

CLUE[®]

AGES 9+ 3-6 Players

the office



**SKILLED AT FRAMING
PEOPLE AND ANIMALS**



**TOBY FLENDERSON,
DECEASED?**

6 Dunder Mifflin employees arrive at the office on a Saturday for a mandatory team building exercise and find their Human Resources representative pretending to be the victim of foul play.

**"I think I thrive
under a lack of
accountability."**

**INSIDE:
LEARN HOW TO PLAY!**

SET-UP

TOBY IS DEAD! (FOR THE DAY)

“Everyone knows there are a million reasons why anyone would want to get rid of Toby. Now you must **figure out who did it**. Move around the office and look at the cards in the other players’ hands. If you can narrow down **who did it, where, and with which weapon**, and identify the three cards in the envelope, you win an extra week of vacation! In the meantime, I will be making sure the rules are being followed. I will enjoy the world without Toby... even if it’s just for one day.”

-Michael Scott



1

Separate the Rumor cards into Employees, Rooms and Weapons. Secretly take one card from each pile and place it into the yellow envelope. Put the envelope off to the side.



THE ENVELOPE NOW HOLDS THE ANSWER TO THE CRIME:
Who did it, in which room, with which weapon?

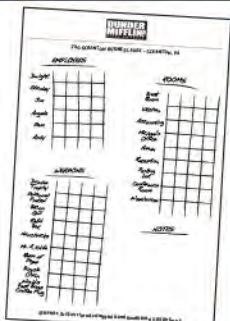
2

Shuffle the remaining Rumor cards together and deal them, face down, so that each player has the same number. Place any extra Rumor cards face down in the Sales Dept.



4

Each player gets a Clue sheet. Secretly check off the Rumor cards you were dealt.



5

Shuffle the Intrigue cards and place to one side.



CLOCK CARD



KEEPER CARD

See pg. 7 to learn when to draw an Intrigue card.



3

After assembling the employee badges, place them on their matching color start spaces. Then choose which employee you'd like to be.



Take the matching Personality card and place it Power-side up. See pg. 7 for details.



6

WEAPONS

Place the weapons in the Sales Dept. Roll the dice. High roller goes first.



ON YOUR TURN

On your turn, move around the office and Start a Rumor to try and find out what the other employees know by learning which cards they have in their hands. When you think you know what cards are in the envelope head to the sales area and Make An Accusation.

1

MOVE
roll the dice
Every turn

2

START A RUMOR
I THINK it was...

only if you're in a room

3

MAKE AN ACCUSATION
It was...

once per game
in the Sales Dept.

CLUE

MOVE

THERE ARE TWO WAYS TO MOVE...

ROLL THE DICE

Roll the dice. Move up to the sum of the two dice. If one of the dice shows a Question Mark, immediately draw an Intrigue card.

USE A SECRET PASSAGE

If you're in a Room with a secret passage (Annex, Warehouse, Parking Lot, or Break Room), you may use it to move to the connected room.

If you move to the Sales Dept. you may move to either...



Look at any or all face down Rumor cards or Make An Accusation (See pg. 6).

RULES TO MOVING

You do **NOT** have to use your full move.

You may **NOT** re-enter a Room you left during that turn.

If you land on a space with a question mark, **STOP MOVING** and draw an Intrigue Card.

On your turn you must move out of a room unless you were moved there during a Rumor (See page 5).

You may move horizontally or vertically but **NOT DIAGONALLY**.

If you enter a Room, **STOP MOVING**.

You may pass through, but not end on, a space occupied by another player.

“If one of the dice shows a Question Mark, immediately draw an Intrigue card”

START A RUMOR

By starting a rumor, you try to determine which three cards are in the envelope.

If after moving, you are in a room (not in Sales), you may Start A Rumor. To start a Rumor name an Employee, a Weapon and *the Room you are in*. Move the employee's badge and Weapon into the room with you (if they are not already there).

Example: You're Pam and you enter the Kitchen. You start a Rumor: "I think Dwight "murdered" Toby with the Nunchucks in the Kitchen." Move Dwight's badge and the Nunchucks into the Kitchen.

Proving a Rumor True or False

As soon as you've started a rumor, the other players, try to prove it false. The first to try is the player to your immediate left.

If that player has one of the named Rumor cards in his hand, he shows it to you and only you. If the player has more than one of the cards named, he selects one (just one) to show you. Check this card off on your Clue sheet – this proves the card is not in the envelope. Your turn is over.

If the player to your left has none of the named Rumor cards, then the next player to the left tries to prove your rumor false. And so on.

If no one can prove your Rumor false, your turn is over.



“ Starting rumors can narrow down who did it, where and with which weapon ”

IF YOU WERE MOVED INTO A ROOM AS PART OF A RUMOR

If the Employee you are playing was implicated in the rumor and your badge was moved into the room from somewhere else, you may draw one Intrigue card for the inconvenience.

If your Employee was already in the room, or a Employee not controlled by a player was moved, then no card is drawn.

ACCUSATION

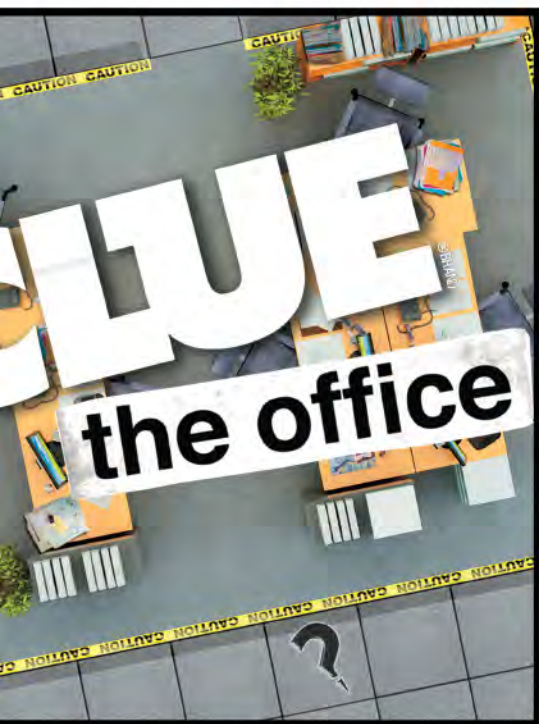
Make an Accusation

When you think you've figured out which three cards are in the envelope, go to the Sales Dept. to Make An Accusation.

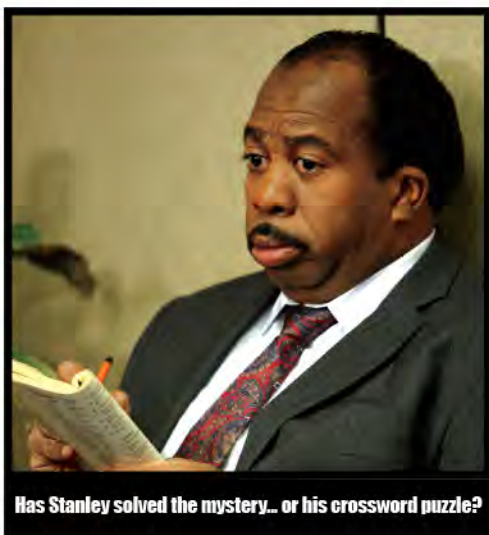
Once you get to the Sales Dept., you accuse an Employee, using a Weapon, in a Location: "I accuse Stanley of "murdering" Toby with the Poisoned Pretzel in the Break Room." Then, secretly look at the cards in the envelope.

Winning

You win the game if your Accusation is correct – that is, if you find in the envelope all three of the cards you named. When this happens, take out the cards and show everyone.



LEARN how the **INTRIGUE CARDS** add more suspense!



Has Stanley solved the mystery... or his crossword puzzle?

IF YOUR ACCUSATION IS WRONG

- Secretly return the three cards to the envelope.
- You do not make any more moves in the game, and cannot win.
- You continue to try to prove your opponents' rumors false by showing cards when asked.
- Your badge can still be part of a Rumor but you no longer draw Intrigue cards.

INTRIGUE cards

There are two types of Intrigue cards:



Clocks. There are 8 Clock 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 Clock cards have been drawn. If you draw the 8th Clock card, however, your employee has been removed from the game and cannot win the vacation!

Keepers. If you draw a keeper, you get to keep it. These good cards reflect Michael Scott's game changing whims and are used in different ways throughout the game. You can have and play as many keepers as you like in any turn.

3 Ways To Draw Intrigue Cards:

Roll a Question Mark:
You **MUST** draw a card.

Land on a Question Mark:
You **MUST** draw a card.

Moved to a **room** as part of someone starting a rumor:
You **MAY** draw a card.

DRAWING THE 8th CLOCK CARD

If you draw the 8th Clock card, you are out of the game.

Place your cards face up where all players can see them. You no longer play in the game or draw any Intrigue cards. However, your badge can still be part of a Rumor.

Return the 8th Clock card to the draw pile of Intrigue cards, even if it is the only card left in the draw pile. This means that the 8th Clock card can be drawn again and again.

Note that it is possible for all of the Employees to get eliminated by the murderer and no one wins.

PERSONALITY cards



The **POWER SIDE** shows a power that that Employee has. This power is useable once per game. After you use it, turn the card over to the Personality side.

The **PERSONALITY SIDE** gives some information about that Employee but has no effect on the game.

Pam Beesly

Cute, friendly and conflicted. Pam often uses her powers of manipulation for the good of her co-workers, especially when protecting her boss, Michael, from himself. On the surface she is shy and kind; however, she regularly assists Jim with his office pranks on Dwight. Pam can type 90 words per minute and change a tire.

Jim Halpert

Intelligent, but unmotivated with a mischievous streak. Jim is both overqualified and uninterested in his job. He spends much of his time engineering numerous and sometimes elaborate pranks on co-worker, Dwight Schrute. Sometimes referred to as "Big Tuna" because he ordered a tuna fish sandwich... once.

Dwight Schrute

Dwight craves authority and lets even the most insignificant amount of power go to his head. If put in charge he would trim the fat by immediately firing most of his co-workers. He knows a great deal about weaponry, bears and science fiction. Through concentration, Dwight claims he can raise and lower his cholesterol at will.

Andy Bernard

Andy is constantly sucking up to management to elevate his position at Dunder Mifflin. His tactics for professional success include name repetition, personality mirroring, and never breaking off a handshake. Andy considers himself "awesome" (it's raw and awesome put together). While Andy does not lack confidence, he does have severe anger issues.

Stanley Hudson

Stanley is serious, intelligent and hardworking. He is also often grumpy and disgruntled. Stanley claims, "I wake up every morning in a bed that's too small, drive my daughter to a school that's too expensive and then I go to work to a job for which I get paid too little." He has no respect for his boss, but is quite fond of crossword puzzles and pretzel day.

Angela Martin

Angela is cold, upright and very judgemental of others. She has filed complaints to human resources against all of her co-workers; however, she has "redacted" all complaints against Dwight. She's adept at passing blame and inauthentic. Angela adores cats and posters of infants posed as adults. She is skilled at hiding secrets and believes she holds up well to severe scrutiny.

We will be happy to hear your questions or comments about this game.
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MADE IN USA. DICE AND PLASTIC MOVIES MADE IN CHINA.
Game contains small parts. Not intended for children under 3 years.



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The Office