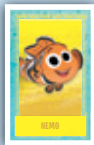


Clue Sheet

Pen or Pencil
(not included)

2 SHUFFLE CARDS INTO 4 DECKS:

Characters



Perils



Locations



Intrigue Cards



Without looking,
place one Character,
Peril, 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.

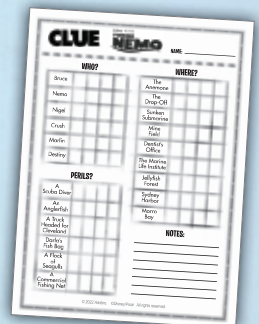


Rumor Cards

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

3 INVESTIGATE:

Players secretly cross off their CLUE 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 Dory encounter the Anglerfish before she was found by Nigel in the Anemone?”

2

Upon entering a Location, ask a question about one Character, one Peril, and the Location you just entered. Bring the Character's Mover and the Peril 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!

THE ANEMONE

NIGEL

3

End your turn by crossing off the card you've been shown on your CLUE sheet. Leave the Character Mover and the Peril 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 deduction! Make your way to the center of the game board and announce your plan to help Dory 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.

CLUE

IF ALL PLAYERS HAVE BEEN WRONG?

The game is over.



INTRIGUE CARDS

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

Encounters: If you draw an Encounter card, you get to keep it. These good cards are used in different ways throughout the game. You can have and play as many Encounters as you like in any turn.

Sunset: There are 8 Sunset cards in the Intrigue deck. The first 7 do nothing. If drawn, place the card, face up, underneath the board so all can see how many Sunset cards have been drawn. If you draw the 8th Sunset card, however, the time runs out and the game is over!



DRAWING THE 8TH SUNSET CARD

If you draw the 8th Sunset card, the game is over for all players.



POWER CARDS

The POWER SIDE shows the ability that each player has. This ability is useable once per game.

After you use it, turn the card over to the PERSONALITY SIDE. The PERSONALITY SIDE has no effect on the game.

2 PLAYER OR TEAM RULES

For 2 players or teams, you may not use the Intrigue 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 CLUE 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 CLUE 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!



CONTENTS:

Custom Game Board
6 Character Movers
6 Peril Tokens
6 Power Cards
21 Rumor Cards
25 Intrigue Cards
Custom Clue Sheets
Envelope
2 Dice

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MADE IN USA with dice and movers **MADE IN CHINA**. Colors and parts may vary from those pictured.

WARNING: Choking Hazard - contains small parts. Not suitable for children under 36 months.