

CLUE

The **Classic** Mystery Game



BBC

DOCTOR WHO

GAME RULES

AGES 8+ | 2-6 PLAYERS

The Case File

Dalek treachery! By using a mind-controlled companion armed with a powerful weapon, The Doctor has been incapacitated and kidnapped! Now the Daleks seek to reveal all his secrets, and The Doctor must be rescued.

As one of his companions, you must find out three things to win:

1. Who is the mind-controlled culprit that helped kidnap The Doctor?
2. What powerful weapon was used in the crime?
3. Where was The Doctor taken?

Who?

Meet the Suspects. One of these six characters has been mind-controlled by the Daleks and kidnapped The Doctor. **You must find out who.**



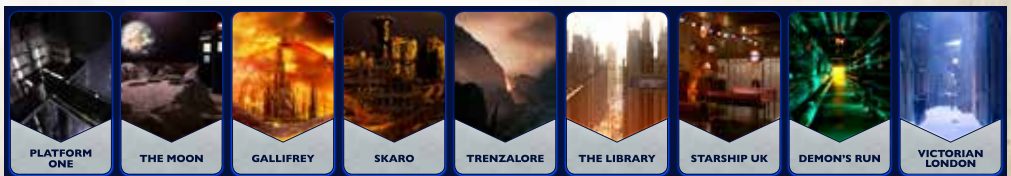
What?

Check out the Weapons. One of these powerful Weapons was used to render the Doctor unconscious for the kidnapping. **You must find out which one.**



Where?

Take a peek at the Locations. The Doctor is being held in one of them. **You must find out where.**



Set-Up



Each player gets the same number of cards. Keep your cards secret!

These three cards are involved in the Mystery. To win, you must find out what they are!

1 Place all six suspect movers and all six weapons in the center of the board (even if there are less than six players).

- Choose a character from the suspect list to play as. You will use your character's matching mover to move around the game board.
- Select the matching power card for your suspect.
- The CHARACTER SIDE shows the power the suspect has. This power is usable once per game. After you use it, turn it over to the QUOTE SIDE. This side gives a quote from the suspect but has no effect on the game.

2 Sort all the CLUE cards into Suspect, Weapon and Location decks.

- Shuffle each deck separately and place them face-down on the table.
- Without looking, take the top card from each deck and put them into the yellow envelope. These are the suspect, weapon, and location involved in the mystery.
- Place the yellow envelope at the side of the board.

3 Shuffle the remaining cards from the three decks of CLUE cards together.

- Deal the cards face-down to each player.
- If the cards don't divide exactly between players, place the two or three leftover cards face-up at the side of the board.

Shh! Everyone must keep their cards secret!

4 Give each player a Score Sheet and pen (not included). **Shh! Always keep your Score Sheet secret!**

- Without letting anyone see, each player must secretly cross off the CLUE cards they have been dealt and any leftover cards that are face-up on the table. **Your cards are not in the envelope so they are not involved in the mystery!**
- Throughout the game you will get to see other players' cards one at a time. Every time you see one, cross it off your score sheet.

5 Shuffle the Intrigue Cards and place them at the side of the board for bonus moves while you play. Or, if you want to play original CLUE, return them to the box.



The Game Basics

HOW TO WIN

Find the Doctor! To win you must be the first player to find out which suspect, weapon and location cards are in the yellow envelope.

HOW TO PLAY

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

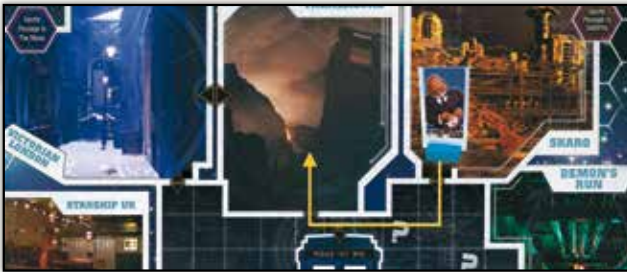
1. Decide who goes first

2. On your turn, roll, move and enter a location

- Roll the dice and move your suspect mover that number of spaces around the board. (Or, if your mover was moved by another player since your last turn, you can choose to stay where you are and ask a question without moving.)
- You can move vertically and horizontally, forward and back through the center; but not diagonally.
- You may only enter or exit a location through the door thresholds.
- Always try to enter a location (at the start, any location will do).

You don't need an exact roll to enter a location; if your roll would have taken you beyond the location, just finish your move early and stop in the location.

- If you roll a question mark, immediately draw an Intrigue Card. Then move the number shown on the other die.



You are Strax. You roll seven and move from Skaro to the Trenzalore through the center grid as shown.

Moving through Joining Locations and Secret Passages

If you're in a location that has a Joining Location or Secret Passage to another location, you can move into the other location at the start of your turn without rolling the dice.

You cannot pass through one location and into another or into the Center on a single turn; you must stop and ask a question whenever you enter a location.

Secret Passage



Joining Locations

You move from Trenzalore to Victorian London and stop. On your next turn you can move through the Secret Passage to The Moon.

3. Then ask a **CLUE** question (**Rumor**) and get an answer

- If you entered a location, you must stop and ask a **CLUE** question about **one suspect, one weapon and the location you've just entered**.
- For example, if you'd just entered Gallifrey, you could ask: "Was it Clara Oswald with the Hallucinogenic Lipstick on Gallifrey?" **Hint!** Try to ask about suspects, weapons and locations you haven't crossed off your Score Sheet.
- Bring the suspect's mover and weapon token you're asking about into the location with you.
- The player on your left must be the first to try to answer your question. If he has any of the cards you asked about he must show one of them to you secretly. **He should never show you more than one card!**
- If he doesn't have any of the cards you asked about, then just say "I cannot answer" and the question passes left to the next player and so on until you have been shown **one card**.

Was it Clara Oswald with the Hallucinogenic Lipstick on Gallifrey??

You are Clara. You bring Madame Vastra and the Moment to Gallifrey with you and ask your question: "Did Madame Vastra use the Moment on Gallifrey?"



What if no one can show me a card?

First 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.

4. Finally, end your turn by marking off your Score Sheet

- Cross off the card you have been shown on your Score Sheet. It's not in the envelope, so it's not involved in the Mystery!
- Leave the suspect mover and weapon you moved where they are. If the suspect mover belongs to another player, they can ask a question on their next turn without moving.
- Now your turn is over. No matter who answered your question, the player on your left goes next.
- **Once you've crossed off everybody's cards on your Score Sheet, YOU'RE READY TO SOLVE THE MYSTERY!**

CLUE DOCTOR WHO

WHO?	WHERE?
Clara Oswald	Victorian London
Strax	The Moon
Jenny	Gallifrey
Madame Vastra	Siaro
River Song	Trenzalore
Any & Rory	Demon's Run
	The Library
	Sarship UK
	Platform One

WHAT?
Hallucinogenic Lipstick
Clara Cyberman Gun
Vortex Manipulator
Strax's Gun
Sonic Screwdriver
The Moment

NOTES:

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Another player shows you a card. It is Strax. You cross Strax off your Score Sheet.

How To Win

I accuse Jenny of using Strax's Gun on Platform One!

Make an Accusation

Once you've asked enough questions to eliminate all but three of the cards on your Score Sheet (one suspect, one weapon and one location), you're ready to solve the mystery!

You must get to the rectangular space in the center of the board before you can make an accusation. Once you get there, say your accusation out loud: "I accuse Jenny of using Strax's Gun on Platform One!" **Then, without letting anyone else see, check the cards in the Envelope.**

Were you right?

YES, I got all three cards right!

You win! Congratulations, you've solved the Mystery and saved the Doctor! Reveal the cards in the envelope to everyone.

NO, I got something wrong!

- Keep your cards hidden and keep answering other players' questions.
- Do not ask any further questions or make any further accusations.

What if everybody guesses incorrectly?

If everyone makes an incorrect accusation, the Mystery remains unsolved. Take the cards out of the envelope and take a look at which suspect got away with it!

Intrigue Cards

There are two types of Intrigue Cards

Pocketwatches. There are 8 Pocketwatches in the Intrigue deck. The first 7 do nothing. If drawn, place the card face-up, next to the board so all players can see how many Pocketwatches have been drawn. If you draw the 8th Pocketwatch however, then your game is over.

Action Cards. If you draw a "Play Immediately Card" follow the direction on the card. If you draw any other Action Card, you get to keep it and choose when to play it. You can have and play as many Action Cards as you like in any turn. Discard all Actions Cards once they are used. Discarded Actions Cards will not be used again.

Drawing the Eighth Pocketwatch

If you draw the 8th Pocketwatch, 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 mover can still be part of a Rumor.

Shuffle the 8th Pocketwatch back into to the draw pile of Intrigue Cards, even if it is the only card left in the draw pile. This means the 8th Pocketwatch can be drawn again and again.

Note that it is possible for all of the suspects to draw a Pocketwatch, and nobody wins.

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 Location as part of someone starting a rumor:

You may draw a card.

Roll too low to enter a Location? Grab an Intrigue Card!

If your roll is too low and you cannot enter a location this turn, aim to land on an Intrigue space instead!

- You don't need an exact roll to stop on an Intrigue space. When you land there, pick up the top Intrigue Card and if it is an Action Card follow the instructions. If it is a Pocketwatch, put it to the side of the game board in full view of the other players.
- Once you've used the card, place it on the discard pile.
- If you're not using the Intrigue Cards, ignore the ? on the die and on the board, and just move your suspect mover towards the next location you want to enter.



2-Player or Team Rules

You will still have to read the full instructions to play CLUE this way!

For 2 players or teams, add the following rules to your game. If you're playing in teams, keep younger players involved by grouping them with older players.

1. The first major difference between 2-player/team CLUE and classic CLUE is the set-up. (See page 3 for classic set-up).
 - Follow steps 1 and 2 of set-up as usual.
 - In step 3, shuffle the rest of the CLUE cards together as usual. But then, before you deal them to the players/teams, take the top four CLUE cards from the deck and place them face-down in a row at the side of the board.
 - Follow step 4 of set-up as usual.
 - But ignore step 5: you can never use the Intrigue Cards in a 2-player or Team game.
2. The second major difference in 2-player/team CLUE is what you do when nobody answers your question. (See page 5 for classic rules on asking).
 - Ask questions as normal. The other player/team must always try to answer.
 - But, if player/team cannot answer, you must secretly look at one of the four cards at the side of the board. Once you've crossed it off your Score Sheet, return the card to exactly the same spot at the side of the board.
 - Every time the other team/player cannot answer one of your questions, secretly look at a different one of the four cards at the side of the board. (You'll have to remember the places of the ones you've already seen!)



**Everything else
is exactly the
same as classic
CLUE!**

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We will be happy to hear your questions or comments about this game.

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