

AGES 8+ | 2-6 PLAYERS

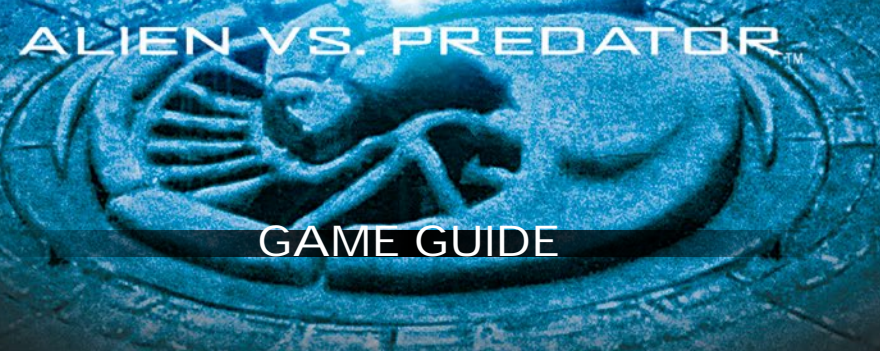
# CLUE

The **Classic** Mystery Game<sup>®</sup>



# NVP

ALIEN VS. PREDATOR



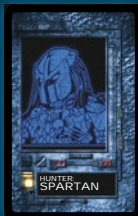
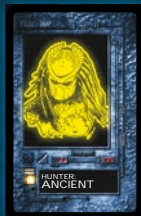
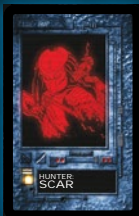
GAME GUIDE

# THE CASE FILE

As the Predator Rite of Ritual draws nearer, an Alien Queen must be captured and bred. You and your fellow Predators must determine where her secret lair is hidden, and who amongst you has the unique combination of skills and tools to take her down.

## WHO

Meet the Predators. Only one has the power and skills necessary to capture the Alien Queen.



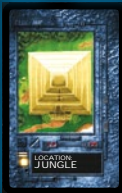
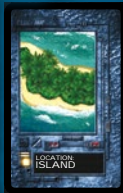
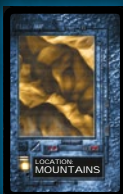
## WHAT

Inspect the weapons. One of them will be wielded in the fight against the Alien Queen.



## WHERE

Take a peak at the locations. The Alien Queen's lair lies hidden in one of them.

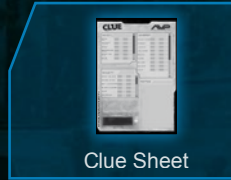




# SET-UP

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

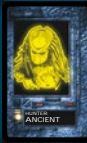
1 Give each player:



Pen  
(Not Included)

2 Shuffle cards into 4 decks:

Suspect



Weapon



Location



Hunt



Without looking, place top 3 cards into the yellow envelope. These are the cards involved in the capture of the Alien Queen!

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.



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

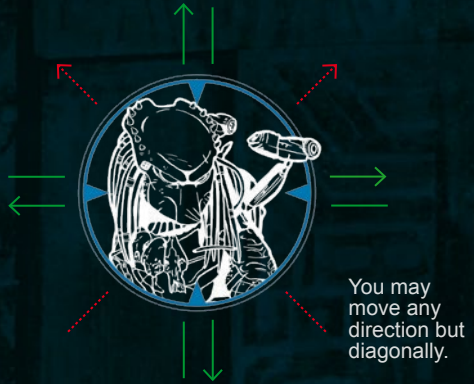
3 Players secretly cross off their CLUE cards along with any leftover ones on their CLUE sheet. Throughout the game you will see other players' cards, which you must also cross off to determine which cards are in the envelope and used in the capture.



# 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).



*Will Spartan capture the Alien Queen with a Whip on the Beach?*



**2.** Upon entering a location, ask a question about one suspect, one weapon, and the location you just entered. Bring the suspect's mover and the weapon 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 suspect mover and weapon 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 an accusation! Make your way to the center of the game board, and once there, say your accusation aloud and discreetly check the cards in the envelope.

## IF YOU WERE RIGHT?

Congratulations! You have determined where, how, and with what the Alien Queen will be captured, and the Rite of Ritual can commence.



## IF YOU WERE WRONG?

You are out of the game and must return the cards to the envelope. Now you may only answer questions.

## IF EVERYONE IS WRONG?

In this case the Alien Queen remains at large and the Predators will stay unblooded.

# HUNT CARDS

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

## ALIEN

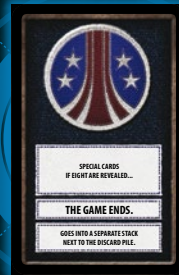


Over the course of the hunt, you will have to face off against lesser Aliens to earn bonus moves. When you draw an Alien card from the Hunt deck, roll one die to try and defeat the Alien or you will be forced back to the ship in the center of the game board.

If you are successful you may put the card in front of you and utilize its power when you choose. You may play as many Alien cards as you like on your turn. These cards must be discarded after use.

If you do not roll a high enough number to defeat the Alien, return your Mover to the ship. Start your next turn from there.

## COLONIAL MARINE



Eight Colonial Marine Cards are in the deck, for the Predators are not alone in their search for the Queen. The first seven are harmless and shall be placed by the side of the board upon being drawn, but if you draw the eighth, the Marines have succeeded in tracking down the Queen before the Predators and the game is over.

# 2-PLAYER OR TEAM RULES

For 2 players or teams, you may not use the Hunt 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 four 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 four CLUE Cards by the side of the board. After crossing it off your CLUE sheet, return the card to its' place.

Everything else is exactly the same as regular CLUE!



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