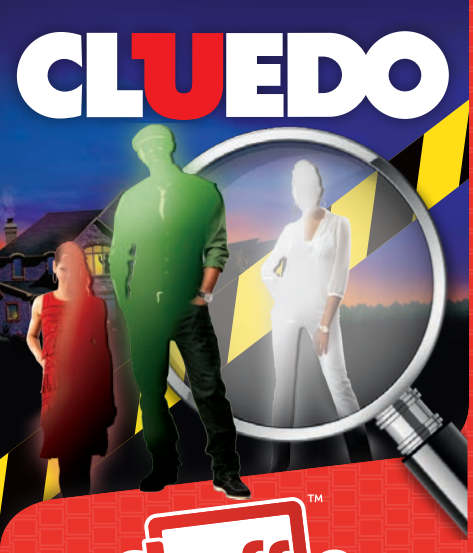

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"It's all the intrigue of CLUEDO, in minutes!"

AIM OF THE GAME

Use your detective skills to solve the mystery and make an accusation – who did it, with what and where!

CONTENT:
1 Crime card, 12 Evidence cards,
4 sets of Case File cards
2 Reminder Rules cards, 6 Character Profile cards

Extra Cards for the Advanced Game:
(marked with a ⊕ symbol)
3 Evidence cards
12 white Case File cards

Extra Cards for the App Game:
4 Telephone cards

GET READY!

- Take all the cards marked with a ⊕ in the corner out of the game: **these cards are only for the advanced 2-4 player game.** Also remove the Telephone cards: **these cards are only used in the App game.**

Your Case Files:

- Give each player a set of 12 Case File cards. Each set is marked in the corner with one of four symbols:

*** Make sure all cards in a set have the same symbol.**

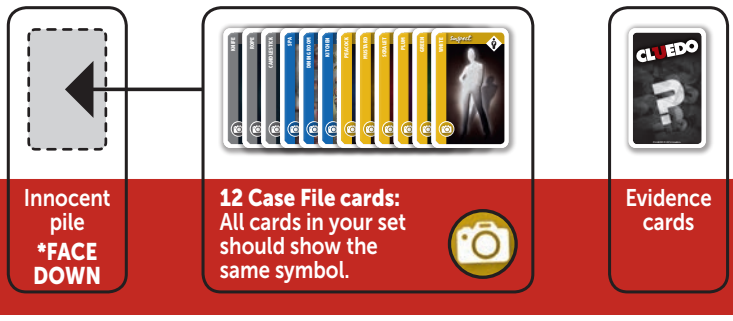
- Each player is dealt 6 Suspect cards, 3 Location cards and 3 Weapon cards. Every player starts with the same Case File card items (See set up image below).
- Put aside any spare sets.

The Crime:

- Separate the Evidence cards into 3 piles (Suspects, Weapons and Locations).
- Shuffle each pile, keeping them face down.
- Without looking, place one card from each pile face down in the middle. Cover it with the **Crime card.** This is the crime, and stays secret until someone makes an accusation.

THE CRIME:
3 face down Evidence cards (one Suspect, one Weapon and one Location card) with the Crime card on top.

Any Case File card that matches a visible Evidence card goes on the Innocent pile, face down.



Sample layout of one player's hand (Other players' will look similar)

HOW TO PLAY

The Evidence:

- Shuffle the rest of the Evidence cards together.
- Deal them out face down so everyone has an equal number. Spare cards go face up in the middle, for all to see.
- Look at your own Case File cards and Evidence cards (including any face up in the middle). Any evidence cards you can see are innocent – they can't be underneath the Crime card.
- Secretly put any Case File cards that match the Evidence cards you can see face down in your **innocent pile.**

Keep your Evidence cards in your hand at all times.

IMPORTANT!
Keep all your cards hidden from other players.

Played CLUEDO before?

This game is similar.
Find out what's under the Crime card (who did it, with what and where) by asking other players questions. Every time a player shows you an Evidence card, you know it's **not** under the Crime card. Put its matching Case File card from your hand onto your innocent pile – this is like crossing things out on a CLUEDO notepad.

Time to start investigating!

- Decide who goes first.

On Your Turn:

PLAYER ASKING:

- Look at your cards.
- Ask the player to your left about any two items you think might have been involved in the crime.
  You can ask about different item types like "Scarlet and the rope", or the same type like "the rope or the candlestick".

EG: ***"I suspect Scarlet and the rope may have been involved in the crime. Can you help me?"***

PLAYER ANSWERING:

- When a player asks you a question, check the Evidence cards in your hand. Do you have one of the Evidence cards they asked about? Show it to the asker and no one else. Be honest! If you lie, the game won't work!
- Do you have both the Evidence cards they asked about? Choose only one of these cards to show the asker (without revealing that you have both).

EG: ***"Maybe I do..."***

- If you have none of the Evidence cards, say ***"No, I can't help you."***

PLAYER ASKING:

- If the first player on your left can't help you, ask the next player the same question. Keep asking until someone shows you an Evidence card, or until you've asked everyone.
- If nobody has any of the Evidence cards you asked about, you know that one or both of those pieces of evidence is under the Crime card **(See Tips and Tactics for details).**
- Once you've seen an Evidence card, you know it's not under the Crime card – **it's innocent.** Put its matching Case File card face down onto your innocent pile.
- Unsure of a card's innocence? Keep it in your hand.
- Your turn is over. Now the player on your left asks a question.
- Keep playing like this until you think you've figured out who did it, with what, and where.

Ready to accuse?

HOW TO ACCUSE:

- **On your next turn,** say you want to accuse, and lay the three Case File cards you think were involved ***(who, where, with what)*** face down on the table (separate to your innocent pile).
- Ask if anyone else wants to accuse.

Is it only you accusing?

- Peek at the cards under the Crime card (don't show anyone else!).
- If the 3 cards under the Crime card match your accusation, you win! Turn over the Crime card and your Case File cards to prove it.
- If your cards don't match, you lose! Other players keep playing. You can no longer ask questions or accuse, but you must truthfully answer questions when asked.

More than one person accusing?

Everyone must do the same.

- Decide who was first, second, third or last to accuse. All players put their three accusation Case File cards **face down.** Everyone ready? Turn your accusations face up **at the same time.**
- **Accuser #1:** Turn over the cards under the Crime card. If they match your accusation, you win!
- **Accuser #1** didn't win? The next player (in order of who was second, third or last to accuse) with a matching accusation wins.
- If nobody wins, the criminal has outwitted you all. ***Go back to detective school!***

Tips and Tactics

- When you're 100% sure a piece of evidence was involved, get rid of all other cards of that type. For example, if you're sure the knife was involved, put all the other Weapon Case File cards face down onto your innocent pile.
- Bluff by asking about one Evidence card you DO have and one you don't.
- Remember which players have seen your Evidence cards so that you reveal the least amount of information possible.
- Pay attention even when it's not your turn. You could learn vital clues.
- Accuse before you have all the evidence if you think someone else might get there before you – but wait for your turn to do this!

ADVANCED GAME FOR TOP DETECTIVES (2-4 Players)

Think you're ready for a bigger case?

- Add in the ⊕ cards. Now there'll be 1 extra Weapon and 2 extra Locations to ask questions about.

- **Set-up is the same as before except:** Each player now gets a set of 15 Case File cards (6 Suspects, 5 Locations, 4 Weapons). There are now 3 extra Evidence cards that could be innocent or guilty (pistol, living room, hall).
- **Ask questions and accuse as before except:** If it's just 2 of you playing, when one of you accuses, the other player must do the same.

THE WINNER!

The first person to solve the crime wins!

EG: "White in the Study with the Rope."

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